

# THE BIG LIST OF NPCs FOR THE STAR WARS SAGA EDITION RPG 2<sup>ND</sup> EDITION

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## **FOREWORD**

Why oh why did I choose to make such a drastic revamp of my NPC collection? This was something I asked myself quite a few times while working on this version of the document. I hadn't quite realized just how many NPCs this thing contains, especially as it weighs in at the 200 page mark, making it the size of your average RPG sourcebook. But after thinking it over, I had three very good reasons for an undertaking of this size.

The first reason is that with the end of the Saga Edition line and the passing of the license from the hands of Wizards of the Coast, of whom Rodney Thompson was nice enough to give me two bites at the apple in terms of writing for one of the best RPG systems ever made, Saga Edition is now a "closed system" in terms of official content; what we've got is all we're going to have. This means that I can now settle on a more definitive version of many of these NPCs without the concern that some upcoming sourcebook is going to require a rebuild because it has a new piece of crunch that is just perfect for a particular NPC. So doing this major revamp makes sense now that all the books have been published.

The second reason is the utility of the stat blocks. Back in the earlier days of SWSE, I didn't think it mattered much for these builds beyond just listing out the numbers; after all, many GMs were bound to take these stats and drop them into their game without much worry or concern for the NPC's background; they're ultimately just a disposable opponent for the heroes to overcome. But as time went on, I came to realize that for the new GM, one of the folks for whom this document was designed, they might be using these stat blocks as guidelines for building their own NPCs, and I know that there were a bunch of math errors and editing goofs from prior editions. While the errors in the official WotC NPC stat blocks never irked me, given that I rarely made use of them, it's a totally different story when you're the one responsible for making sure that all the numbers add up. So this was a good chance to go back and try to fix as many mistakes as I could. I'm sure there are still some left, but hopefully there's a lot less than there was the last time I updated this sucker.

Reason the third kind of relates to the first reason. When initially designing these NPCs, there were a lot of times where I had to choose between various options, often antagonizing over many of them as I really didn't want to have to choose. But by adding a section labeled "Build Options" under each entry, I can have my cake and eat it too, since by doing so I can list out some of the combinations I had considered for these NPCs and let GMs tweak the stat blocks to surprise any players that think they know what's coming when these NPCs show up to play. And for players looking for ideas for their own character concepts or options to enhance their existing characters, this document now represents a wealth of ideas to be taken advantage of.

Well, those are my reasons three, so without further prattling on my part, I present what GM Dave of the Order 66 Podcast called "Threats of the Galaxy, Part Two." Whether you're new to being a Gamemaster for Star Wars Saga Edition or an old salt in need of some NPCs for that surprise session that your players want you to run, I hope you find something that suits the needs of your games in the following pages, or at the very least draw inspiration from these NPCs for your own NPC designs.

May the Force be with you,  
*Jonathan "Donovan Morningfire" Stevens*  
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# **DARK SIDE**

## **DARK ACOLYTE**

Medium Scout 3/Jedi 6

Force Points 5; Dark Side 14

Init +12; Senses Perception +11

Languages Basic; 1 unassigned

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Defenses Ref 24 (flat-footed 21), Fort 21, Will 22

hp 75; Second Wind +18hp; Threshold 21

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Speed 6 squares

Melee Unarmed +10 (1d4+6) or

Melee Lightsaber +12 (2d8+10) or

Melee Lightsaber +7/+7 (2d8+10) with Double Attack or

Ranged Heavy Blaster Pistol +11 (3d8+4)

Base Atk +8; Grp +11

Atk Options Assured Attack, Double Attack, Fatal Hit

Special Actions Consumed by Darkness, Power of the Dark Side

Force Powers Known (Use the Force +10) *corruption, dark rage, Force grip (2), rend, surge*

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Abilities Str 14, Dex 16, Con 12, Int 12, Wis 14, Cha 12

Talents Consumed by Darkness, Power of the Dark Side, Telekinetic Savant, Weapon Specialization (lightsabers), Wrath of the Dark Side

Feats Assured Attack, Double Attack (lightsabers), Fatal Hit, Force Sensitivity, Force Training (2), Skill Training (Pilot), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

Skills Acrobatics +12, Initiative +12, Knowledge (tactics) +10, Perception +11, Pilot +12, Stealth +12, Use the Force +10

Possessions heavy blaster pistol, lightsaber (self-built), comlink (miniaturized long-range holo)

## **CHALLENGE LEVEL 9**

### **Background Information**

During the Clone Wars, the former Jedi Master Count Dooku recruited a number of Force-sensitive beings to his banner, training them in the ways of the dark side and utilizing their particular skills and talents to strike against the Republic and the Jedi Order. Many of the missions these Dark Acolytes were given were deemed too important or specialized to leave in the hands of lesser beings.

### **Use in Play**

The Dark Acolyte is more of a direct threat to the heroes, particularly those that have placed their allegiance to the Jedi Order and the Republic. First and foremost the Dark Acolyte is a warrior, and acts accordingly, bringing the full might of their dark powers to bear on the heroes.

### **Build Options**

- Trade Assured Attack and Double Attack (lightsabers) for Dual Weapon Mastery I and Dual Weapon Mastery II and give the Dark Acolyte either two lightsabers or a double-bladed lightsaber to reflect a more merciless style of fighting.
- Swap out Fatal Hit for Skill Focus (Use the Force) to make the Dark Acolyte a more capable Force-user.

## **DARK SIDE ADEPT**

Medium Scout 3

Force Points 2; Dark Side 10

Init +7; Senses Perception +8

Languages Basic

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Defenses Ref 16 (flat-footed 15), Fort 15, Will 15  
hp 35; Second Wind +12hp; Threshold 15

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Speed 6 squares

Melee Unarmed +4 (1d4+3) or

Melee Force Pike +4 (2d8+5) or

Ranged Heavy Blaster Pistol +3 (3d8+1)

Base Atk +2; Grp +4

Special Actions Force Focus, Power of the Dark Side

Force Powers Known (Use the Force +7) *Force grip*,  
*Force slam*, *mind trick*

---

Abilities Str 14, Dex 13, Con 12, Int 10, Wis 14, Cha 13

Talents Force Focus, Power of the Dark Side

Feats Force Sensitivity, Force Training, Weapon

Proficiency (advanced melee weapons, pistols, rifles,  
simple weapons)

Skills Endurance +7, Initiative +7, Perception +8,

Stealth +7, Use the Force +7

Possessions force pike, heavy blaster pistol, comlink,  
black robes

## **CHALLENGE LEVEL 3**

### **Background Information**

Dark side adepts are beings trained to use the Force yet have fallen prey to the lure of the dark side of the Force. In particular, they nurse a deep hatred for the Jedi Knights and all that they stand for.

While they are capable of working from the shadows, the dark side adept will not hesitate to engage those who serve of the light side of the Force directly when the opportunity presents itself.

### **Use in Play**

The dark side adept is a good, low-level adversary to throw at a starting party of heroes. They've yet to really delve into the deeper mysteries of the Force, but have enough power to be a credible threat.

Adepts could also be used as servants to a far more powerful dark side Force-user, such as a Sith Lord or the leader of a Dark Side cult.

### **Build Options**

- Replace Force Focus with Telekinetic Savant to provide the dark side adept with a guaranteed extra usage of either *force grip* or *force slam*.
- Trade *force grip* for *force lightning* to give the dark side adept a very dangerous surprise for one of their foes.
- Instead of *mind trick*, give the dark side adept the *dark rage* power, enabling them to really tear into their enemies once they've exhausted their other Force powers.

## **DARK SIDE ASSASSIN**

Medium Human Scoundrel 4

Force Points 2; Dark Side 12

Init +10; Senses Perception +8

Languages Basic; 1 unassigned

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Defenses Ref 19 (flat-footed 16), Fort 14, Will 16  
hp 30; Second Wind +10hp; Threshold 14

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Speed 6 squares

Melee Unarmed +6 (1d4+3) or

Melee Vibroblade +6 (2d6+3) or

Ranged Blaster Pistol +6 (3d6+2)

Base Atk +3; Grp +6

Atk Options Point Blank Shot, Sneak Attack +1d6

Special Actions Telekinetic Savant

Force Powers Known (Use the Force +8) *Force grip*,  
*mind trick*

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Abilities Str 12, Dex 16, Con 10, Int 12, Wis 12, Cha 12

Talents Sneak Attack, Telekinetic Savant

Feats Force Sensitivity, Force Training, Point Blank Shot, Skill Focus (Stealth), Weapon Finesse, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Acrobatics +10, Deception +8, Initiative +10, Perception +8, Stealth +15, Use the Force +8

Possessions blaster pistol, vibroblade, utility belt

## **CHALLENGE LEVEL 4**

### **Background Information**

Dark side assassins are Force-sensitive individuals that have succumbed to their baser urges and use their powers to cause misery and inflict death. In many cases, a dark side assassin has been specially trained as part of a cabal of Force adepts that focus on the darker aspects of the Force. Their powers tend more towards the subtle, and they prefer to attack when they have the element of surprise, giving them the best chance of severely injuring or killing their target with the first attack.

### **Use in Play**

In combat, the dark side assassin will seek to take advantage of cover or concealment if present, and frequently makes use of *Force grip* to soften up harder targets while potentially slaying weaker enemies outright. They tend to operate either as psychotic solo killers or enforcers to a more powerful individual. They make a good way to let a party of heroes know that they've managed to get in the way of somebody powerful.

### **Build Options**

- Replace Telekinetic Savant with Trick Step and Skill Focus (Stealth) with Skill Focus (Initiative). This combination will enable the assassin to make sneak attacks just about every round with a reduced chance of being left flat-footed due to a low Initiative check result.
- Swap out two levels of Scoundrel for levels in Jedi to represent an assassin that has undergone training as a Jedi (most likely as part of a Sith cult), replacing Weapon Proficiency (advanced melee weapons) with Weapon Proficiency (lightsabers), Sneak Attack for Sentinel Strike, adding the Quick Draw feat, and swapping out the vibroblade for a lightsaber.

## **DARK SIDE CULTIST, INITIATE**

Medium Non-Heroic 3/Noble 1

Force Points 1; Dark Side 3

Init +3; Senses Perception +6

Languages Basic

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**Defenses** Ref 13 (flat-footed 12), Fort 11, Will 12  
hp 15; **Second Wind** +12hp; **Threshold** 11

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**Speed** 6 squares

**Melee** Unarmed +3 (1d4+1) or

**Melee** Vibroblade +4 (2d6+1) or

**Ranged** Blaster Pistol +3 (3d6)

**Base Atk** +2; **Grp** +3

**Atk Options** Point Blank Shot

**Special Actions** Presence

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**Abilities** Str 12, Dex 12, Con 12, Int 10, Wis 9, Cha 12

**Talents** Presence

**Feats** Point Blank Shot, Skill Training (Persuasion),

Weapon Focus (advanced melee weapons), Weapon

Proficiency (advanced melee weapons, pistols, simple weapons)

**Skills** Perception +6, Persuasion +8

**Possessions** blaster pistol, vibroblade, concealed holster, cultist robes

## **CHALLENGE LEVEL 2**

### **Background Information**

The rank and file members of a cult devoted to the mysteries of the dark side of the Force, the initiate is a mix of devoted follower and expendable labor pool, used to sate the egos of the cult's higher echelons and sacrificed to carry out the whims of the ruling priest. Lured into the cult's ranks through promises of fame, money, power, and other worldly desires, the initiate's life is one of devout subservience, offering supplication in the hope of gaining true power.

### **Use in Play**

As they've been pretty thoroughly brainwashed by the leaders of their cult, the initiate will simply follow the orders of their superiors, or just attack the nearest person they have identified as being the enemy. You can up the sympathy factor for these deluded souls by making them people that the heroes recognize, either from their backstory or from past adventures.

### **Build Options**

- Replace the level of Noble with a level of Scout or Soldier, taking Weapon Proficiency (rifles) instead of Weapon Proficiency (pistols), trading Presence for Watchful Step if Scout or Focused Warrior if Soldier, making for an initiate cultist that is much more durable than the standard version.
- If the heroes are facing off against a large group of cultists, replace Presence with Inspire Confidence for one of them, which will make the entire group more of a threat to the heroes.

## **DARK SIDE CULTIST, ACOLYTE**

Medium Non-Heroic 3/Noble 5

Force Points 6; Dark Side 10

Init +9; Senses Perception +11

Languages Basic; 1 unassigned

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Defenses Ref 16 (flat-footed 16), Fort 16, Will 19  
hp 35; Second Wind +12hp; Threshold 16

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Speed 6 squares

Melee Unarmed +6 (1d4+3) or

Melee Vibrodagger +6 (2d4+3) or

Ranged Hold-Out Blaster +5 (3d4+2)

Base Atk +5; Grp +6

Special Actions Force Focus, Presence

Force Powers Known (Use the Force +11): *Force grip*,  
*Force thrust*, *mind trick*

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Abilities Str 12, Dex 10, Con 12, Int 13, Wis 14, Cha 14

Talents Force Focus, Force Perception, Presence

Feats Force Boon, Force Sensitivity, Force Training,  
Intimidator, Skill Training (Initiative, Use the Force),  
Weapon Proficiency (advanced melee weapons, pistols,  
simple weapons)

Skills Deception +11, Initiative +9, Perception +11,  
Persuasion +11, Use the Force +11

Possessions hold-out blaster, vibrodagger, concealed  
sheath, cultist robes

## **CHALLENGE LEVEL 6**

### **Background Information**

Higher-ranking members of a cult devoted to the mysteries of the dark side of the Force, the acolyte relies on mystical power to enforce their will on the lower-ranking cultists around them while remaining subservient to the dark priests that both outrank and out-power them. In many cases, the acolyte serves as a recruiter for their respective cult, seeking out minds vulnerable to their insidious influence.

### **Use in Play**

The acolyte has limited Force powers, and don't present that great a threat in combat unless the heroes are at a very low level. In many cases, the acolyte is either the leader of their own little sect, or a high-ranking minion to the cult's true leader. They are perhaps at their most dangerous when able to speak freely, using words and the Force to twist the minds and thoughts of others.

### **Build Options**

- If working with a group of initiates, replace Presence with Inspire Confidence to allow the acolyte to increase the threat posed by the initiatives, especially if those same initiates are acting as a buffer zone between the heroes and the acolyte.
- Replace Skill Training (Initiative) with either Skill Focus (Persuasion) make their use of Intimidator harder to resist, or with Skill Focus (Use the Force) to make their Force powers more effective.
- Replace Force Perception with Telekinetic Savant to allow the acolyte to more freely make use of *Force grip* and *Force thrust*, and even switch out *mind trick* for another power with the *[telekinetic]* descriptor.

## **DARK SIDE CULTIST, PRIEST**

Medium Noble 7/Force Adept 3

Destiny 1; Force Points 8; Dark Side 15

Init +11; Senses Perception +12

Languages Basic; 3 unassigned

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Defenses Ref 23 (flat-footed 22), Fort 23, Will 26  
hp 60; Second Wind +15hp; Threshold 23

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Speed 6 squares

Melee Unarmed +8 (1d4+6) or

Melee Heavy Staff +8 (1d8+6) or

Ranged by weapon +8

Base Atk +7; Grp +8

Special Actions Damage Reduction 10, Force Focus, Illusion, Inspire Confidence, Intimidator, Silver Tongue

Force Powers Known (Use the Force +18): *farseeing*, *Force grip*, *Force lightning*, *Force thrust*, *mind trick*, *rebuke*

Force Techniques Improved Mind Trick

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Abilities Str 12, Dex 12, Con 12, Int 14, Wis 15, Cha 16

Talents Damage Reduction 10, Force Focus, Illusion, Inspire Confidence, Mind Probe, Transfer Essence

Feats Force Boon, Force Sensitivity, Force Training (2), Intimidator, Linguist, Silver Tongue, Skill Focus (Use the Force), Weapon Proficiency (pistols, simple weapons)

Skills Deception +13, Gather Information +13, Initiative +11, Knowledge (galactic lore) +12, Knowledge (social sciences) +12, Perception +12, Persuasion +13, Use the Force +18

Possessions heavy staff (treat as mace), elaborate cultist robes, ornamental trappings

## **CHALLENGE LEVEL 10**

### **Background Information**

The leader of a cult devoted to the mysteries of the dark side of the Force, the priest is a powerful and charismatic presence, able to twist the minds and beliefs of those that listen to them, caring nothing for the lives of lesser beings, seeing even the faithful of his cult as nothing more than pawns to be used in their twisted schemes. While the priest will rarely deign to sully their hands with such trivialities as dealing with interfering heroes, they are quick to take interest in any Force-users, seeing them either as potential recruits to their cause... or threats to be crushed without mercy.

### **Use in Play**

The priest makes an excellent mid-tier threat to a party of heroes, requiring a good mix of cunning and luck to take down. As the leader of a dark side cult, the priest makes a good end of campaign villain for mid-level heroes, and their defeat may even lead to the resolution of a hero's destiny. Most dark side priests are twisted and evil, so don't be afraid to lay on the depravity, if only to make the heroes that much more determined to put this creep down.

### **Build Options**

- For a priest that focuses more on their words than Force powers, switch Force Boon for Skill Focus (Persuasion) to enable them to make all but the most willful of foes cower in fear.
- Replace Force Perception with Telekinetic Savant to allow the acolyte to more freely make use of *Force grip* and *Force thrust*, and even switch out *Force lightning* for *move object* to enable the priest to use the environment as a weapon against an enemy.



## NIGHTSISTER FORCE WITCH

Medium Human Female Scout 7/Force Adept 3

Destiny 1; Force Points 6; Dark Side 14

Init +12; Senses Perception +12

Languages Basic; 1 unassigned

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**Defenses** Ref 24 (flat-footed 22), Fort 24, Will 26;

Dodge

hp 85; **Second Wind** +21hp; **Threshold** 24

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**Speed** 6 squares

**Melee** Unarmed +9 (1d4+6) or

**Melee** Spear +9 (2d8+7) or

**Melee** Spear +7 (3d8+7) with Rapid Strike or

**Ranged** Spear +10 (2d8+6)

**Base Atk** +7; **Grp** +9

**Atk Options** Channel Aggression, Rapid Strike

**Special Actions** Adept Spellcaster, Power of the Dark Side, Shake it Off

**Force Powers Known** (Use the Force +18): *corruption, energy resistance, fear, Force grip, Force storm\*, wound*

**Force Techniques** Improved Force Storm

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**Abilities** Str 12, Dex 14, Con 14, Int 12, Wis 14, Cha 16

**Talents** Adept Spellcaster, Channel Aggression, Charm Beast, Empower Weapon, Power of the Dark Side, Fringe Savant

**Feats** Dodge, Force Sensitive, Force Training (2), Rapid Strike, Shake it Off, Slippery Maneuver, Skill Focus (Use the Force), Weapon Focus (simple weapons), Weapon Proficiency (pistols, rifles, simple weapons)

**Skills** Endurance +12, Initiative +12, Perception +12, Ride +12, Stealth +12, Survival +12, Use the Force +18

**Possessions** empowered spear, Nightsister robes, pet Nexu or other suitably savage creature.

\*JATM version

## CHALLENGE LEVEL 10

### Background Information

Hailing from the primitive world of Dathomir, the Nightsister Force Witch is as powerful as she is cruel, using her dark magic to dominate those around her. But those that think she has only her spells to rely upon are in for quite a surprise, as she is quite proficient with her spear, which itself has been strengthened by the Force, and she is able to take brutal advantage of any weakness that her opponent may reveal.

### Use in Play

The Nightsister force witches can be a dangerous surprise for a group of heroes, as they are just as capable of mixing it up in melee as they are at using the Force. They can be an exotic threat if fought away from their home planet, and in such cases can be found working for shady individuals as a high level enforcer in a criminal outfit.

### Build Options

- Exchange two levels of Scout for levels in Noble and trade the Slippery Maneuver feat for Skill Training (Persuasion) to allow the Nightsister the option to use means other than violence to get her way.
- Replace Channel Aggression and Empower Weapon with talents from the Beastwarden talent tree to give the Nightsister more of an affinity with her savage companion.

## RENEGADE JEDI

Medium Human Jedi 5/Scout 3

Force Points 5; Dark Side 6

Init +12; Senses Perception +10

Languages Basic; 1 unassigned

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Defenses Ref 23 (flat-footed 20), Fort 20, Will 20;

Deflect

hp 75; Second Wind +18hp; Threshold 20

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Speed 6 squares

Melee Unarmed +9 (1d4+5) or

Melee Lightsaber +10 (2d8+8) or

Melee 2 Lightsabers +8/+8 (2d8+6) or

Ranged Heavy Blaster Pistol +10 (3d8+4) or

Ranged 2 Heavy Blaster Pistols +8/+8 (3d8+4)

Base Atk +7; Grp +10

Atk Options Dual Weapon Mastery

Special Actions Redirect Shot, Sentinel Strike +1d6

Force Powers Known (Use the Force +11): *Force grip*,  
*Force slam*, *mind trick*, *move object*

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Abilities Str 14, Dex 16, Con 12, Int 12, Wis 12, Cha 14

Talents Acute Senses, Deflect, Improved Initiative,  
Redirect Shot, Sentinel Strike

Feats Dual Weapon Mastery I, Dual Weapon Mastery II,  
Force Sensitivity, Force Training (2), Recovering Surge,  
Skill Training (Stealth), Weapon Focus (lightsabers),  
Weapon Proficiency (lightsabers, pistols, simple  
weapons)

Skills Initiative +12 (may re-roll), Knowledge (galactic  
lore) +10, Perception +10 (may re-roll), Stealth +12,  
Use the Force +11

Possessions 2 lightsabers, 2 heavy blaster pistols

## CHALLENGE LEVEL 8

### Background Information

Although trained in the Jedi Arts, the renegade Jedi has cast aside the restrictions of the Jedi Order and their archaic code, reveling in the power of the Force. But for all their power, the renegade Jedi knows all too well the resources the Jedi Order can use to bring them to justice for their crimes, causing many to seek refuge in the forgotten corners of the galaxy, while others instead choose to go out in a blaze of glory, causing as much chaos and suffering as possible before their lives are snuffed out by their former brethren.

### Use in Play

The renegade Jedi makes an interesting opponent for heroes that are used to thinking of the Jedi as being generally good and decent beings that rely heavily on the Force and their lightsabers. Many of these renegades either found or become part of a criminal gang, and if they aren't in charge of the gang, they're likely to be in a position of power.

### Build Options

- Exchange the levels in Scout for Soldier to make the renegade Jedi a more direct combatant, taking Melee Smash and Stunning Strike in place of Acute Senses and Improved Initiative and Toughness for Skill Training (Stealth).
- Alternatively, for an even sneakier renegade, take levels in Scoundrel, the talents Dastardly Strike and Trick Step, and Skill Focus (Initiative) in place of the same talents and feat. While this combo limits the renegade to one attack per round, that attack can be very painful for their target.
- Drop the second lightsaber and heavy blaster pistol and replace the Dual Weapon Mastery feats with Force Training and Rapid Strike, exchanging the ability to make multiple attacks for a broader range of Force powers while making their one attack that much more effective when it hits.

## **SITH APPRENTICE**

Medium Scout 2/Jedi 5/Sith Apprentice 3

Destiny 2; Force Points 6; Dark Side 14

Init +12; Senses Perception +12

Languages Basic, Sith

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**Defenses** Ref 24 (flat-footed 22), Fort 24, Will 24;

Block, Deflect

hp 90; **Second Wind** +22hp; **Threshold** 24

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**Speed** 6 squares

**Melee** Unarmed +11 (1d4+7) or

**Melee** Lightsaber +13 (2d8+11) or

**Melee** Lightsaber +10/+10 (2d8+11) with Double Attack  
or

**Melee** Lightsaber +17 (2d8+16) with Powerful Charge

**Ranged** by weapon +13

**Base Atk** +9; **Grp** +11

**Atk Options** Double Attack (lightsabers), Powerful  
Charge

**Special Actions** Power of the Dark Side, Shake it Off,  
Swift Power

**Force Powers Known** (Use the Force +17): *dark rage*,  
*Force grip*, *Force lightning*, *Force slam*, *mind trick*,  
*rebuke*

**Force Technique** Force Point Recovery

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**Abilities** Str 14, Dex 15, Con 14, Int 12, Wis 14, Cha 14

**Talents** Block, Deflect, Multiattack Proficiency

(lightsabers), Power of the Dark Side, Swift Power,  
Weapon Specialization (lightsabers)

**Feats** Double Attack (lightsabers), Force Sensitivity,  
Force Training (2), Powerful Charge, Shake it Off, Skill  
Focus (Use the Force), Weapon Focus (lightsabers),  
Weapon Proficiency (lightsabers, pistols, rifles, simple  
weapons)

**Skills** Acrobatics +12, Endurance +12, Initiative +12,  
Perception +12, Pilot +12, Use the Force +17

**Possessions** lightsaber (self-built), pocket scrambler,  
utility belt with encrypted holo comlink, Sith robes,  
custom courier ship

## **CHALLENGE LEVEL 10**

### **Background Information**

Steeped in the lore of the ancient Sith Lords, the Sith apprentice is powerful in the dark side of the Force. Frequently sent on missions to further the schemes of their master, the Sith apprentice relies on a mix of cunning, guile, and stealth to accomplish many of their tasks, but will not hesitate to crush anyone that gets in the way of their objective.

### **Use in Play**

Well versed in the mysteries of the Sith and the way of the lightsaber, a Sith apprentice is a daunting foe for any group of heroes to face off against, and for a Jedi character would prove a good reason for why they'd be accorded the rank of Jedi Knight. Though geared for combat, the Sith apprentice also works as a behind-the-scenes villain, acting to ensure their master's plans go as intended, only making a direct attack when the heroes become too great a threat to ignore.

### **Build Options**

- Exchange Swift Power for Redirect Shot to give the Sith apprentice a means of turning his enemies' ranged attacks back against them.
- For a less headstrong combatant, take the feats Rapid Strike and Wicked Strike instead of Double Attack and Powerful Charge, replacing Multiattack Proficiency with any of the following: Dark Scourge, Dark Side Adept, or Severing Strike.
- Or to go the route of a dual-wielding Sith, drop Double Attack and Powerful Charge for Dual Weapon Mastery I and II and either give the apprentice two lightsabers or a double-bladed lightsaber.
- Since the Sith apprentice has constructed their own lightsaber, giving them a compressed crystal makes their attacks that much more difficult for a Jedi adversary to parry.

## **SITH ASSASSIN**

Medium Twi'lek Non-Heroic 3/Jedi 6/Sith Apprentice  
1

Force 4; Dark Side 12

Init +12; Senses Perception +12, low-light vision

Languages Basic, Sith, Ryl

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Defenses Ref 22 (flat-footed 19), Fort 21, Will 20  
hp 45; Second Wind +11hp; Threshold 21

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Speed 6 squares

Melee Unarmed +12 (1d4+3) or

Melee Unarmed +10 (2d4+3) with Rapid Strike

Melee Lightsaber +14 (2d8+5) or

Melee Lightsaber +12 (3d8+5) with Rapid Strike or

Ranged by weapon +12

Base Atk +9; Grp +12

Atk Options Rapid Strike, Running Attack, Wicked Strike

Force Powers Known (Use the Force +13) *Force grip, Force lightning, mind trick, surge*

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Abilities Str 11, Dex 16, Con 10, Int 12, Wis 12, Cha 16

Special Qualities deceptive

Talents Clear Mind, Force Perception, Weapon

Specialization (lightsabers), Wicked Strike

Feats Force Sensitivity, Force Training (2), Rapid Strike,

Running Attack, Skill Training (Acrobatics, Stealth),

Weapon Finesse, Weapon Focus (lightsabers), Weapon

Proficiency (lightsabers, simple weapons)

Skills Acrobatics +13, Deception +8 (may re-roll),

Initiative +13, Perception +13, Stealth +13, Use the

Force +13

Possessions lightsaber (self-built), Sith outfit

## **CHALLENGE LEVEL 8**

### **Background Information**

One of the many minions of Darth Krayt's One Sith, the Sith Assassin is a cunning fighter, using agility and trickery to destroy those that dare to oppose the will of Sith. Just as proficient with the dark side as they are with their blood-red lightsabers, they prefer to strike quickly, dispatching their target in a surge of violence before fading back into the shadows.

### **Use in Play**

The Sith assassin is generally sent to slay those that have drawn the wrath of their master, and usually don't make much of an announcement before they attack. They tend to focus on hit and run tactics, gradually weakening a foe if they are unable to kill them outright, and shouldn't hesitate to capitalize on a critical hit to grievously cripple their foe.

### **Build Options**

- For a sneakier Sith assassin, swap Wicked Strike for Force Deception, Force Perception for Sentinel Strike, and Running Attack for Combat Trickery.
- To focus more on Force powers, exchange Skill Training (Acrobatics) for Skill Focus (Use the Force) and Running Attack for Force Training, selecting powers that deal damage or cripple the target.

## **SITH LORD**

Medium Noble 2/Jedi 6/Sith Apprentice 5/Sith Lord 3  
Destiny 3; Force Points 8; Dark Side 16  
Init +15; Senses Perception +16  
Languages Basic, Sith; 4 unassigned

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Defenses Ref 31 (flat-footed 29), Fort 30, Will 32;  
Block, Deflect  
hp 115; Second Wind +28hp; Threshold 30  
Immune fear

---

Speed 6 squares

Melee Unarmed +16 (1d4+9) or

Melee Lightsaber +18 (2d8+12/x3) or

Melee Lightsaber +16 (3d8+12/x3) with Rapid Strike

Melee Lightsaber +15/+15 (2d8+12/x3) with Double Attack

Melee Lightsaber +13/+13 (3d8+12/x3) with Double Attack and Rapid Strike or

Ranged by weapon +17

Base Atk +15; Grp +17

Atk Options Critical Strike, Double Attack (lightsabers)

Special Actions Power of the Dark Side, Swift Power, Temptation

Force Powers Known (Use the Force +21): *dark rage, farseeing, fear, Force grip, Force lightning (2), Force slam, mind trick, move object, rebuke (2), wound*

Force Techniques Force Point Recovery, Improved Sense Force

Force Secrets Devastating Power, Multitarget Power

---

Abilities Str 12, Dex 14, Con 13, Int 15, Wis 16, Cha 16

Talents Affliction, Block, Dark Side Adept, Dark Side Master, Deflect, Multiattack Proficiency (lightsabers), Power of the Dark Side, Swift Power, Weapon Specialization (lightsabers)

Feats Critical Strike, Double Attack (lightsabers), Force Sensitivity, Force Training (3), Linguist, Rapid Strike, Skill Focus (Use the Force), Triple Crit (lightsaber), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Acrobatics +15, Deception +16, Gather Information +16, Initiative +15, Knowledge (galactic lore) +15, Perception +16, Persuasion +16, Use the Force +21

Possessions lightsaber (self-built), utility belt with encrypted holo comlink, Sith robes

## **CHALLENGE LEVEL 16**

### **Background Information**

A master of the lore of the ancient Sith Lords, the Sith Lord is a terrifying opponent for all but the most skilled of Jedi Masters, able to bring the might of the dark side to bear against those that would dare to oppose them. Weaving twisted schemes and hatching convoluted plots, the Sith Lord's every waking moment is devoted to the obliteration of the Jedi Order and restoring the oppression of the Sith. Patient and cunning, the Sith Lord acknowledges that many of the plans they set in motion will not reach fruition until long after they have perished, but this does not mean they will tolerate the continued interference of heroes.

### **Use in Play**

The Sith Lord is perhaps the ultimate example of an end-of-campaign villain, a terrifying expression of the power of the dark side of the Force. A daunting challenge even for a Jedi Master, by the time the heroes are able to confront the Sith Lord, it will doubtless be at a time and place of their choosing. No weapon or tool is forbidden to these masters of deceit and treachery, and weakness that the heroes present should be exploited ruthlessly.

### **Build Options**

- For a Sith Lord more focused on Force usage, switch Critical Strike for Force Boon to provide additional Force Points, and Double Attack for Force Training to provide even more powers at their disposal.
- To follow Palpatine's example, give the Sith Lord's lightsaber the spring-loaded upgrade, allowing them to draw their weapon at a moment's notice.
- For a Sith Lord that wants to more easily disguise themselves as a Jedi, perhaps as a means to further discredit the Jedi Order, give them a dual-phase lightsaber, with one setting being a traditionally-hued blade while the other is the typical crimson red of a Sith lightsaber.

## **SITH MARAUDER**

Medium Trandoshan Non-Heroic 3/Jedi 4/Soldier 2/Sith Apprentice 1  
Force 4; Dark Side 12  
Init +11; Senses Perception +11, darkvision  
Languages Basic, Dosh, Sith

---

Defenses Ref 19 (flat-footed 18), Fort 22, Will 20  
hp 65 Second Wind +16hp; Threshold 23

---

Speed 6 squares

Melee Unarmed +11 (1d4+5) or

Melee Lightsaber +13 (2d8+9) or

Melee Lightsaber +10\* (2d8+15) or

Ranged by weapon +10

Base Atk +9; Grp +11

Atk Options Bantha Rush, Cleave, Power Attack

Special Actions Power of the Dark Side

Force Powers Known (Use the Force +11) *dark rage, wound*

---

Abilities Str 15, Dex 12, Con 13, Int 12, Wis 12, Cha 13

Talents Force Intuition, Power of the Dark Side, Indomitable, Weapon Specialization (lightsabers)

Feats Armor Proficiency (light), Bantha Rush, Cleave, Follow Through, Force Sensitivity, Force Training, Power Attack, Skill Training (Endurance, Perception), Toughness, Weapon Focus (lightsaber), Weapon Proficiency (lightsabers, simple weapons)

Skills Endurance +11, Perception +11, Survival +11, Use the Force +11 (may use for Initiative checks)

Possessions lightsaber (self-built), Sith outfit, light battle armor

*\*includes 3 points of Power Attack*

## **CHALLENGE LEVEL 8**

### **Background Information**

One of the many minions of the Darth Krayt's One Sith, the Sith Marauder serves as hunter and executioner, seeking out those that defy the will of the Sith and utterly destroying them. While cunning and patient during the hunt, they abandon all pretenses and focus on a purely physical victory, crashing into their prey with the force of a tidal wave.

### **Use in Play**

The Sith marauder's is a living weapon whose only purpose is combat. There's no subtlety involved in their tactics, and they can make a dangerous foe for the heroes to face, especially if encountered in a group or supported by more cunning members of the One Sith.

### **Build Options**

- Make the marauder's attacks that much more deadly by switching Indomitable for Devastating Attack (lightsabers), making it more likely each attack will push the target down the condition track.
- Give the marauder's lightsaber a sigil crystal for even more damage per hit.

## **SITH WARLOCK**

Medium Chagrian Non-Heroic 3/Jedi 6/Sith

Apprentice 1

Force 7; Dark Side 16

Init +10; Senses Perception +13, low-light vision

Languages Basic, Chagri, Sith; 1 unassigned

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Defenses Ref 19 (flat-footed 19), Fort 20, Will 22

hp 55 Second Wind +13hp; Threshold 20

Immune radiation resistance

---

Speed 6 squares

Melee Unarmed +10 (1d4+4) or

Melee Lightsaber +12 (2d8+5) or

Ranged by weapon +9

Base Atk +9; Grp +10

Atk Options Brink of Death

Special Actions Adept Negotiator, Power of the Dark Side, Swift Power

Force Powers Known (Use the Force +17) *corruption, Force grip, Force lightning, hatred, mind trick, move object, rebuke, rend*

---

Abilities Str 12, Dex 10, Con 12, Int 15, Wis 16, Cha 14

Special Qualities breath underwater

Talents Adept Negotiator, Dark Side Adept, Power of the Dark Side, Swift Power

Feats Brink of Death, Force Boon, Force Sensitivity, Force Training (2), Skill Focus (Use the Force), Skill Training (Initiative, Perception), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Initiative +10, Knowledge (galactic lore) +12, Perception +13, Persuasion +12, Use the Force +17

Possessions lightsaber (self-built), Sith robes

## **CHALLENGE LEVEL 8**

### **Background Information**

One of the many minions of the Darth Krayt's One Sith, the Sith warlock has devoted themselves to attaining mastery of the dark side of the Force, wielding it against the enemies of the Sith the way an expert soldier would wield a rifle. Although adept with a lightsaber, they would much rather smite the fools that dare to oppose their dark might.

### **Use in Play**

The Sith warlock's preferred method of dealing with heroes is to rely upon their mastery of the dark side of the Force. They make excellent manipulators, frequently working behind the scenes, only revealing themselves after the heroes have thwarted their scheme.

### **Build Options**

- Switch out Weapon Focus (lightsabers) for Skill Focus (Persuasion) to make Adept Negotiator an even more powerful option for the warlock. Drop Force Boon for Intimidator to give the warlock another method of undermining their enemy's prowess.
- Alternatively, drop Force Boon for another Force Training to give the warlock a broader array of powers to call upon, while replacing Adept Negotiator with Dark Savant makes the warlock even more focused on their usage of dark side powers.

## **SITH WARRIOR**

Medium Zabrak Non-Heroic 3/Jedi 6/Sith Apprentice  
1

Force 3; Dark Side 12

Init +12; Senses Perception +6, low-light vision

Languages Basic, Sith, Zabrak

---

Defenses Ref 22 (flat-footed 20), Fort 21, Will 22

hp 55 Second Wind +13hp; Threshold 21

---

Speed 6 squares

Melee Unarmed +11 (1d6+4) or

Melee Lightsaber +13 (2d8+7) or

Melee 2 Lightsabers +11/+11 (2d8+7) or

Ranged by weapon +11

Base Atk +9; Grp +11

Atk Options Dual Weapon Mastery, Fatal Hit, Wicked Strike

Special Actions Combat Reflexes, Power of the Dark Side

Force Powers Known (Use the Force +9) *battle strike*,  
*Force lightning*, *surge*

---

Abilities Str 14, Dex 15, Con 12, Int 12, Wis 14, Cha 10

Talents Precision, Power of the Dark Side, Weapon Specialization (lightsabers), Wicked Strike

Feats Combat Reflexes, Dual Weapon Mastery I, Dual Weapon Mastery II, Fatal Hit, Force Sensitivity, Force Training, Skill Training (Acrobatics, Initiative), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +12, Endurance +11, Initiative +12, Perception +7 (may re-roll), Use the Force +10

Possessions 2 lightsabers (self-built), Sith robes

## **CHALLENGE LEVEL 8**

### **Background Information**

One of the many minions of the Darth Krayt's One Sith, the Sith Warrior has focused much of their time and effort on mastering the lightsaber, preferring to wield twin blades of crimson death. Focusing on a physical victory above all else, they remain unnaturally silent in battle; the only sound issuing from their lips is the occasional angry growl as they cleave into their foes.

### **Use in Play**

The Sith warrior makes an excellent foil for heroes that pride themselves on their combat skills, and are just as capable as playing the role of enforcer to a more cunning Sith's manipulator.

### **Build Options**

- Have the Sith warrior focus on a single lightsaber by switching the Dual Weapon Mastery feats for Double Attack (lightsabers) and Rapid Strike.
- Trade out Power of the Dark Side and Wicked Strike for Deflect and Redirect Shot to give the warrior better protection from ranged attacks as well as the option to turn those same attacks back at their foes.



# **GALACTIC EMPIRE**

## **DARK STORMTROOPER**

Medium Human Non-Heroic 6/Soldier 2

Dark Side 5

Init +5; Senses Perception +11; low-light vision

Languages Basic

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Defenses Ref 20 (flat-footed 19), Fort 17, Will 12

hp 35; Second Wind +13hp; Threshold 17

immune as stormtrooper

---

Speed 4 squares

Melee Unarmed +8 (1d4+3) or

Ranged Blaster Cannon +8 (3d12+1) or

Ranged Missile Launcher +8 (6d6+1, 2-square burst)

Base Atk +6; Grp +8

Atk Options Point Blank Shot

Special Actions Coordinated Attack

---

Abilities Str 14, Dex 12, Con 13, Int 10, Wis 10, Cha 10

Talents Devastating Attack (heavy weapons)

Feats Armor Proficiency (light, medium), Coordinated Attack, Weapon Focus (heavy), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)

Skills Endurance +10, Perception +11

Possessions blaster cannon or missile launcher, Dark Trooper armor (+8 armor, +2 equipment, includes helmet package), jet pack, utility belt with either 3 additional power packs or 3 missile magazines.

## **CHALLENGE LEVEL 4**

### **Background Information**

An elite unit within the Imperial ranks, the dark stormtrooper is based off the ill-fated Dark Trooper project. Instead of being a massive droid, the dark stormtrooper is a specially trained and equipped Imperial soldier, their gear based on salvaged design data. Using their jet packs for superior mobility, the dark stormtrooper's tactics consist of finding a superior vantage point and then proceeding to scorch entire groups of enemy units in a single shot.

### **Use in Play**

Dark Stormtroopers should never really be a "random encounter," given their elite status. They might be stationed at a very important military base or research facility, or could be leading a direct assault on whatever base of operations Rebel-aligned heroes call home. They should be reserved for higher level heroes rather than being fought in groups of one or two, although a fight with a dark trooper that has been separated from their squad would prove a formidable challenge for a low-level group of heroes.

### **Build Options**

- Switch out Coordinated Attack for Flash and Clear to better simulate the confusion that would be caused by having so much heavy artillery being fired at the heroes.
- To increase the dark stormtrooper's mobility, give them the Jet Pack Training talent instead of Devastating Attack (heavy weapons)
- To really give them options to pour on the pain, dual-gear the blaster cannon and missile launcher so that the trooper has the right weapon for the situation.
- Replace Weapon Focus (heavy weapons) with Point Blank Shot for a bonus to hit and damage.

## **EVO TROOPER**

Medium Human Non-Heroic 8/Soldier 1

Dark Side 2

Init +5; Senses Perception +11; low-light vision

Languages Basic

---

Defenses Ref 18 (flat-footed 17), Fort 17, Will 11  
hp 45; Second Wind +14hp; Threshold 17  
immune as stormtrooper

---

Speed 6 squares

Melee Unarmed +8 (1d4+1) or

Ranged Blaster Rifle +9 (3d8) or

Ranged Blaster Rifle +4 (3d8) with autofire or

Ranged Flechette Launcher +9 (3d8, 1-square splash)

Base Atk +7; Grp +8

Atk Options autofire (blaster rifle)

Special Actions Coordinated Attack

---

Abilities Str 13, Dex 12, Con 14, Int 10, Wis 10, Cha 10

Talents Devastating Attack (rifles)

Feats Armor Proficiency (light), Coordinated Attack,  
Skill Training (Survival), Weapon Focus (rifles), Weapon  
Proficiency (pistols, rifles, simple weapons)

Skills Endurance +11, Perception +11, Survival +9

Possessions blaster rifle, flechette launcher, EVO  
trooper armor (+6 armor, +2 equipment, +10 equipment  
bonus vs. airborne poisons), utility belt

## **CHALLENGE LEVEL 3**

### **Background Information**

Also known as the Imperial Environment Trooper, the “EVO trooper” uses specialized stormtrooper armor that enables them to operate efficiently in all but the most hazardous or hostile of environments.

### **Use in Play**

Since EVO troopers are frequently going to be better suited to enduring the harsh environments they are encountered in, they make a good threat to toss at your heroes when they are already having a rough time of it. It's perhaps best to use them against experienced heroes, as the environment the fight takes place in will be just as dangerous, if not more so, than the EVO troopers themselves.

### **Build Options**

- Instead of Coordinated Attack, give them Point Blank Shot to make their attacks more effective, especially if they can keep the heroes at a respectable distance. Alternatively, give them Bantha Herder to force their targets to move into battlefield hazards.
- If used in groups, change out Weapon Focus (rifles) for Coordinated Barrage for all but a few of them.
- To provide a close-quarters option, exchange Weapon Proficiency (pistols) for (advanced melee weapons) and give them a vibroblade, which can then be installed into their armor via a weapon mount.

## EMPEROR'S HAND

Medium Human Scoundrel 4/Jedi 4

Force Points 4; Dark Side 6

Init +12; Senses Perception +10

Languages Basic; 2 unassigned

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Defenses Ref 24 (flat-footed 20), Fort 20, Will 20  
hp 60; Second Wind +15hp; Threshold 20

---

Speed 6 squares

Melee Unarmed +10 (1d6+5) or

Melee Lightsaber +10 (2d8+6) or

Melee Vibrodagger +10 (2d4+5) or

Ranged Blaster Pistol +10 (3d6+6) or

Ranged Hold-Out Blaster +10 (3d4+6)

Base Atk +7; Grp +10

Atk Options Point Blank Shot, Sneak Attack +1d6

Special Actions Quick Draw, Telekinetic Savant  
(1/encounter)

Force Powers Known (Use the Force +11): *Force grip*,  
*mind trick*

---

Abilities Str 12, Dex 16, Con 12, Int 14, Wis 12, Cha 14

Talents Clear Mind, Sneak Attack, Security Slicer,  
Telekinetic Savant

Feats Force Sensitivity, Force Training, Martial Arts I,  
Point Blank Shot, Quick Draw, Skill Training (Acrobatics,  
Use the Force), Weapon Finesse, Weapon Proficiency  
(advanced melee weapons, pistols, lightsabers, simple  
weapons)

Skills Acrobatics +12, Deception +11, Gather  
Information +11, Initiative +12, Mechanics +11,  
Perception +10, Persuasion +11, Stealth +12, Use the  
Force +11

Possessions modified blaster pistol (increased damage),  
modified hold-out blaster (increased damage),  
lightsaber, vibrodagger, comlink (encrypted  
miniaturized long-range), concealed holster, utility belt

## CHALLENGE LEVEL 8

### Background Information

As one of Palpatine's personal assassins, an Emperor's Hand follows their master's will with fierce devotion if not unswerving loyalty. The Hand is frequently required to work undercover, either insinuating themselves into the life of the target or hunting their prey with cold efficiency. Given rudimentary training in the Force to bolster their effectiveness in the field, an Emperor's Hand is given a great deal of leeway in how they accomplish their tasks, and are amongst the few that can rely upon the Emperor's indulgence should their mission fail, provided that such failures do not become a frequent occurrence.

### Use in Play

Like any good assassin, the Emperor's Hand won't attack until they are certain they have the edge. While some hands might accept collateral damage as part of their job, most prefer to rely on guile rather than brute force. Rarely does a Hand attack without learned as much about their target as possible, and will adjust their tactics as needed.

### Build Options

- Drop Weapon Proficiency (advanced melee weapons) and take Desperate Gambit instead to improve the Hand's chances of hitting, especially when attack from surprise.
- For a Hand that prefers to attack from very long range, take Weapon Proficiency (rifles) instead, switching Quick Draw and Weapon Finesse for Precise Shot and Sniper Shot. You will probably also want to trade out Sneak Attack for Dastardly Strike since this Hand will rarely be attacking from within 6 squares.
- To focus more on Force powers, add an extra Force Training instead of Weapon Proficiency (advanced melee weapons), with *surge* for increased mobility and an offensive Force power (preferably one with the [telekinetic] descriptor) being the preferred selections.
- A Hand that concentrates more on disguises to do their master's bidding can exchange Skill Training (Acrobatics) for Master of Disguise, and possibly exchanging other feats and talents to boost their deceptive aptitude.
- Switch out Security Slicer for Stymie to represent a Hand that relies more on trickery and "luck."

## IMPERIAL ADJUTANT

Medium Human Non-Heroic 9

Dark Side 3

Init +5; Senses Perception +10

Languages Basic, Bocce, High Galactic; 3 unassigned

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Defenses Ref 15 (flat-footed 13), Fort 12, Will 12  
hp 30; Threshold 12

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Speed 6 squares

Melee Unarmed +6 (1d4) or

Ranged Blaster Pistol +8 (3d6) or

Base Atk +6; Grp +8

Atk Options Point Blank Shot

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Abilities Str 10, Dex 14, Con 12, Int 14, Wis 12, Cha 13

Feats Armor Proficiency (light), Linguist, Improved

Defenses, Point Blank Shot, Skill Training (Gather

Information, Use Computer), Weapon Focus (pistols),

Weapon Proficiency (pistols, simple weapons)

Skills Deception +10, Gather Information +10,

Knowledge (bureaucracy) +11, Perception +10,

Persuasion +10, Use Computer +11

Possessions blaster pistol, blast vest and helmet (+2 armor), code cylinder, comlink (encrypted short-range), datapad, Imperial uniform

## CHALLENGE LEVEL 3

### Background Information

Serving as the personal assistant to high-ranking members of the Imperial government, the Imperial adjutant is a mix of ambition, patience, and cunning. Their duties cover a wide gamut of responsibilities, ranging from simple errand-running, arranging inspection tours for their superior, delivering messages deemed too sensitive for standard channels, coordination of their superior's support staff, spying on their superior's rivals, and silencing those who discover things they shouldn't have.

### Use in Play

The adjutant functions best as a support character, either by directly aiding a more powerful ally or directing the actions of less powerful allies such as a squad of stormtroopers.

### Build Options

- For an adjutant with a fiercer bark, drop Linguist and take Intimidator instead.
- To make the adjutant a bit more dangerous in a fight, exchange their blaster pistol for a heavy blaster pistol and equip them with either a combat jumpsuit or stormtrooper armor.
- The adjutant is tailor-made to go along with the Imperial Moff (see the following entry), and could certainly bolster the Moff's effectiveness by taking Rapport instead of Armor Proficiency (light) and constantly using Aid Another actions.
- Give the adjutant the Disturbing Presence feat in place of Improved Defenses to allow them to use their ruthlessness to protect them.

## IMPERIAL DETENTION GUARD

Medium Human Non-Heroic 4/Soldier 1

**Dark Side** 3

**Init** +8; **Senses** Perception +7

**Languages** Basic

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**Defenses** Ref 14 (flat-footed 12), Fort 12, Will 10  
hp 15; **Second Wind** +11hp; **Threshold** 12

---

**Speed** 6 squares

**Melee** Unarmed +5 (1d4+1) or

**Melee** Baton +5 (1d6+1)

**Ranged** Blaster Pistol +5 (3d6)

**Base Atk** +4; **Grp** +5

**Atk Options** Point Blank Shot

---

**Abilities** Str 12, Dex 13, Con 11, Int 10, Wis 10, Cha 9

**Talents** Devastating Attack (pistols)

**Feats** Armor Proficiency (light), Point Blank Shot,

Precise Shot, Skill Training (Persuasion), Weapon

Proficiency (pistols, simple weapons)

**Skills** Initiative +8, Perception +7, Persuasion +6

**Possessions** baton, blaster pistol, blast vest and helmet  
(+2 armor), comlink (encrypted)

## CHALLENGE LEVEL 2

### Background Information

Tasked with keeping those detained by Imperial authority in check, the Imperial detention guard is intended to provide more of an implied threat to prisoners rather than an overt one; after all, it only takes one guard to raise an alarm and bring the might of the Empire crashing down on those that would seek to escape its laws.

### Use in Play

Imperial detention guards are usually little more than a stopgap measure when it comes to heroes needing to break someone out of an Imperial detention cell, and are mostly there to delay the heroes until a more potent threat can arrive. Then again, for a group of starting heroes, the guards can be a more formidable challenge than they would for seasoned heroes.

### Build Options

- A detention guard charged with protecting a high profile or valuable prisoner could be provided better equipment in the form of heavy blaster pistol and combat armor with a helmet package upgrade.
- Rather than Precise Shot, give the detention guard the Bad Feeling or Quick Draw feats to enable them to react faster to trouble.
- Exchange Precise Shot for Wary Sentries to make the detention guards more alert for intruders, especially if guarding a high profile prisoner that some band of plucky heroes is sure to try and rescue.

## **IMPERIAL JUNIOR OFFICER**

Medium Human Non-Heroic 3/Noble 1

Dark Side 2

Init +8; Senses Perception +7

Languages Basic, Bocce, High Galactic; 1 unassigned

---

Defenses Ref 14 (flat-footed 13), Fort 12, Will 14  
hp 10; Second Wind +10hp; Threshold 12

---

Speed 6 squares

Melee Unarmed +2 (1d4) or

Ranged Blaster Pistol +3 (3d6) or

Base Atk +2; Grp +3

Atk Options Point Blank Shot

Special Actions Born Leader

---

Abilities Str 11, Dex 12, Con 10, Int 13, Wis 11, Cha 13

Talents Born Leader

Feats Improved Defenses, Linguist, Point Blank Shot,

Skill Training (Deception, Persuasion), Weapon

Proficiency (pistols, simple weapons)

Skills Deception +8, Initiative +8, Knowledge

(bureaucracy) +8, Perception +7, Persuasion +8

Possessions blaster pistol, code cylinder, comlink  
(encrypted), datapad, Imperial uniform

## **CHALLENGE LEVEL 2**

### **Background Information**

A young and sometimes idealistic member of the Imperial military, the Imperial Junior Officer has either earned notice for their command potential, but more often got their position due to political or familial connections. While those that earned their position often go on to positions of prominence in the Empire, many simply languish in the lower ranks.

### **Use in Play**

The Imperial Junior Officer provides a means to boost the accuracy of the average stormtrooper without needing to fiddle overly much with the stat block of the generic stormtrooper. They can serve as the staff and crew of Imperial bases and ships, with their exact rank and standing in the chain of command depending on the size and importance of the base or ship.

### **Build Options**

- For a more combat-orientated junior officer, swap Linguist for Armor Proficiency (light) and training in Deception for training in Knowledge (tactics), as well as adding a blast vest, a combat jumpsuit, or a set of stormtrooper armor to their list of possessions.
- Consider trading Born Leader for Inspire Confidence to give the junior officer's allies a further-reaching increase, especially as line of sight won't need to be maintained.
- For those junior officers that have earned the respect of the soldiers under their command, replace Skill Training (Deception) with Stand Tall.
- Exchange Born Leader and Linguist for Presence and Intimidator to reflect a sharp-tongued junior officer that won't hesitate to let their enemies know what they really think of them.

## IMPERIAL MOFF

Medium Human Non-Heroic 6/Noble 4/Crime Lord 2  
Force 4; Dark Side 6  
Init +7; Senses Perception +13  
Languages Basic, Bocce, High Galactic; 5 unassigned

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Defenses Ref 19 (flat-footed 18), Fort 17, Will 22  
hp 60; Second Wind +15hp; Threshold 17

---

Speed 6 squares

Melee Unarmed +8 (1d4+3) or

Ranged Blaster Pistol +10 (3d6+3) or

Ranged Blaster Pistol +5/+5 (3d6+3) with Double Attack

Base Atk +8; Grp +9

Atk Options Deadeye, Double Attack (pistols), Point

Blank Shot, Precise Shot

Special Actions Command Cover +1, Presence

---

Abilities Str 10, Dex 12, Con 12, Int 16, Wis 14, Cha 16

Talents Attract Minion, Connections, Coordinate,  
Presence

Feats Double Attack (pistols), Linguist, Point Blank  
Shot, Precise Shot, Skill Focus (Persuasion), Skill  
Training (Knowledge [tactics], Use Computer), Stand  
Tall, Toughness, Weapon Focus (pistols), Weapon  
Proficiency (pistols, simple weapons)

Skills Deception +14, Knowledge (bureaucracy) +14,  
Knowledge (galactic lore) +14, Knowledge (tactics) +14,  
Perception +13, Persuasion +19, Use Computer +14

Possessions blaster pistol, code cylinder, comlink  
(encrypted short-range), datapad, Imperial uniform,  
flagship (*Imperial-class Star Destroyer*), personal  
transport (*Lambda-class shuttle*)

## CHALLENGE LEVEL 8

### Background Information

The ways in which the Imperial Moff attains their illustrious station are numerous, although all of them rely on the good graces of the Emperor to ascend to such a level at some point in their career. Some are promoted from within the Imperial Forces; others are lifelong bureaucrats with powerful connections. But regardless of how they achieved their rank, each Imperial Moff is charged with maintaining the peace and enforcing the will of the Emperor in their appointed sectors. With access to vast numbers of Imperial soldiers, TIE fighters, capital ships, and stormtroopers, drawing the wrath of an Imperial Moff can be a fatal mistake.

### Use in Play

During a Rebellion or Dark Times era game, the Imperial Moff makes an excellent campaign focus and target for the heroes' wrath, and has just enough combat skill to present a decent threat to mid-level heroes.

### Build Options

- For a Moff that's more of a field leader, exchange Presence for Inspiring Presence, granting those under his command an increased level of competence.
- To bring the fear of facing a ranking Imperial officer to the heroes, trade Double Attack (pistols) for Intimidator and Attract Minion for Inspire Fear I.
- Make the Moff more of a "chessmaster" enemy by swapping Attract Minion and Presence for Impel Ally I and II, letting them maneuver their allies around and thus put them into prime positions to attack the heroes, and replacing Double Attack (pistols) for Unwavering Resolve to make them resistant to the attempts of others to influence them.
- As the Moff was designed to go hand-in-hand with the Imperial Adjutant (see the prior entry), give the Moff Bodyguard I to add some combat survivability and to eat up a lucky attack from a hero, especially if it's during an early encounter with a Moff that's meant to be the major villain of an adventure or campaign.

## IMPERIAL INQUISITOR

Medium Human Jedi 6/Noble 3/Force Adept 1

Destiny 2; Force Points 6; Dark Side 14

Init +11; Senses Perception +12

Languages Basic; 2 unassigned

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Defenses Ref 23 (flat-footed 22), Fort 23, Will 26  
hp 85; Second Wind +21hp; Threshold 23

---

Speed 6 squares

Melee Unarmed +9 (1d4+6) or

Melee Lightsaber +10 (2d8+7) or

Melee Lightsaber +14 (2d8+12) with Powerful Charge or

Melee Lightsaber +5/+5 (2d8+7) with Double Attack or

Ranged Blaster Pistol +8 (3d6+5)

Base Atk +8; Grp +9

Atk Options Double Attack (lightsabers), Inquisition, Powerful Charge

Special Actions Lightsaber Defense, Power of the Dark Side, Presence, Swift Power, Wrath of the Dark Side

Force Powers Known (Use the Force +12): *corruption*, *Force grip* (2), *Force stun*, *Force thrust*, *mind trick*, *rebuke* (2), *wound*

---

Abilities Str 13, Dex 12, Con 12, Int 14, Wis 14, Cha 15

Talents Inquisition, Lightsaber Defense, Power of the Dark Side, Presence, Swift Power, Wrath of the Dark Side

Feats Double Attack (lightsabers), Force Sensitivity, Force Training (3), Powerful Charge, Skill Training (Deception, Gather Information), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Deception +12, Gather Information +12, Initiative +10, Knowledge (galactic lore) +12, Perception +11, Persuasion +12, Use the Force +12

Possessions lightsaber (self-built), blaster pistol, comlink (encrypted long-range miniaturized), Inquisitor's robes, personal transport (*Guardian*-class light cruiser)

## CHALLENGE LEVEL 10

### Background Information

Known for their ruthless determination, the Imperial Inquisitor is a dark side agent in service to Emperor Palpatine. Their main purpose is to seek out and capture Force-users that do not serve the Empire, as well as conduct interrogations on subjects that had proven resistant to conventional methods. The Inquisitor will spare no resource or effort in tracking down Jedi fugitives, and if the Jedi will not be turned to the dark side and swear allegiance to the Emperor, then they will be destroyed. Conversely, the defeat of an Inquisitor by a Jedi apprentice is often a sign that they are ready to become a Jedi Knight.

### Use in Play

During the Rebellion Era, an Imperial Inquisitor can be a terrific way to inspire fear and dread in any burgeoning Jedi heroes; the things they are just starting to learn, the Inquisitors can also do and can do them far better. The Inquisitor should strive to engage Jedi heroes in single combat while constantly mocking and taunting them, trying to encourage them to succumb to the dark side.

### Build Options

- For an Inquisitor that relies more on words than their lightsaber, exchange Double Attack (lightsabers) and Powerful Charge for Intimidator and Skill Focus (Persuasion) and Inquisition for Force Interrogation to simulate the Sith technique of Dun Möch to instill confusion and doubt.
- A more combat-focused Inquisitor could exchange Lightsaber Defense for Weapon Specialization (lightsabers) for a damage boost.
- Instead of levels in Noble, switch those to levels in Scoundrel and take Stymie instead of Presence to give Jedi opponents a significant penalty to their Use the Force checks.
- To create an Inquisitor more focused on usage of the Force, trade Wrath of the Dark Side for Telekinetic Savant.



## IMPERIAL KNIGHT

Medium Human Jedi 5/Soldier 3/Imperial Knight 2

Force Points 6; Dark Side 2

Init +11; Senses Perception +11

Languages Basic; 1 unassigned

---

Defenses Ref 27 (flat-footed 26), Fort 26, Will 23  
hp 100; Second Wind +25hp; Threshold 26

---

Speed 4 squares

Melee Unarmed +10\* (1d4+9) or

Melee Lightsaber +12\* (2d8+15) or

Melee Lightsaber +7/+7\* (2d8+15) with Double Attack

Base Atk +10; Grp +12

Atk Options Double Attack (lightsabers), Power Attack

Special Actions Harm's Way, Quick Draw, Resilience

Force Powers Known (Use the Force +12): *battle*

*strike, Force thrust, rebuke, surge*

Force Techniques Improved Battle Strike

---

Abilities Str 15, Dex 13, Con 14, Int 12, Wis 12, Cha 14

Talents Armor Mastery, Block, Deflect, Harm's Way,

Resilience, Weapon Specialization (lightsabers)

Feats Armor Proficiency (light, medium), Double Attack

(lightsabers), Force Sensitivity, Force Training (2),

Power Attack, Quick Draw, Weapon Focus (lightsabers),

Weapon Proficiency (lightsabers, simple weapons)

Skills Endurance +12, Initiative +11, Perception +11,

Use the Force +12

Possessions lightsaber (self-built), Imperial knight

armor (+8 armor, +2 equipment), cortosis gauntlet,

utility belt with encrypted comlink and extra medpac

*\*includes 2 points of Power Attack*

## CHALLENGE LEVEL 10

### Background Information

Originally a splinter sect of the Jedi Order created decades after the death of Palpatine, the first Imperial Knights swore fealty to the resurgent Empire and to Emperor Fel I, eventually developing into a separate order with their own traditions. The loyalty of an Imperial Knight is to the Empire first and the Force second, leading the New Jedi Order to deem the crimson-clad Knights as "Grey Jedi," although their devotion to their Emperor has kept them from falling prey to the lure of the dark side.

### Use in Play

Most Imperial Knights take the "shoot first, questions later" approach when it comes to facing a threat, perceived or otherwise, to Emperor Fel, relying first and foremost on their lightsabers and their armor to protect themselves and their Emperor. They make a great foil to heroes still loyal to the Jedi given their views on the Force.

### Build Options

- Exchange Block for Redirect Shot to give the Imperial Knight the option of attacking enemies at range with their own weapons.
- Alternatively, give the Imperial Knight the Cortosis Gauntlet Block talent instead of Deflect to make them better suited to fighting lightsaber-wielding foes such as the One Sith or Jedi renegades.
- Instead of multiple attacks, trade Double Attack (lightsabers) for Powerful Charge to let the Knight make a powerful attack that could very well demolish lesser foes in a single burst of offense, and perhaps replacing Quick Draw with Mighty Swing for even more offensive punch.
- For a more agile Imperial Knight, swap Strength and Dexterity, Power Attack for Rapid Strike, Double Attack (lightsabers) for Wicked Strike, and training in Endurance for training in Acrobatics.
- To make a more Force-savvy Knight, exchange Strength and Wisdom, Power Attack for Skill Focus (Use the Force), Double Attack (lightsabers) for another Force Training, and Block and Deflect can even be exchanged for Force talents.

## IMPERIAL ROYAL GUARD

Medium Human Non-Heroic 4/Soldier 5/Elite Trooper

1

Force 3; Dark Side 5

Init +11; Senses Perception +12, low-light vision

Languages Basic, High Galactic

---

Defenses Ref 22 (flat-footed 19), Fort 23, Will 17

hp 55; Second Wind +13hp; Threshold 23

immune as stormtrooper

---

Speed 4 squares

Melee Unarmed +9\* (1d6+6) or

Melee Force Pike +10\* (2d8+16) or

Melee Force Pike +5/+5\* (2d8+16) with Double Attack or

Ranged Heavy Blaster Pistol +11 (3d8+5)

Base Atk +9; Grp +11

Atk Options Double Attack (advanced melee weapons),

Flurry Attack, Point Blank Shot, Power Attack

Special Actions Delay Damage, Harm's Way

---

Abilities Str 14, Dex 14, Con 12, Int 12, Wis 12, Cha 10

Talents Flurry Attack (advanced melee weapons),

Harm's Way, Melee Smash, Weapon Specialization

(advanced melee weapons)

Feats Armor Proficiency (light, medium), Double Attack

(advanced melee weapons), Martial Arts I, Point Blank

Shot, Power Attack, Weapon Focus (advanced melee

weapons), Weapon Proficiency (advanced melee

weapons, pistols, rifles, simple weapons)

Skills Endurance +11, Initiative +12, Perception +13

Possessions modified force pike (improved damage),

modified heavy blaster pistol (improved damage), Royal

Guard armor (as powered battle armor, +7 armor, +2

equipment), utility belt with extra medpac

*\*includes 2 points of Power Attack*

## CHALLENGE LEVEL 7

### Background Information

Hand-picked from the best of the stormtrooper legions, the crimson-armored royal guard is subjected to harsh and unforgiving training, placing them at the pinnacle of the Imperial armed forces. These elite warriors are unwaveringly faithful to the Emperor, and will protect him at all costs; up to and including sacrificing their own lives if that is what is required.

### Use in Play

The Imperial Royal Guards are some of the most dangerous members of the stormtrooper corps, and though most frequently found in the company of the Emperor, they may also be dispatched to keep an eye on an ambitious high-ranking Imperial officer under the pretense of keeping them safe from harm.

### Build Options

- Exchange Melee Smash and Weapon Specialization (advanced melee weapons) for Dedicated Protector and either Coordinated Effort or Dedicated Guardian to create a defensive-oriented guardsman. Two guardsmen each with Coordinated Effort and using their Harm's Way talent on the other can make for a very daunting meatwall for heroes to overcome.
- To reflect that some Royal Guards were trained to use the Force, exchange one level of Soldier for Jedi, add the Force-Sensitivity feat, replace Double Attack with Force Training, selecting *battle strike* and *Force grip* for Force powers, and swap Melee Smash for one of the following talents: Damage Reduction 10, Mobile Combatant, Power of the Dark Side, or Telekinetic Savant.
- Replace Melee Smash and Harm's Way with Armored Defense and Improved Armored Defense to provide the Royal Guard with a +3 bonus to their Reflex Defense to make them more of a warrior than a protector.

## **NOGHRI ASSASSIN**

Small Noghri Scoundrel 3/Soldier 3

Force 2; Dark Side 4

Init +10; Senses Perception +10; scent

Languages Basic, Honoghran

---

**Defenses** Ref 22 (flat-footed 19), Fort 19, Will 19  
hp 45; **Second Wind** +12hp; **Threshold** 19

---

**Speed** 7 squares

**Melee** Unarmed +7 (1d4+5) or

**Melee** Heavy Knife +7 (1d6+5) or

**Ranged** Throwing Knife +7 (1d4+5)

**Base Atk** +5; **Grp** +7

**Atk Options** Dastardly Strike, Deceptive Drop, Point Blank Shot, Running Attack, Sneak Attack +1d6, Stava Training, Trip

**Special Actions** Ambush Specialist, Quick Draw, Spring the Trap

---

**Abilities** Str 14, Dex 15, Con 12, Int 12, Wis 14, Cha 6

**Talents** Ambush Specialist, Dastardly Strike, Sneak Attack, Spring the Trap

**Feats** Deceptive Drop, Martial Arts I, Point Blank Shot, Running Attack, Stava Training, Trip, Weapon Proficiency (rifles, simple weapons)

**Skills** Acrobatics +10, Endurance +9, Initiative +10, Perception +10, Stealth +15 (may-re-roll)

**Possessions** Heavy knife (treat as short sword), 6 throwing knives\*, bandolier

\*see *Appendix*

## **CHALLENGE LEVEL 6**

### **Background Information**

Employed by their Imperial masters to dispatch those beings that interfere too often with their plans, the Noghri assassin is a compact killing machine, able to assassinate their target with lethal efficiency and fade back into the shadows before anyone is the wiser.

### **Use in Play**

As befits a species built for stealth, the Noghri assassin should be attacking from surprise, striving to dispatch their target before they can react. They don't hang around to chat, either killing their target in the opening few rounds of combat or fleeing the fight to make a follow-up attack at a later time.

### **Build Options**

- Trade Dastardly Strike for Backstabber to allow the Noghri assassin to really prey upon a flanked target.
- Replace the assassin's Stava Training and Trip feats with Covert Operatives and Wary Sentries at staging a surprise attack as well as more capable of avoiding being ambushed in return.
- For a slightly better equipped assassin, give them a blaster carbine for a much more potent ranged attack. Or if the assassin's orders are to subdue the target rather than execute them, equip the assassin with a Stokhli spray stick, which will still allow them to make use of their grappling abilities.
- If operating alone, consider replacing Spring the Trap with Keep Them Reeling or Destructive Ambusher.

## **NOGHRI BODYGUARD**

Small Noghri Scout 3/Soldier 4

Force 1; Dark Side 2

Init +10; Senses Perception +10; scent

Languages Basic, Honoghran

---

Defenses Ref 24 (flat-footed 20), Fort 21, Will 19  
hp 70; Second Wind +17hp; Threshold 21

---

Speed 4 squares

Melee Combat Gloves +8 (1d6+6) or

Melee Knife +8 (1d6+5) or

Ranged by weapon +8

Base Atk +6; Grp +10

Atk Options Bantha Rush, Pin, Running Attack, Stava  
Training

Special Actions Harm's Way, Shake it Off, Sizing Up

---

Abilities Str 15, Dex 14, Con 14, Int 12, Wis 14, Cha 6

Talents Acute Senses, Blend In, Expert Grappler,  
Harm's Way

Feats Bantha Rush, Martial Arts I, Martial Arts II, Pin,  
Recovering Surge, Running Attack, Shake it Off, Stava  
Training, Weapon Proficiency (pistols, simple weapons)

Skills Endurance +10, Initiative +10, Perception +10

(may re-roll), Stealth +15, Survival +10, Treat Injury +10

Possessions Knife, medpac, non-descript clothing

## **CHALLENGE LEVEL 7**

### **Background Information**

Able to hide in the slimmest of shadows, senses alert for even the slightest hint of danger, the Noghri bodyguard is one of the fiercest and most loyal protectors in existence, their small bodies packed with muscles and able to move with surprising swiftness when the life of their charge is threatened. Although familiar with modern weapons, they see it as a point of pride that all they need are their fists and their wits to disable most threats in short order.

### **Use in Play**

Before Thrawn made his attack on the fledgling New Republic, the Noghri were a well-kept secret amidst the Imperial elite. Though Vader had little need for a cadre of bodyguards, he or Thrawn might use them as a means to safeguard an important Imperial figure, or even just to harass any heroes that have disrupted their plans.

### **Build Options**

- Exchange Bantha Rush for Crush to let the bodyguard inflict damage on a pinned target, giving them a slow yet steady means of dispatching enemies.
- Trade Bantha Rush and Pin for Trip and Throw, giving enemies a surprise, especially if the Noghri charges at their target.
- By exchanging Harm's Way for Crowd Control, the bodyguard can tie up more than one foe at a time.

## **SHADOW STORMTROOPER**

Medium Human Non-Heroic 6/Scout 2

Dark Side 2

Init +10; Senses Perception +11; darkvision

Languages Basic

---

Defenses Ref 19 (flat-footed 18), Fort 16, Will 12  
hp 30; Second Wind +12hp; Threshold 16  
immune as stormtrooper

---

Speed 6 squares

Melee Unarmed +6 (1d4+2) or

Ranged Blaster Carbine +7 (3d8+1) or

Ranged Blaster Carbine +2 (3d8+1) with autofire or

Ranged Frag Grenade +6 (4d6+1, 2-square burst)

Base Atk +5; Grp +6

Atk Options autofire (blaster carbine)

Special Actions Coordinated Attack

---

Abilities Str 12, Dex 13, Con 12, Int 11, Wis 10, Cha 8

Talents Improved Stealth

Feats Armor Proficiency (light), Coordinated Attack,  
Skill Training (Initiative, Stealth), Weapon Focus  
(rifles), Weapon Proficiency (pistols, rifles, simple  
weapons)

Skills Endurance +10, Initiative +10, Stealth +12 (may  
re-roll), Perception +11

Possessions blaster carbine, frag grenade, shadow  
stormtrooper armor (as stormtrooper armor, except  
provides a +2 equipment bonus to Stealth checks and  
darkvision), utility belt

## **CHALLENGE LEVEL 4**

### **Background Information**

Drawn from the ranks of Imperial legions, the shadow stormtroopers serve as elite assassins. Instead of the massed assault tactics used by regular stormtroopers, the shadow stormtroopers use stealth and precision attacks to disrupt the enemy chain of command. The matte black version of the standard stormtrooper armor enables them to avoid detection and thus aid in fulfilling their objectives.

### **Use in Play**

The shadow stormtrooper is quite good at catching their enemies unaware, relying on sneak attacks and sniping to take down their opponents. On occasion, they can be found serving as out-of-sight protectors for Imperial officers.

### **Build Options**

- Trade out Weapon Focus (rifles) for Cunning Attack to reflect a shadow stormtrooper that's been trained to make that first shot count.
- Exchange Improved Stealth for Ghost Assailant to make the shadow stormtrooper even more dangerous when employing hit-and-fade tactics.

## **STORM COMMANDO**

Medium Human Non-Heroic 4/Scoundrel 2/Scout 3

Force 2; Dark Side 6

Init +10; Senses Perception +12; low-light vision

Languages Basic; 1 unassigned

---

**Defenses** Ref 19 (flat-footed 17), Fort 19, Will 18;  
Evasion

hp 40; **Second Wind** +12hp; **Threshold** 19

immune as stormtrooper

---

**Speed** 6 squares

**Melee** Unarmed +7 (1d6+3) or

**Melee** Vibrodagger +7 (2d4+3) or

**Ranged** Blaster Carbine +7 (3d8+4) or

**Ranged** Blaster Carbine +2 (3d8+4) with autofire or

**Ranged** Blaster Carbine +7 (4d8+4) with Deadeye or

**Ranged** Frag Grenade +7 (4d6+2, 2 square burst)

**Base Atk** +6; **Grp** +7

**Atk Options** autofire (blaster carbine), Deadeye, Far Shot, Point Blank Shot, Precise Shot, Sneak Attack +1d6

---

**Abilities** Str 13, Dex 13, Con 12, Int 12, Wis 12, Cha 10

**Talents** Evasion, Improved Stealth, Sneak Attack

**Feats** Armor Proficiency (light), Deadeye, Improved Defenses, Martial Arts I, Point Blank Shot, Precise Shot, Skill Training (Initiative, Stealth), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

**Skills** Endurance +10, Initiative +10, Perception +12, Pilot +10, Stealth +10 (may re-roll)

**Possessions** modified blaster carbine (improved damage) with targeting scope, vibrodagger, 2 frag grenades, storm commando armor\*, security kit, utility belt

\*see Appendix

## **CHALLENGE LEVEL 6**

### **Background Information**

Specially trained in the usage of the same guerilla tactics that have worked successfully for the Rebel Alliance, the Storm Commandos are clad in black sensor-reflecting armor to augment their already impressive stealth skills, making them amongst the most dangerous soldiers the Empire has.

### **Use in Play**

A single storm commando should pose a definite threat to a party of low-level heroes, especially if they fight smart. A group of them should be a tough fight for even seasoned heroes, especially if the heroes are caught in a well-timed ambush.

### **Build Options**

- Consider giving the storm commando a sniper blaster rifle instead of a blaster carbine to allow them to attack targets at much longer ranges and for greater damage.
- Instead of Deadeye, give the commando Rapid Shot, enabling them to get increased damage with their carbine while still being able to move about and thus avoid being pinned down.
- Exchange Sneak Attack for Dastardly Strike to allow the commando to still pose a threat to heroes with lots of hit points.

## **STORMTROOPER, ELITE**

Medium Human Non-Heroic 9/Soldier 1

Dark Side 5

Init +11; Senses Perception +12; low-light vision

Languages Basic

---

Defenses Ref 19 (flat-footed 18), Fort 16, Will 12  
hp 40; Second Wind +11hp; Threshold 16  
immune as stormtrooper

---

Speed 6 squares

Melee Unarmed +8 (1d4+1) or

Ranged Heavy Blaster Rifle +9 (3d10+2) or

Ranged Heavy Blaster Rifle +4 (3d10+2) with autofire

Ranged Concussion Grenade +8 (8d6, 2-square burst)

Base Atk +7; Grp +8

Special Actions autofire (heavy blaster rifle),

Coordinated Attack

---

Abilities Str 12, Dex 12, Con 11, Int 10, Wis 10, Cha 10

Talents Weapon Specialization (rifles)

Feats Armor Proficiency (light), Coordinated Attack,

Improved Defenses, Skill Training (Initiative),

Toughness, Weapon Focus (rifles), Weapon Proficiency

(pistols, rifles, simple weapons)

Skills Endurance +10, Initiative +11, Perception +12

Possessions heavy blaster rifle, concussion grenade,

stormtrooper armor (+6 armor, +2 equipment), utility

belt with extra power pack

## **CHALLENGE LEVEL 4**

### **Background Information**

A veteran member of the Emperor's legions, the elite stormtrooper is a dangerous opponent, often assigned objectives that would be deemed too dangerous for the standard stormtrooper to handle, and as such are given more powerful weapons with which to enforce the will of their Emperor.

### **Use in Play**

The elite stormtrooper is really just a beefed-up stormtrooper, both in terms of stats and gear, and will often rely on the same tactics as the rest of the stormtrooper legions.

### **Build Options**

- Trade out Improved Defenses for Point Blank Shot to make the elite stormtrooper a more dangerous combatant, and even trading out Toughness for Precise Shot to engage targets that are attacking fellow squad members in melee.
- Consider making the elite stormtrooper the point man for a group of stormtroopers, and swap Coordinated Attack for Point Blank Shot and giving the supporting stormtroopers Coordinated Barrage in place of the Weapon Focus (rifles) feat to make each of the elite stormtrooper's shots a thing for even the doughtiest of heroes to worry about.

## **STORMTROOPER, RECRUIT**

Medium Human Non-Heroic 2

Dark Side 1

Init +1; Senses Perception +8, low-light vision

Languages Basic

---

Defenses Ref 16 (flat-footed 16), Fort 12, Will 10

hp 5; Threshold 12

Immune stormtrooper

---

Speed 6 squares

Melee Unarmed +2 (1d4+1) or

Ranged Blaster Rifle +2 (3d8) or

Ranged Blaster Rifle -3 (3d8) with autofire

Base Atk +1; Grp +2

Atk Options autofire (blaster rifle)

---

Abilities Str 12, Dex 11, Con 11, Int 10, Wis 10, Cha 9

Feats Armor Proficiency (light), Weapon Focus (rifles),

Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +6, Perception +8

Possessions blaster rifle, stormtrooper armor, utility belt

## **CHALLENGE LEVEL I**

### **Background Information**

A recent inductee of Imperial Stormtroopers Corps, the stormtrooper recruit lacks both the experience and tactical savvy of the rank-and-file troopers. As such, they are generally assigned low-profile postings until such time as the higher-ups feel they are ready for a more dangerous tour of duty.

### **Use in Play**

Stormtrooper recruits are generally trigger-happy and full of themselves; after all, they had what it took to become members of the Empire's elite forces. They make good warm-up opposition for starting heroes, and become little more than a brief speed bump for experienced heroes.

### **Build Options**

- You can make the recruit a more capable team player by replacing Weapon Focus with Coordinated Attack.
- Instead of a general trooper, give the recruit some leanings towards other branches of the corps by trading Endurance for either Stealth or Survival.
- For a scout trooper recruit, swap Weapon Proficiency (rifles) for Vehicular Combat, Endurance for Pilot, the blaster carbine for a blaster pistol, and stormtrooper armor for scout armor.



## **STORMTROOPER, EXPERIENCED**

Medium Human Non-Heroic 6

Dark Side 2

Init +9; Senses Perception +10, low-light vision

Languages Basic

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Defenses Ref 17 (flat-footed 16), Fort 13, Will 10  
hp 20; Threshold 13

Immune stormtrooper

---

Speed 6 squares

Melee Unarmed +5 (1d4+1) or

Ranged Blaster Rifle +6 (3d8) or

Ranged Blaster Rifle +1 (3d8) with autofire or

Ranged Frag Grenade +5 (4d6, 2-square burst)

Base Atk +4; Grp +5

Atk Options autofire (blaster rifle)

---

Abilities Str 12, Dex 12, Con 12, Int 11, Wis 11, Cha 9

Feats Armor Proficiency (light), Coordinated Attack,

Skill Training (Initiative), Weapon Focus (rifles),

Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +9, Initiative +9, Perception +10

Possessions blaster rifle, frag grenade, stormtrooper  
armor, utility belt

## **CHALLENGE LEVEL 2**

### **Background Information**

After a dozen or so direct engagements against the foes of the Galactic Empire, most stormtroopers tend to gain a lot of practical combat knowledge, or they wind up dead. Those that survive become better soldiers, better able to handle threats to the Empire.

### **Use in Play**

An experienced stormtrooper follows many of the same tactics as a regular stormtrooper, though they have slightly better accuracy and can take a bit more punishment than their rank-and-file brethren. They can be used as a surprise for heroes that are used to treating every stormtrooper they encounter as little more than minor threat.

### **Build Options**

- Trade out Coordinated Attack for Point Blank Shot to give the experienced stormtrooper better personal accuracy rather than relying on his squad to hit the mark.
- Make the experienced stormtrooper tougher still by replacing Skill Training with Toughness for more hit points.

## **STORMTROOPER OFFICER**

Medium Human Non-Heroic 6/Noble 1/Soldier 2

Force 1; Dark Side 5

Init +5; Senses Perception +11; low-light vision

Languages Basic; 3 unassigned

---

Defenses Ref 18 (flat-footed 17), Fort 18, Will 15  
hp 40; Second Wind +12hp; Threshold 18

---

Speed 6 squares

Melee Unarmed +7 (1d4+2) or

Ranged Blaster Rifle +8 (3d8+1) or

Ranged Blaster Rifle +3 (3d8+1) with autofire

Ranged Frag Grenade +7 (4d6+1, 2-square burst)

Base Atk +6; Grp +7

Atk Options autofire (blaster rifle), Point Blank Shot,  
Precise Shot

Special Actions Battle Analysis, Born Leader

---

Abilities Str 12, Dex 12, Con 12, Int 13, Wis 11, Cha 13

Talents Battle Analysis, Born Leader

Feats Armor Proficiency (light), Linguist, Point Blank  
Shot, Precise Shot, Skill Training (Initiative,  
Persuasion), Weapon Focus (rifles), Weapon Proficiency  
(pistols, rifles, simple weapons)

Skills Endurance +10, Knowledge (tactics) +10,

Perception +11, Persuasion +10

Possessions blaster rifle, frag grenade, stormtrooper  
armor (+6 armor, +2 equipment), utility belt with extra  
medpac

## **CHALLENGE LEVEL 5**

### **Background Information**

By coordinating the attacks of the troopers under their command, the stormtrooper officer is able to lead their squad to victory, having been well-trained in tactics to enable them to make the most out of any battlefield.

### **Use in Play**

For the most part, the stormtrooper officer should be making their squad's attacks more effective with their mere presence, and are the perfect way to increase the level of threat presented by a squad of stormtroopers, particularly veteran stormtroopers.

### **Build Options**

- Trade out Born Leader for Presence to allow the officer to better berate and intimidate their foes. Consider trading Precise Shot for Intimidator as well.
- Although it would require greater risk on the part of the officer, exchange Precise Shot for Stand Tall; this will let the officer's squad make a barrage of attacks against the hero that took them down. Also consider giving this officer the Face the Foe and the Lead from the Front talents as well.

## **STORMTROOPER SQUAD**

Large Human squad Non-Heroic 4

Dark Side 1

Init +2; Senses Perception +9; low-light vision

Languages Basic

---

Defenses Ref 15 (flat-footed 15), Fort 12, Will 10  
hp 20; Threshold 22

immune as stormtrooper

---

Speed 6 squares

Melee Unarmed +8 (1d4+1) or

Ranged Blaster Rifle +8 (3d8, 1-square splash) or

Ranged Blaster Rifle +3 (3d8) with autofire

Ranged Frag Grenade +7 (4d6, 2-square burst)

Base Atk +3; Grp +9

Special Actions autofire (blaster rifle), Coordinated  
Attack

---

Abilities Str 12, Dex 11, Con 11, Int 10, Wis 10, Cha 10

Special Qualities squad traits

Feats Armor Proficiency (light), Coordinated Attack,  
Weapon Focus (rifles), Weapon Proficiency (pistols,  
rifles, simple weapons)

Skills Endurance +7, Perception +9

Possessions blaster rifle, frag grenade, stormtrooper  
armor (+6 armor, +2 equipment), utility belt with extra  
power pack

**Squad Traits** Melee attacks are an area attack that  
affects all adjacent squares, ranged attacks are  
considered to have a 1 square splash, and can choose  
not to affect allies with its attacks. Area attacks deal  
two extra dice of damage. A squad cannot be grabbed  
or grappled. Attacks of Opportunity are not considered  
to be area attacks.

## **CHALLENGE LEVEL 3**

### **Background Information**

As members of the Imperial Stormtrooper Corps, the stormtrooper squad is proof that the Emperor's legions are a greater threat when working in groups rather than as individuals.

### **Use in Play**

The stormtrooper squad operates in much the same way as a standard stormtrooper, just operating with slightly better efficiency than they would as a group of individuals. The stormtrooper squad is here as an example of a way to make a low-level threat still be viable against experienced heroes.

### **Build Options**

- Trade out Coordinated Attack for Improved Defenses to bolster up the stormtrooper squad's defenses, or Toughness to provide additional hit points.
- Exchange Weapon Proficiency (pistols) for Skill Training (Initiative) to give the stormtrooper squad a better reaction time to danger.
- Upgrade their blaster rifles to heavy blaster rifles for an increase in firepower, and Weapon Focus (rifles) for Point Blank Shot for a further boost to their damage-dealing capabilities.

# **JEDI ORDER**

## **AGRICORPS WORKER**

Medium Non-Heroic 3/Jedi 1

Force 2

Init +3; Senses Perception +8

Languages Basic; 1 unassigned

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Defenses Ref 13 (flat-footed 12), Fort 14, Will 13

hp 20; Second Wind +14hp; Threshold 14

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Speed 6 squares

Melee Unarmed +4 (1d4+1) or

Melee Club +4 (1d6+1) or

Ranged by weapon +4

Base Atk +3; Grp +4

Special Actions Resilience

---

Abilities Str 13, Dex 12, Con 14, Int 12, Wis 13, Cha 11

Talents Sense Primal Force

Feats Force Sensitivity, Skill Training (Endurance, Perception, Survival), Weapon Proficiency (lightsabers, simple weapons)

Skills Endurance +9, Knowledge (galactic lore) +8, Knowledge (life sciences) +8, Perception +8, Survival +8

Possessions Agricultural tools, datapad (basic), AgriCorps uniform

## **CHALLENGE LEVEL 2**

### **Background Information**

While many prospective Padawans serve in the Jedi Agricultural Corps for at least a short while, the AgriCorps worker found that they preferred the simpler existence of wielding a gardening trowel rather than brandishing a lightsaber or tapping the deeper mysteries of the Force. Others were younglings that never attracted the attention of a Jedi Master or were deemed unfit to be fully trained as a Jedi.

### **Use in Play**

While they'd undergone some Jedi training, the AgriCorps worker doesn't carry a lightsaber or have the ability to use the Force, and instead has to rely on more mundane methods of attack. They'll only attack if given good reason, often in self-defense.

### **Build Options**

- Swap one of the AgriCorps worker's trained skills for Use the Force to give them access to many of the basic Force abilities of someone with Jedi training.
- Trade Sense Primal Force for Force Intuition to give the worker a better Initiative score and a better chance of going sooner in combat.
- Exchange the worker's Strength and Charisma ability scores, trade Sense Primal Force for Adept Negotiator, and training in Endurance for Persuasion to make a more social-orientated AgriCorps worker.

## **EduCorps Worker**

Medium Non-Heroic 3/Jedi 1

Init +2; Senses Perception +7

Languages Basic; 5 unassigned

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**Defenses** Ref 12 (flat-footed 12), Fort 13, Will 15  
hp 15; **Second Wind** +12hp; **Threshold** 13

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**Speed** 6 squares

**Melee** Unarmed +3 (1d4) or

**Ranged** by weapon +3

**Base Atk** +3; **Grp** +3

**Special Abilities** Force of Will

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**Abilities** Str 10, Dex 10, Con 12, Int 15, Wis 13, Cha 14

**Talents** Force of Will

**Feats** Force Sensitivity, Linguist, Rapport, Skill Training (Persuasion), Weapon Proficiency (lightsabers, simple weapons)

**Skills** Knowledge (galactic lore) +9, Knowledge (social sciences) +9, Perception +8, Persuasion +8

**Possessions** datapad, datacards with detailed lesson plans on numerous subjects, EduCorps uniform

## **CHALLENGE LEVEL 2**

### **Background Information**

Members of the EduCorps are trained to provide quality education on countless worlds across the galaxy, with the disadvantaged members of countless worlds being the primary focus of their efforts. The average EduCorps worker is an effective instructor, doing their best to encourage their pupils to succeed, showing the patience of a Jedi Master when necessary.

### **Use in Play**

It is only in extraordinary circumstances that an EduCorps worker would engage directly in combat, and instead prefer to either defuse tensions or failing that assist their allies with Aid Another actions.

### **Build Options**

- To enable the EduCorps worker to provide an even greater boost to an ally, trade Force of Will for Skilled Advisor.
- Drop Linguist and Rapport for Intimidator and Skill Focus (Persuasion) to allow the EduCorps worker to instill uncertainty and doubt in their enemies. You can also exchange Force of Will for Adept Negotiator as well, making them even more potent of a social adversary.
- Exchange training in Persuasion for Deception for an EduCorps worker for a “trickster mentor” that passes on their knowledge through indirect examples.

## **EXPLORCORPS WORKER**

Medium Non-Heroic 3/Jedi 1

Init +3; Senses Perception +8

Languages Basic; 2 unassigned

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**Defenses** Ref 14 (flat-footed 12), Fort 13, Will 13  
hp 15; **Second Wind** +12hp; Threshold 13

---

**Speed** 6 squares

**Melee** Unarmed +3 (1d4) or

**Ranged** Blaster Pistol +5 (3d6)

**Base Atk** +3; **Grp** +5

---

**Abilities** Str 11, Dex 14, Con 12, Int 14, Wis 12, Cha 12

**Talents** Clear Mind

**Feats** Force Sensitivity, Skill Training (Survival, Use Computer), Weapon Proficiency (lightsabers, pistols, simple weapons)

**Skills** Knowledge (galactic lore) +9, Perception +8, Pilot +8, Survival +8, Use Computer +9

**Possessions** blaster pistol, datapad, comlink (short-range), ExplorCorps uniform

## **CHALLENGE LEVEL 2**

### **Background Information**

While almost every Jedi has served within the Jedi Exploration Corps at least once, the ExplorCorps worker found that either due to a lack of proficiency or a lack of interest in the Jedi Arts, they preferred wandering the galaxy on expeditionary missions for the Republic. Many of the younger members are recent transfers from the Agricultural Corps, while others were potential apprentices that were passed over for training.

### **Use in Play**

An ExplorCorps worker needs to be able to adapt to a wide variety of situations, and are among the few of the Service Corps members with combat training beyond proficiency with the lightsaber.

### **Build Options**

- Trade a Skill Training for Point Blank Shot to make the ExplorCorps worker a better shot with their blaster.
- Exchange training in Survival for Persuasion to reflect an ExplorCorps worker that is trained for "first contact" scenarios.
- Trade the level in Jedi for a level in Scoundrel, losing Weapon Proficiency (lightsabers) and Clear Mind to gain Point Blank Shot and Spacehound for an ExplorCorps worker that primarily serves aboard a starship.

## **JEDI ACE, PADAWAN**

Medium Scoundrel 3/Jedi 2

Force Points 4

Init +10; Senses Perception +8

Languages Basic; 2 unassigned

---

**Defenses** Ref 20 (flat-footed 17), Fort 17, Will 17;

Vehicular Combat

hp 40; **Second Wind** +12hp; **Threshold** 17

---

**Speed** 6 squares

**Melee** Unarmed +7 (1d4+2) or

**Melee** Lightsaber +7 (2d8+2) or

**Ranged** Blaster Pistol +7 (3d6+2)

**Base Atk** +4; **Grp** +7

**Atk Options** Point Blank Shot, Starship Raider

**Special Actions** Lightsaber Defense +1, Vehicular Combat

**Force Powers Known** (Use the Force +8): *battle strike*, *surge*

---

**Abilities** Str 10, Dex 16, Con 12, Int 14, Wis 13, Cha 12

**Talents** Lightsaber Defense, Spacehound, Starship Raider

**Feats** Force Sensitivity, Force Training, Point Blank, Shot, Vehicular Combat, Weapon Finesse, Weapon Proficiency (lightsabers, pistols, simple weapons)

**Skills** Initiative +10, Mechanics +9, Perception +8, Pilot +10, Use Computer +9, Use the Force +8

**Possessions** lightsaber, blaster pistol, Jedi robes, utility belt with breath mask, assigned Jedi starfighter

## **CHALLENGE LEVEL 5**

### **Background Information**

While a true novice in the mysteries of the Force, the Jedi Ace is a capable pilot of any vehicle, but is perhaps at their best when at the controls of a one-man fighter, relying on Force-enhanced reflexes and sheer nerve to survive.

### **Use in Play**

The Padawan Ace is a capable fighter on the ground, but really shines when they're in a starship. They can be used to help support heroes aligned with the Jedi Order, often by providing piloting skills to a group lacking such things.

### **Build Options**

- To focus more on the Jedi ace's piloting abilities, trade Force Training and Weapon Finesse for Starship Tactics and Skill Focus (Pilot).
- Replace Starship Raider with Fool's Luck to grant the Jedi Ace a major bonus to either attacks or skill checks during the encounter.

## JEDI ACE, KNIGHT

Medium Scoundrel 3/Jedi 5/Ace Pilot 1/Jedi Knight 1

Destiny 1; Force Points 6

Init +13; Senses Perception +12

Languages Basic; 2 unassigned

---

Defenses Ref 27 (flat-footed 24), Fort 23, Will 24;

Vehicular Combat

hp 70; Second Wind +17hp; Threshold 23

---

Speed 6 squares

Melee Unarmed +11 (1d4+5) or

Melee Lightsaber +12 (2d8+5) or

Ranged Blaster Pistol +11 (3d6+5)

Base Atk +8; Grp +11

Atk Options Point Blank Shot, Prime Targets, Starship Raider

Special Actions Close Maneuvering, Lightsaber Defense +1, Telekinetic Savant (1/encounter), Vehicular Combat

Force Powers Known (Use the Force +11): *battle strike, Force slam, surge*

Starship Maneuvers (Pilot +18): *devastating hit, I have you now, target lock*

---

Abilities Str 10, Dex 16, Con 12, Int 14, Wis 14, Cha 13

Talents Close Maneuvering, Lightsaber Defense, Prime Targets, Spacehound, Starship Raider, Telekinetic Savant, Vehicle Focus (starfighters)

Feats Force Sensitivity, Force Training, Point Blank Shot, Running Attack, Skill Focus (Pilot), Starship Tactics, Vehicular Combat, Weapon Finesse, Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Initiative +13, Mechanics +12, Perception +12, Pilot +18, Use Computer +12, Use the Force +11

Possessions lightsaber (self-built), blaster pistol, Jedi robes, utility belt with breath mask, assigned Jedi starfighter

## CHALLENGE LEVEL 10

### Background Information

Truly an embodiment of the term “ace pilot,” the Jedi ace is a marvel when at the controls of the starfighter, getting their ship to perform feats that a conventional pilot would find nigh impossible to perform. While their focus on flying has limited their training in the Force, they can be just as dangerous to the unwary as they are in the skies.

### Use in Play

The Knight Ace is a deadly opponent when piloting a starfighter, operating best in a space superiority role during starship combats, but even when confronted on the ground they use hit-and-move tactics. They can be a welcome friend to heroes on the same side, or a dangerous foe to those working against the Jedi.

### Build Options

- The same options listed for the Padawan Ace apply here as well.
- If Starships of the Galaxy is not available, exchange Starship Tactics for Force Training to give the Jedi ace a broader suite of Force powers, and Vehicle Focus for either Expert Gunner or Vehicular Evasion.
- Trade Running Attack for Rapid Shot to create a Jedi Ace that prefers dealing out damage rather than maneuvering around enemy fighters.
- Choose a different class of vehicle, such as space transports or even airspeeders to give the Knight Ace a different focus for their flying talents



## JEDI ACE, MASTER

Medium Scoundrel 3/Jedi 5/Ace Pilot 3/Jedi Knight 3/  
Jedi Master 1

Destiny 2; Force Points 8

Init +15; Senses Perception +14

Languages Basic; 5 unassigned

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Defenses Ref 32 (flat-footed 29), Fort 29, Will 30;

Dodge, Vehicular Combat, Vehicle Dodge +1

hp 100; Second Wind +25hp; Threshold 29

Immune fear effects

---

Speed 6 squares

Melee Unarmed +16 (1d4+7) or

Melee Lightsaber +17 (2d8+7) or

Ranged Blaster Pistol +16

Base Atk +13; Grp +16

Atk Options Point Blank Shot, Prime Targets, Severing Strike, Starship Raider

Special Actions Close Maneuvering, Enhanced Danger Sense, Lightsaber Defense, Serenity, Telekinetic Savant (1/encounter)

Force Powers Known (Use the Force +14): *battle strike* (2), *Force slam*, *mind trick*, *rebuke*, *surge*

Force Techniques Force Power Mastery (*battle strike*)

Starship Maneuvers (Pilot +20): *devastating hit*, *I have you now*, *target lock*

---

Abilities Str 10, Dex 16, Con 12, Int 14, Wis 15, Cha 14

Talents Close Maneuvering, Enhanced Danger Sense, Lightsaber Defense, Prime Targets, Severing Strike, Spacehound, Starship Raider, Telekinetic Savant, Vehicle Focus (starfighters), Vehicular Evasion

Feats Dodge, Force Sensitivity, Force Training (2), Point Blank Shot, Running Attack, Skill Focus (Pilot), Starship Tactics, Vehicular Combat, Weapon Finesse, Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Initiative +15, Mechanics +14, Perception +14, Pilot +20, Use Computer +14, Use the Force +14

Possessions lightsaber (self-built), blaster pistol, Jedi robes, utility belt with breath mask, assigned Jedi starfighter

## CHALLENGE LEVEL 15

### Background Information

There are few in the galaxy that can challenge the piloting skills of the Jedi ace at this point, who may have also gained a reputation amidst other pilots for their deadly skill. They continue to seek a balance between their further honing their flying skills and increasing their knowledge and mastery of the Force, making them reliable allies and formidable opponents both in the skies and on the ground.

### Use in Play

The Master Ace still relies on hit-and-move tactics, darting in to strike before pulling away and their Force sense are so well tuned that catching them off-guard is a difficult proposition. When the Master Ace takes to the skies, their enemies soon learn to either flee or be destroyed.

### Build Options

- Many of the same options listed for the Padawan and Knight versions of the Jedi ace apply here as well.
- To put more of a focus on lightsaber dueling, trade Dodge for Double Attack (lightsabers) and Enhanced Danger Sense for Multiattack Proficiency (lightsabers).
- For a Jedi ace that truly relies on the Force to fly their ship, swap training in Pilot for Acrobatics, Lightsaber Defense and Severing Strike for Force Pilot and Force Reflexes, and Skill Focus (Pilot) for Skill Focus (Use the Force).

## JEDI CONSULAR, PADAWAN

Medium Noble 2/Jedi 3

Force Points 4

Init +8; Senses Perception +14

Languages Basic; 5 unassigned

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Defenses Ref 17 (flat-footed 16), Fort 16, Will 20  
hp 40; Second Wind +11hp; Threshold 16

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Speed 6 squares

Melee Unarmed +4 (1d4+2) or

Melee Lightsaber +4 (2d8+2) or

Ranged by weapon +5

Base Atk +4; Grp +5

Special Actions Adept Negotiator, Bolster Ally

Force Powers Known (Use the Force +14): *farseeing*,  
*Force thrust*, *mind trick*, *vital transfer*

---

Abilities Str 10, Dex 12, Con 11, Int 14, Wis 16, Cha 14

Talents Adept Negotiator, Bolster Ally, Force  
Perception

Feats Force Sensitivity, Force Training, Linguist, Skill  
Focus (Persuasion, Use the Force), Weapon Proficiency  
(lightsabers, pistols, simple weapons)

Skills Gather Information +9, Initiative +8, Knowledge  
(bureaucracy) +9, Knowledge (galactic lore) +9,  
Knowledge (social sciences) +9, Persuasion +14, Treat  
Injury +10, Use the Force +14

Possessions lightsaber, Jedi robes, utility belt with  
extra medpac

## CHALLENGE LEVEL 5

### Background Information

Still learning the ways of the Force, the young Jedi consular is extremely adept in the social arts, using diplomacy and wisdom to resolve conflicts; with but a few choice words and the subtle nudging of the Force the consular can make all save the most persistent of enemies back down from a fight.

Although reluctant to use their lightsabers except as a means of last resort, the consular will not hesitate to act if they must.

### Use in Play

The Padawan Consular works best in a support role, using words and Force powers to disarm their foes and assist their allies. The Padawan Consular could be found on any world engaged in a mission that requires tact and understanding but still carries an element of risk to it.

### Build Options

- Trade Bolster Ally for Inspire Confidence to mimic the ability of Jedi Battle Meditation and allow the Consular to enhance the combat prowess of all his allies. Also consider exchanging *mind trick* for *inspire* to further bolster the fighting spirit of the Consular's allies.
- Instead of Adept Negotiator, take Skilled Advisor to enable the Consular to provide empowering words of encouragement to an ally, especially one that relies on offensive Force powers.
- Exchange training in Treat Injury for Deception and the vital transfer power for either *cloak* or another use of *mind trick* to create a Consular that depends more on deception and trickery.

## JEDI CONSULAR, KNIGHT

Medium Noble 3/Jedi 5/Jedi Knight 2

Destiny 1; Force Points 6

Init +11; Senses Perception +17

Languages Basic; 5 unassigned

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Defenses Ref 23 (flat-footed 22), Fort 23, Will 25  
hp 75; Second Wind +18hp; Threshold 23

---

Speed 6 squares

Melee Unarmed +9 (1d4+5) or

Melee Lightsaber +11 (2d8+5) or

Base Atk +9; Grp +10

Atk Options Severing Strike

Special Actions Adept Negotiator, Bolster Ally,

Lightsaber Defense +1, Silver Tongue

Force Powers Known (Use the Force +17): *farseeing*,  
*Force disarm*, *Force thrust (2)*, *mind trick (2)*, *rebuke*,  
*vital transfer*

Force Techniques Improved Mind Trick

---

Abilities Str 10, Dex 12, Con 12, Int 14, Wis 16, Cha 15

Talents Adept Negotiator, Bolster Ally, Exceptional Skill  
(Use the Force), Force Perception, Lightsaber Defense,  
Severing Strike

Feats Force Sensitivity, Force Training (2), Linguist,  
Silver Tongue, Skill Focus (Persuasion, Use the Force),  
Weapon Focus (lightsabers), Weapon Proficiency  
(lightsabers, pistols, simple weapons)

Skills Gather Information +12, Initiative +11, Knowledge  
(galactic lore) +12, Knowledge (social sciences) +12,  
Perception +17, Persuasion +17, Treat Injury +13, Use  
the Force +17

Possessions lightsaber (self-built), Jedi robes, utility  
belt with extra medpac

## CHALLENGE LEVEL 10

### Background Information

Well-versed in the ways of the Force, the Jedi consular is able to expertly apply their abilities for both knowledge and defense. With the right choice of words, they can convince all but the most belligerent of enemies to surrender peacefully, and when words fail their proficiency with the Force enables them to bring most conflicts to a quick conclusion.

### Use in Play

The Knight Consular can frequently be found all over the galaxy, particularly during the Rise of the Empire era as they try to ensure the safety of the Republic and the upholding of its laws. They prefer using words over other weapons, but their Force abilities are potent enough that they can handle “aggressive negotiations” if the need arises.

### Build Options

- Many of the same options listed for the Padawan Consular apply here as well.
- For a more educated Consular, exchange the talents Exceptional Skill and Severing Strike for Educated and Scholarly Knowledge.
- A more mystical Consular can exchange Weapon Focus (lightsabers) for another Force Training, Silver Tongue for Force Boon, and Lightsaber Defense for Recall.
- Give the Consular a bit more offensive punch by taking Improved Force Thrust instead of Improved Mind Trick.
- Replace Lightsaber Defense with Motion of the Future, and one usage each of *Force thrust* and *mind trick* for two additional usages of *farseeing*.

## JEDI CONSULAR, MASTER

Medium Noble 3/Jedi 5/Jedi Knight 4/Jedi Master 3

Destiny 2; Force Points 8

Init +13; Senses Perception +20

Languages Basic; 5 unassigned

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**Defenses** Ref 29 (flat-footed 28), Fort 29, Will 31

hp 105; **Second Wind** +26hp; **Threshold** 29

**Immune** fear effects

---

**Speed** 6 squares

**Melee** Unarmed +14 (1d4+7) or

**Melee** Lightsaber +16 (2d8+7) or

**Melee** Lightsaber +13/+13 (2d8+7) with Double Attack or

**Ranged** by weapon +15

**Base Atk** +14; **Grp** +15

**Atk Options** Severing Strike

**Special Actions** Adept Negotiator, Bolster Ally, Lightsaber Defense +1, Quickseeing, Serenity, Silver Tongue

**Force Powers Known** (Use the Force +20): *blind*, *farseeing*, *Force disarm (2)*, *Force light*, *Force thrust (2)*, *mind trick (2)*, *rebuke (2)*, *vital transfer*

**Force Techniques** Improved Force Thrust, Improved Sense Surroundings

**Force Secrets** Distant Power, Pure Power

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**Abilities** Str 10, Dex 12, Con 12, Int 14, Wis 17, Cha 16

**Talents** Adept Negotiator, Bolster Ally, Exceptional Skill (Use the Force), Force Perception, Lightsaber Defense, Multiattack Proficiency (lightsabers), Niman, Quickseeing, Severing Strike

**Feats** Double Attack (lightsabers), Force Sensitivity, Force Training (3), Linguist, Silver Tongue, Skill Focus (Persuasion, Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)

**Skills** Gather Information +15, Initiative +13, Knowledge (galactic lore) +14, Knowledge (social sciences) +14, Perception +20, Persuasion +20, Treat Injury +15, Use the Force +20

**Possessions** lightsaber (self-built), Jedi robes, utility belt with extra medpac

## CHALLENGE LEVEL 15

### Background Information

A true scholar of the Force, the Jedi consular is able to act in accordance with the Will of the Force at all times. Wielding diplomacy with the skill of a veteran warrior, they are able to ensure that cooler heads prevail in all but the most turbulent of situations. Having trained at least one Padawan Learner during their tenure in the Jedi Order, their counsel is often sought out by Padawans and Knights alike, for when a Jedi consular speaks, their words frequently contain both insight and wisdom.

### Tactics

The Master Consular often serves as a wise mentor, providing sage advice and support to heroes that are in good standing with the Jedi Order, or sometimes even to those heroes that they feel can be drawn back from the edge of the abyss. Though not an exceptionally gifted combatant, the power they can bring to bear on an opponent makes them a threat not to be taken lightly.

### Build Options

- Many of the same options listed for the Padawan and Knight versions of the Consular apply here as well.
- Exchange Double Attack (lightsabers) and Multiattack Proficiency (lightsabers) for Force Boon and Recall to represent a Consular that has focused on their mastery of the Force over more physical disciplines.
- Trade Lightsaber Defense and Severing Strike for Skilled Advisor and Master Advisor to give the Consular Master more of a focus on aiding others than on lightsaber combat.

## JEDI GUARDIAN, PADAWAN

Medium Jedi 5

Force Points 4

Init +9; Senses Perception +8

Languages Basic; 1 unassigned

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Defenses Ref 18 (flat-footed 16), Fort 17, Will 17;

Deflect

hp 55; Second Wind +13hp; Threshold 17

---

Speed 6 squares

Melee Unarmed +7 (1d4+4) or

Melee Unarmed +5 (2d4+4) with Rapid Strike

Melee Lightsaber +8 (2d8+8) or

Melee Lightsaber +6 (3d8+8) with Rapid Strike or

Ranged by weapon +7

Base Atk +5; Grp +7

Atk Options Rapid Strike

Force Powers Known (Use the Force +9): *Force slam*,  
*surge*

---

Abilities Str 14, Dex 14, Con 12, Int 12, Wis 13, Cha 13

Talents Block, Forceful Warrior, Weapon Specialization (lightsabers)

Feats Force Sensitivity, Force Training, Rapid Strike, Skill Training (Perception), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +9, Initiative +9, Perception +8, Use the Force +8

Possessions lightsaber, Jedi robes, utility belt

## CHALLENGE LEVEL 5

### Background Information

Still learning the ways of the Force, the young Jedi guardian is a capable warrior, having spent many long hours practicing their skill with the Jedi lightsaber. While they lack the discipline and command of the Force that marks a Jedi Knight, the guardian's devotion to the Jedi Code guides their actions, even if they tend to favor "aggressive negotiations."

### Tactics

The Padawan Guardian is fairly straight-forward melee combatant, and tries to engage their foes as quickly as possible. Heroes might encounter these young warriors pretty much anywhere that injustice is running rampant, either as an ally or an opponent depending on which side of the law the heroes are standing on at the time.

### Build Options

- Exchange Rapid Strike for Dual Weapon Mastery I and give the Padawan Guardian an extra lightsaber, to reflect a focus on twin lightsabers.
- Swap Forceful Warrior for Mobile Combatant to allow the Padawan Guardian to stick close to their foe once they've managed to engage them in melee, or for Elusive Target to provide a strong defense against ranged attacks.
- Trade Rapid Strike and Skill Training for Powerful Charge and Mighty Swing for a Padawan Guardian that seeks to overpower their foes as quickly and as fiercely as possible.

## JEDI GUARDIAN, KNIGHT

Medium Jedi 7/Jedi Knight 3

Destiny 1; Force Points 6

Init +12; Senses Perception +11

Languages Basic; 1 unassigned

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**Defenses** Ref 24 (flat-footed 22), Fort 23, Will 23;

Block, Deflect

hp 90; **Second Wind** +22hp; **Threshold** 23

---

**Speed** 6 squares

**Melee** Unarmed +12 (1d4+7) or

**Melee** Unarmed +10 (2d4+7) with Rapid Strike

**Melee** Lightsaber +14 (2d8+11) or

**Melee** Lightsaber +12 (3d8+11) with Rapid Strike or

**Melee** Lightsaber +9/+9 (2d8+11) with Double Attack or

**Melee** Lightsaber +7/+7 (3d8+11) with Double Attack

and Rapid Strike or

**Ranged** by weapon +12

**Base Atk** +10; **Grp** +12

**Atk Options** Critical Strike, Double Attack (lightsabers),

Guardian Strike, Rapid Strike

**Special Actions** Redirect Shot

**Force Powers Known** (Use the Force +12): *battle*

*strike, Force slam, rebuke, surge*

**Force Techniques** Improved Battle Strike

---

**Abilities** Str 15, Dex 14, Con 12, Int 12, Wis 13, Cha 14

**Talents** Block, Deflect, Forceful Warrior, Guardian

Strike, Redirect Shot, Weapon Specialization

(lightsabers)

**Feats** Critical Strike, Double Attack (lightsabers), Force

Sensitivity, Force Training (2), Rapid Strike, Skill

Training (Perception), Weapon Focus (lightsabers),

Weapon Proficiency (lightsabers, simple weapons)

**Skills** Acrobatics +12, Initiative +12, Perception +11,

Use the Force +12

**Possessions** lightsaber (self-built), Jedi robes, utility

belt

## CHALLENGE LEVEL 10

### Background Information

A steadfast defender of peace and justice, the Jedi guardian is a formidable warrior, possessed of a combat acumen that few outside the Jedi Order can rival. Although still focused on the way of the lightsaber, the guardian has tempered their battle prowess with wisdom, striving to adhere to the Will of the Force in all that they do. And while they may excel at “aggressive negotiations,” the guardian has come to appreciate that there are always alternatives to fighting.

### Use in Play

The Knight Guardian is just as much a straight-up fighter as their Padawan counterpart, only they’ve got a few more tricks up their sleeves. They’re most active during times of strife, such as the Jedi Civil War, the Clone Wars, and other times of trouble.

### Build Options

- Many of the same options listed for the Padawan Guardian apply here as well.
- To represent a member of the Starfighter Corps, swap training in Acrobatics for Pilot and Critical Strike for Vehicular Combat, giving them access to whatever model of starfighter the Jedi Order makes use of in the era they appear in.
- Drop Critical Strike in favor of another Force Training, selecting powers with a combat focus, with Lightsaber Form powers being a viable option to give the Knight Guardian more of a combat focus.
- Replace Forceful Warrior and Critical Strike for Hold the Line and Combat Reflexes to let the Knight really focus on the guardian aspect by preventing enemies from slipping past and reaching their allies.

## JEDI GUARDIAN, MASTER

Medium Jedi 7/Jedi Knight 5/Jedi Master 3

Destiny 2; Force Points 8

Init +14; Senses Perception +14

Languages Basic; 1 unassigned

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**Defenses** Ref 30 (flat-footed 28), Fort 29, Will 30;  
Block, Deflect

hp 120; **Second Wind** +30hp; **Threshold** 29

Immune fear effects

---

**Speed** 6 squares

**Melee** Unarmed +18 (1d4+10) or

**Melee** Unarmed +16 (2d4+10) with Rapid Strike

**Melee** Lightsaber +20 (2d8+15/x3) or

**Melee** Lightsaber +18 (3d8+15/x3) with Rapid Strike or

**Melee** Lightsaber +17/+17 (2d8+15/x3) with Double  
Attack or

**Melee** Lightsaber +15/+15 (3d8+15/x3) with Double  
Attack and Rapid Strike or

**Ranged** by weapon +17

**Base Atk** +15; **Grp** +18

**Atk Options** Critical Strike, Double Attack (lightsabers),  
Guardian Strike, Rapid Strike, Severing Strike, Triple  
Crit (lightsabers)

**Special Actions** Quick Draw, Redirect Shot, Serenity

**Force Powers Known** (Use the Force +14): *battle  
strike, Force disarm, Force slam, move object, rebuke,  
surge*

**Force Techniques** Improved Battle Strike, Improved  
Move Light Object

**Force Secrets** Devastating Power, Quicken Power

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**Abilities** Str 16, Dex 14, Con 12, Int 12, Wis 14, Cha 14

**Talents** Block, Deflect, Forceful Warrior, Guardian  
Strike, Improved Quick Draw (lightsabers), Multiattack  
Proficiency (lightsabers), Redirect Shot, Severing Strike,  
Weapon Specialization (lightsabers)

**Feats** Critical Strike, Double Attack (lightsabers), Force  
Sensitivity, Force Training (2), Quick Draw, Rapid  
Strike, Skill Training (Perception), Triple Crit  
(lightsabers), Weapon Focus (lightsabers), Weapon  
Proficiency (lightsabers, simple weapons)

**Skills** Acrobatics +14, Initiative +14, Perception +14,  
Use the Force +14

**Possessions** lightsaber (self-built), Jedi robes, utility  
belt

## CHALLENGE LEVEL 15

### Background Information

Older and wiser from years of battle and experience, the Jedi guardian has grown to become a master of the lightsaber, with only the most powerful and dangerous of foes having any chance to defeat them in battle. Their skill in battle is enough so that when a truly dire threat arises, they are amongst the first the Jedi Order turns to, for there are few dangers that these defenders of the Republic cannot overcome.

### Use in Play

The Master Guardian is probably one of the most combat-savvy defenders of peace and justice the Jedi Order can offer. If the heroes find themselves in way over their heads, being allies with a Master Guardian may be just the thing to pull them out of the fire, although they may be willing to let the heroes take a few bruises to both body and ego so that they don't become reliant upon the Master Guardian's aid.

### Build Options

- Many of the same options listed for the Padawan and Knight versions of the Guardian apply here as well.
- Exchange Critical Strike for Triple Attack and both Improved Quick Draw (lightsabers) for another selection of Multiattack Proficiency (lightsabers).
- Trade Critical Strike, Double Attack, and Rapid Strike for Cleave, Follow Through, and Power Attack to allow the Master Guardian to cleave through one opponent before quickly moving onto the next foe.
- Instead of the Improved Quick Draw (lightsabers) talent, replace it with a talent from the Lightsaber Form talent tree, with Djem So, Shien, Shii-Cho, Soresu, and Niman all being viable options.

## **JEDI SENTINEL, PADAWAN**

Medium Scout 2/Jedi 3

Force Points 4

Init +9; Senses Perception +9

Languages Basic; 2 unassigned

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Defenses Ref 19 (flat-footed 17), Fort 17, Will 18  
hp 50; Second Wind +12hp; Threshold 17

---

Speed 6 squares

Melee Unarmed +5 (1d4+3) or

Melee Lightsaber +6 (2d8+4) or

Ranged Blaster Pistol +6 (3d6+2)

Base Atk +4; Grp +6

Special Actions Quick Draw, Sentinel Strike +1d6

Force Powers Known (Use the Force +8): *Force thrust*,  
*mind trick*, *surge*

---

Abilities Str 12, Dex 14, Con 12, Int 14, Wis 15, Cha 11

Talents Blend In, Dark Side Sense, Sentinel Strike

Feats Force Sensitivity, Force Training, Quick Draw,

Weapon Focus (lightsabers), Weapon Proficiency  
(lightsabers, pistols, rifles, simple weapons)

Skills Acrobatics +9, Initiative +9, Knowledge (galactic  
lore) +9, Mechanics +9, Perception +9, Stealth +9, Use  
the Force +7

Possessions lightsaber, blaster pistol, Jedi robes, set of  
non-descript clothing, utility belt with security kit

## **CHALLENGE LEVEL 5**

### **Background Information**

Trained in the ways of stealth and investigation, the Jedi sentinel is gifted in sensing the tell-tale disturbances in the Force that are caused by strong manifestations of the dark side, although at this stage in their training the young sentinel must tread cautiously or become ensnared by the very powers they seek to expose and overcome.

### **Use in Play**

The Padawan Sentinel is an investigator of mysteries and secrets, preferring the indirect approach to a task. They can be useful in providing the heroes with key information they might not otherwise have been able to attain.

### **Build Options**

- For a more combat-oriented Sentinel, swap Blend In for Evasion to counteract one of the most common anti-Jedi tactics used by the Order's enemies.
- Alternatively, take Acute Senses or Improved Stealth to focus on other aspects of the Sentinel's skills.
- Trade Dark Side Sense for Sentinel's Gambit to ensure they can catch a foe flat-footed at least once per battle, though it does rely on the Sentinel being able to determine if their opponent has a dark side score greater than zero.



## JEDI SENTINEL, KNIGHT

Medium Scout 3/Jedi 5/Jedi Knight 2

Destiny Points 1; Force Points 6

Init +12; Senses Perception +12

Languages Basic; 2 unassigned

---

Defenses Ref 24 (flat-footed 22), Fort 23, Will 24  
hp 80; Second Wind +20hp; Threshold 23

---

Speed 6 squares

Melee Unarmed +10 (1d4+6) or

Melee Unarmed +8 (2d4+6) with Rapid Strike or

Melee Lightsaber +12 (2d8+7) or

Melee Lightsaber +10 (3d8+7) with Rapid Strike

Ranged Blaster Pistol +11 (3d6+5)

Base Atk +9; Grp +11

Atk Options Rapid Strike

Special Actions Lightsaber Defense +1, Quick Draw,

Sentinel Strike +1d6, Sentinel's Gambit, Sizing Up

Force Powers Known (Use the Force +11): *cloak*,

*farseeing*, *Force slam*, *Force stun*, *mind trick*, *rebuke*

(2), *surge*

Force Techniques Improved Force Stun

---

Abilities Str 12, Dex 14, Con 12, Int 14, Wis 16, Cha 12

Talents Blend In, Dark Side Sense, Lightsaber Defense,

Sentinel Strike, Sentinel's Gambit, Sizing Up

Feats Force Sensitivity, Force Training (2), Informer,

Quick Draw, Rapid Strike, Weapon Focus (lightsabers),

Weapon Proficiency (lightsabers, pistols, rifles, simple

weapons)

Skills Acrobatics +12, Gather Information +13, Initiative

+12, Knowledge (galactic lore) +12, Mechanics +12,

Perception +13, Stealth +12, Use the Force +11

Possessions lightsaber (self-built), blaster pistol, Jedi

robes, set of non-descript clothing, utility belt with

security kit

## CHALLENGE LEVEL 10

### Background Information

Well-versed in both the ways of the Force and the arts of stealth and investigation, the Jedi sentinel travels the Republic, seeking for and rooting out the corrupting influences of the dark side. In many instances, a lone Jedi sentinel is all that is needed to bring down a dark side cult, as their mastery of the Force makes them quite adept at blocking the cultists' insidious powers.

### Use in Play

When the dark side begins to stir, it is the Knight Sentinel that is first called upon to investigate the matter. They are usually quite capable of dealing with most threats they encounter in the course of their duties, but may need the aid of a group of heroes to help deal with a minor but still dangerous threat.

### Build Options

- Most of the options listed for the Padawan Sentinel can be applied here as well.
- Drop Lightsaber Defense for Prepared for Danger to allow the Knight Sentinel an additional use of one of their more combative powers during a fight.
- Exchange a level of Scout for a level of Jedi, losing Sizing Up and taking either Force Readiness or Running Attack for different tactical options.
- Instead of Informer, give the Knight Sentinel either the Double Attack (lightsabers) or Wicked Strike feat to enhance their combat skills.
- If the Sentinel is expecting to face a foe without allies, consider replacing Lightsaber Defense with Prime Targets to give them a boost to damage.

## JEDI SENTINEL, MASTER

Medium Scout 3/Jedi 5/Jedi Knight 5/Jedi Master 2

Destiny Points 2; Force Points 8

Init +14; Senses Perception +15

Languages Basic; 2 unassigned

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**Defenses** Ref 30 (flat-footed 28), Fort 29, Will 31

hp 115; **Second Wind** +28hp; **Threshold** 29

**Immune** fear effects

---

**Speed** 6 squares

**Melee** Unarmed +15 (1d4+8) or

**Melee** Unarmed +13 (2d4+8) with Rapid Strike or

**Melee** Lightsaber +17 (2d8+9) or

**Melee** Lightsaber +15 (3d8+9) with Rapid Strike

**Ranged** Blaster Pistol +16 (3d6+7)

**Base Atk** +14; **Grp** +16

**Atk Options** Lightning Draw, Rapid Strike, Severing Strike

**Special Actions** Lightsaber Defense +1, Quick Draw, Sentinel Strike +1d6, Sentinel's Gambit, Serenity, Sizing Up

**Force Powers Known** (Use the Force +18): *cloak*, *farseeing*, *Force slam*, *Force stun*, *mind trick*, *rebuke (2)*, *surge*

**Force Techniques** Improved Force Stun, Improved Sense Surroundings

**Force Secrets** Quicken Power

---

**Abilities** Str 12, Dex 14, Con 12, Int 14, Wis 16, Cha 12

**Talents** Blend In, Dark Side Sense, Echoes in the Force, Improved Sentinel's Gambit, Lightsaber Defense, Sentinel Strike, Sentinel's Gambit, Severing Strike, Sizing Up

**Feats** Force Sensitivity, Force Training (2), Informer, Lightning Draw, Quick Draw, Rapid Strike, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

**Skills** Acrobatics +14, Gather Information +15, Initiative +14, Knowledge (galactic lore) +14, Mechanics +14, Perception +15, Stealth +14, Use the Force +18

**Possessions** lightsaber (self-built), blaster pistol, Jedi robes, set of non-descript clothing, utility belt with security kit

## CHALLENGE LEVEL 15

### Background Information

A master both the arts of stealth and investigation and the Force, the Jedi sentinel is a dangerous foe to those that delve into the forbidden mysteries of the dark side. Armed and armored by the light side of the Force, the Jedi sentinel cleaves into the darkness like a lightsaber, brushing aside the Force-imbued attacks of those devoted to the dark side while demonstrating the strength that comes from embracing the light.

### Use in Play

The Master Sentinel is a master of the arts of espionage and investigation, capable of making themselves appear to be just about anyone else and learning what they need to know about events both past and current. When needed, they can attack at a moment's notice before their opponent even knows what has happened.

### Build Options

- Most of the options listed for the Padawan and Knight versions of the Sentinel apply here as well.
- Exchange Lightning Draw for Force Training to add a little more variety to the Master Sentinel's Force suite and give them some added offensive options.
- Trade Echoes of the Force for Dark Deception to allow the Master Sentinel to better hide amidst dark side adepts, or for Rebuke the Dark to make them better able to defend themselves against the powers of those same dark side adepts.
- Replace Severing Strike with Jedi Network to give the Sentinel a far-reaching network of allies that can be turned to for assistance.

## **JEDI YOUNGLING**

Small Child Jedi 1

Force Points 1

Init +6; Senses Perception +5

Languages Basic

---

Defenses Ref 14 (flat-footed 13), Fort 11, Will 12  
hp 30; Second Wind +8hp; Threshold 11

---

Speed 4 squares

Melee Unarmed +0 (1d4-1) or

Melee Training Lightsaber +0 (2d6-1) or

Ranged by weapon +2

Base Atk +1; Grp -3

Special Actions Lightsaber Defense +1

---

Abilities Str 9, Dex 12, Con 8, Int 10, Wis 11, Cha 10

Talents Lightsaber Defense

Feats Force Sensitivity, Skill Training (Perception),

Weapon Proficiency (lightsabers, simple weapons)

Skills Initiative +6, Perception +5, Use the Force +6

Possessions training lightsaber, Jedi robes

## **CHALLENGE LEVEL I**

### **Background Information**

A rank novice in the ways of the Force, the Jedi youngling still has some proficiency in the Jedi arts due to the early start of their training.

### **Use in Play**

By themselves, Jedi younglings aren't much of a threat, mostly as their training hasn't progressed much past the basics, although their Force senses provide them at least a small measure of protection. Compared to most heroes, it is the younglings that are going to need their help rather than the other way around.

### **Build Options**

- Exchange Lightsaber Defense for a talent from one of the Consular, Guardian, or Sentinel talent trees to reflect a Jedi youngling that has received more specialized training in one of these fields.
- Swap Skill Training (Perception) for Force Training to give the Jedi youngling limited access to the Force, choosing a Force power with a low activation DC.
- Since most Jedi younglings are part of a training clan, use the squad rules to represent a pack of Jedi younglings fighting in unison.

## **MEDCORPS WORKER**

Medium Non-Heroic 3/Jedi 1

Init +2; Senses Perception +10

Languages Basic; 1 unassigned

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**Defenses** Ref 12 (flat-footed 12), Fort 12, Will 15  
hp 15; **Second Wind** +10hp; **Threshold** 12

---

**Speed** 6 squares

**Melee** Unarmed +3 (1d4)

**Base Atk** +3; **Grp** +3

**Special Actions** Consular's Vitality

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**Abilities** Str 11, Dex 10, Con 10, Int 14, Wis 16, Cha 13

**Talent** Consular's Vitality

**Feats** Experienced Medic, Force Sensitive, Skill Focus (Treat Injury), Skill Training (Persuasion), Weapon Proficiency (lightsabers, simple weapons)

**Skills** Knowledge (life sciences) +9, Perception +10, Persuasion +8, Treat Injury +15

**Possessions** basic datapad, medical kit, 4 medpacs, MedCorps uniform

## **CHALLENGE LEVEL 2**

### **Background Information**

Applying the same logic as the AgriCorps, the Jedi Medical Corps tends to the sick and infirm, with service in the MedCorps teaching a young Padawan to use their natural talents to ease the suffering of others. Those prospective Jedi that are passed over for training yet show a skill for medicine are often assigned to the MedCorps, where they can put their knowledge and skill to use. Given the small size of the MedCorps in comparison to the AgriCorps or even the ExplorCorps, many MedCorps workers perform their tasks either in the infirmary wing of the Jedi Temple on Coruscant or intern at the gargantuan Galactic City Medical Center, although they may find themselves crossing the galaxy as part of a disaster relief effort.

### **Use in Play**

The MedCorps worker will avoid causing harm, and will typically focus their efforts tending to the injured and getting them out of harm's way. If the heroes have proven their good intent, the MedCorps worker will be quite willing to help mend their wounds, and can provide extra health in the midst of a fight to keep a hero on their feet just that little bit longer.

### **Build Options**

- Exchange training in Persuasion for training in Use Computer to better enable the MedCorps worker to make use of high-tech medical technology.
- Swap Experienced Medic for Skill Training in Knowledge (physical sciences) to reflect a MedCorps worker that is more focused on research and study than active field medicine.

# MANDALORIANS

## MANDALORIAN BLADEMASTER

Medium Human Soldier 6

Force 1; Dark Side 3

Init +10; Senses Perception +10; low-light vision

Languages Basic, Mando'a

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Defenses Ref 18 (flat-footed 16), Fort 21, Will 16

hp 65; Second Wind +16hp; Threshold 21

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Speed 6 squares

Melee Combat Gloves +9 (1d4+8) or

Melee Combat Gloves +7 (2d4+8) with Rapid Strike

Melee Vibroblade +10 (2d6+9) or

Melee Vibroblade +8 (3d6+9) with Rapid Strike

Melee 2 Vibroblades +8/+8 (2d6+9) or

Melee 2 Vibroblades +6/+6 (3d6+9) with Rapid Strike

Ranged Blaster Carbine +8 (3d8+3) or

Ranged Frag Grenade +8 (4d6+3, 2-square burst)

Base Atk +6; Grp +9

Atk Options Accelerated Strike, Attack Combo (melee),

Dual Weapon Mastery, Rapid Strike

---

Abilities Str 16, Dex 15, Con 13, Int 12, Wis 10, Cha 8

Tactics Melee Smash, Stunning Strike, Weapon

Specialization (advanced melee weapons)

Feats Accelerated Strike, Armor Proficiency (light, medium), Attack Combo (melee), Dual Weapon Mastery I, Dual Weapon Mastery II, Rapid Strike, Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Endurance +9, Initiative +10, Knowledge (tactics) +9, Mechanics +9, Perception +10

Possessions blaster carbine, combat gloves, 2 vibroblades, frag grenade, light Mandalorian battle armor (+5 armor, +2 equipment, helmet package, vacuum seals, provides favorable circumstance bonus to Persuasion checks to intimidate), utility belt

## CHALLENGE LEVEL 6

### Background Information

Mandalorian blademasters have devoted themselves to the art of swordplay, and are able to cut down their enemies with frightening speed. The true test of a blademaster's skill is if they can challenge a Jedi Knight in single combat, and with more frequency than the Jedi Order would like to admit, it is the Jedi that does not pass this test of combat acumen.

### Use in Play

While trained in the usage of ranged weapons, the Mandalorian blademaster will focus on the usage of their twin vibroblades, serving as a defensive barrier if working with allies that rely on ranged attacks.

### Build Options

- Have the blademaster focus on a single weapon by exchanging the Dual Weapon Mastery feats for Powerful Charge and Double Attack (advanced melee weapons) and using a vibrosword instead of two vibroblades.
- Increase the blademaster's defense scores by trading Attack Combo (melee) for Improved Defenses. Or, go ahead and give them medium Mandalorian battle armor.
- Consider the cortosis weave template from the KOTOR campaign guide for the blademaster's vibroblades if they'll be facing lots of Jedi.

## MANDALORIAN COMMANDER

Medium Human Soldier 5/Noble 2/Officer 1

Force 3; Dark Side 5

Init +11; Senses Perception +11; low-light vision

Languages Basic, Bocce, Mando'a; 3 unassigned

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Defenses Ref 22 (flat-footed 20), Fort 24, Will 22  
hp 80; Second Wind +20hp; Threshold 24

---

Speed 4 squares (walking), 6 squares (fly)

Melee Combat Gloves +9 (1d4+7) or

Melee Vibroblade +9 (2d6+6) or

Ranged Blaster Rifle +10 (3d8+6) or

Ranged Blaster Rifle +8 (4d8+6) with Rapid Shot or

Ranged Blaster Rifle +5 (3d8+6) with autofire or

Ranged Heavy Blaster Pistol +9 (3d8+4) or

Ranged Heavy Blaster Pistol +7 (4d8+4) w/ Rapid Shot  
or

Ranged Frag Grenade +9 (4d6+4, 2-square burst)

Base Atk +7; Grp +9

Atk Options autofire (blaster rifle), Charging Fire, Point  
Blank Shot, Rapid Shot

Special Actions Assault Tactics, Battle Analysis, Born  
Leader, Commanding Presence

---

Abilities Str 15, Dex 14, Con 14, Int 14, Wis 10, Cha 13

Talents Assault Tactics, Battle Analysis, Born Leader,  
Commanding Presence, Cover Fire

Feats Armor Proficiency (light, medium), Charging Fire,  
Linguist, Mandalorian Training, Point Blank Shot, Rapid  
Shot, Skill Focus (Knowledge [tactics]), Weapon Focus  
(rifles), Weapon Proficiency (advanced melee weapons,  
pistols, rifles, simple weapons)

Skills Endurance +11, Initiative +11, Knowledge (tactics)  
+16, Mechanics +11, Perception +11, Persuasion +10

Possessions modified blaster rifle (improved damage,  
rangefinder), heavy blaster pistol, combat gloves,  
vibroblade, 2 frag grenades, medium Mandalorian battle  
armor (+8 armor, +2 equipment, integrated equipment  
[5 slots], helmet package, vacuum seals, weapon  
mount, provides favorable circumstance bonus to  
Persuasion checks to intimidate), jet pack, utility belt  
with extra power pack

## CHALLENGE LEVEL 8

### Background Information

Considered to be amongst the warrior elite, the Mandalorian commander is able to spur their warrior brethren to victory against imposing odds. Their combination of battlefield insight and combat experience ensure their services are in high demand, and it is not unheard of for the extremely wealthy to seek out a Mandalorian commander to serve as the head of their personal security detail.

### Use in Play

The Mandalorian commander believes in leading from the front lines, encouraging their troops to victory. They can give as good as they get, and use their jet packs to reach an advantageous position on the battlefield where they can attack their foes and direct their forces.

### Build Options

- Grant the Mandalorian commander a broader form of inspiration to their troops by swapping Born Leader for Inspire Confidence.
- By exchanging Charging Fire, Mandalorian Training, and Weapon Focus (rifles) for Dual Weapon Mastery I and II and Weapon Focus (pistols), and the blaster rifle for a heavy blaster pistol, the Mandalorian commander becomes quite adept at wielding blaster pistols akimbo.
- Instead of Assault Tactics, give the Mandalorian Commander the Indomitable talent to make them that much more difficult to take down in a fight.
- Use the 5 equipment slots on their armor to equip the Mandalorian commander with various bits of gear to provide them with additional options during an encounter.

## MANDALORIAN COMMANDO

Medium Human Scout 3/Soldier 5

Force 2; Dark Side 4

Init +11; Senses Perception +12; low-light vision

Languages Basic, Mando'a

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Defenses Ref 23 (flat-footed 20), Fort 24, Will 19;

Evasion

hp 75; Second Wind +18hp; Threshold 24

---

Speed 4 squares (walk), 6 squares (fly)

Melee Combat Gloves +9 (1d6+7) or

Melee Vibroblade +9 (2d6+6) or

Ranged Blaster Carbine +9 (3d8+4) or

Ranged Blaster Carbine +7 (4d8+4) with Rapid Shot or

Ranged Blaster Carbine +4 (3d8+4) with autofire or

Ranged Blaster Pistol +8 (3d6+4) or

Ranged Blaster Pistol +6 (4d6+4) with Rapid Shot or

Ranged Concussion Grenade +8 (8d6+4, 2-square burst)

Base Atk +7; Grp +9

Atk Options autofire (blaster carbine), Collateral

Damage, Point Blank Shot, Precise Shot, Rapid Shot

Special Actions Shake it Off, Sizing Up

---

Abilities Str 15, Dex 15, Con 14, Int 12, Wis 13, Cha 8

Talents Devastating Attack (rifles), Evasion, Jet Pack

Training, Sizing Up, Tested in Battle

Feats Armor Proficiency (light, medium), Collateral

Damage, Martial Arts I, Point Blank Shot, Precise Shot,

Rapid Shot, Shake it Off, Weapon Proficiency (advanced

melee weapons, pistols, rifles, simple weapons)

Skills Endurance +11, Initiative +11, Knowledge (tactics)

+10, Mechanics +10, Perception +12, Pilot +11, Stealth

+11

Possessions blaster carbine with targeting scope,

combat gloves, 2 concussion grenades, medium

Mandalorian battle armor (+8 armor, +2 equipment,

helmet package, vacuum seals, weapon mount

[concealed vibroblade, blaster pistol], provides

favorable circumstance bonus to Persuasion checks to

intimidate), utility belt with extra power pack

## CHALLENGE LEVEL 8

### Background Information

The elite warriors of the Mandalorian forces, these commandos rank amongst the deadliest warriors in the galaxy. A single commando is often able to take out an entire enemy platoon, while entire squads have been known to defeat enemy forces that vastly outnumber them. To the galactic citizenry, it is the exploits of the Mandalorian commando that shapes their opinion of the Mandalorian clans.

### Use in Play

The Mandalorian commando is a dedicated warrior that is capable of tackling just about any challenge that comes their way using a variety of means; they are effectively the special forces of the clans. What this means for the heroes, especially lower level ones, is that when one of these guys shows up for a fight, they aren't going to just roll over.

### Build Options

- Change Tested in Battle for Focused Warrior to shore up their Will Defense against social attacks and Jedi mind tricks.
- Trade Sizing Up for Fade Away to give the commando some extra mobility options during the fight.
- Swap Rapid Shot and Collateral Damage for Careful Shot and Deadeye to fit the commando to more of a sniper role. Add Hidden Attacker and Improved Stealth in place of Evasion and Sizing Up to make the sniper-commando even more difficult to spot.

## MANDALORIAN HEAVY SOLDIER

Medium Human Soldier 6

Force 1; Dark Side 3

Init +10; Senses Perception +10; low-light vision

Languages Basic, Mando'a

---

Defenses Ref 18 (flat-footed 16), Fort 22, Will 16  
hp 70; Second Wind +17hp; Threshold 22

---

Speed 6 squares

Melee Combat Gloves +9 (1d4+7) or

Melee Vibroblade +9 (2d6+6) or

Ranged Rotary Blaster Cannon +6 (3d10+5) with autofire  
[braced] or

Ranged Rotary Blaster Cannon +6 (5d10+5) with Burst  
Fire [braced] or

Ranged Blaster Pistol +8 (3d6+2) or

Base Atk +6; Grp +9

Atk Options autofire (rotary blaster cannon), Burst  
Fire, Penetrating Attack (heavy weapons), Point Blank  
Shot

Special Actions brace (rotary blaster cannon)

---

Abilities Str 16, Dex 14, Con 14, Int 12, Wis 10, Cha 8

Talents Improved Suppression Fire, Penetrating Attack  
(heavy weapons), Weapon Specialization (heavy  
weapons)

Feats Armor Proficiency (light, medium), Autofire  
Sweep, Burst Fire, Point Blank Shot, Strafe, Weapon  
Focus (heavy weapons), Weapon Proficiency (advanced  
melee weapons, heavy weapons, pistols, rifles, simple  
weapons)

Skills Endurance +8, Initiative +9, Knowledge (tactics)  
+8, Mechanics +8, Perception +9

Possessions rotary blaster cannon, blaster pistol,  
combat gloves, vibroblade, 5 detonite charges, light  
Mandalorian battle armor (+5 armor, +2 equipment,  
helmet package, vacuum seals, provides favorable  
circumstance bonus to Persuasion checks to intimidate),  
bandolier with 8 power packs, utility belt with timers

## CHALLENGE LEVEL 6

### Background Information

A Mandalorian heavy soldier is usually called into play when it becomes necessary to take out enemy armored vehicles and fortified positions, but given that their training with heavy weapons also makes them even deadlier against regular troops, they are also relied upon to mow down opposing forces with a withering hail of blaster fire.

### Use in Play

The Mandalorian heavy soldier's main function is to lay down as much heavy fire as possible, either with area attacks, concentrated bursts of fire, or using Aid Another to suppress the heroes.

### Build Options

- Change the focus on heavy weapons to rifles and the rotary blaster cannon to a repeating blaster carbine to enable the Mandalorian heavy soldier the option of firing without bracing or the heavy penalty to ranged attack rolls that comes with firing the rotary blaster cannon without bracing.
- Exchange the rotary blaster cannon for a missile launcher and trading the autofire-related feats for feats that work off area attacks instead, such as the Artillery Shot, Flash & Clear, and Targeted Area feats.
- Trade Penetrating Attack (heavy weapons) for Devastating Attack (heavy weapons) to make the heavy soldier more of an immediate threat to heroes on foot.



## **MANDALORIAN RECRUIT**

Medium Human Scout 1/Soldier 1

Dark Side 1

Init +8; Senses Perception +7

Languages Basic, Mando'a

---

Defenses Ref 18 (flat-footed 16), Fort 16, Will 13  
hp 30; Second Wind +13hp; Threshold 16

---

Speed 6 squares

Melee Combat Gloves +3 (1d4+4) or

Melee Vibroblade +3 (2d4+3) or

Ranged Blaster Carbine +3 (3d8+1) or

Ranged Frag Grenade +3 (4d6+1, 2-square burst)

Base Atk +1; Grp +3

Atk Options Dirty Fighting, Point Blank Shot, Blast Back

Special Actions Shake it Off

---

Abilities Str 14, Dex 14, Con 13, Int 12, Wis 12, Cha 8

Talents Dirty Fighting, Blast Back

Feats Armor Proficiency (light), Point Blank Shot, Shake it Off, Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Endurance +7, Initiative +8, Knowledge (tactics) +6, Mechanics +6, Perception +9, Stealth +8

Possessions blaster carbine, combat gloves, vibroblade, frag grenade, Mandalorian combat suit (+4 armor, +1 equipment, helmet package, vacuum seals), utility belt with extra power pack

## **CHALLENGE LEVEL 2**

### **Background Information**

Just barely an adult, most Mandalorian recruits have yet to see anything more than a couple of small skirmishes, often relying more on enthusiasm than skill when in combat.

### **Use in Play**

The Mandalorian recruit is barely a threat to those with sufficient combat savvy and experience, but to a group of raw and untried heroes they can still prove a challenge to defeat.

### **Build Options**

- Exchange Dirty Fighting for Comrade in Arms if the Mandalorian recruit is fighting as part of a group.
- Instead of Weapon Proficiency (advanced melee weapons), give the Mandalorian recruit Martial Arts I to reflect advanced hand-to-hand combat training.
- Trade the blaster carbine for a pair of blaster pistols and Weapon Proficiency (advanced melee weapons) for Dual Weapon Mastery I to enable multiple attacks.
- Take training in Pilot in place of Stealth and give the recruit a speeder bike to make for a highly mobile attacker.

## MANDALORIAN SCOUT

Medium Human Scout 3/Soldier 2

Force 1; Dark Side 3

Init +9; Senses Perception +10; low-light vision

Languages Basic, Mando'a

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Defenses Ref 20 (flat-footed 18), Fort 20, Will 17  
hp 50; Second Wind +13hp; Threshold 20

---

Speed 6 squares (walking)

Melee Combat Gloves +5 (1d4+5) or

Melee Vibroblade +5 (2d6+6) or

Ranged Blaster Carbine +6 (3d8+2) or

Ranged Blaster Carbine +6 (4d8+2) with Deadeye or

Ranged Blaster Carbine +1 (3d8+2) with autofire or

Ranged Blaster Pistol +6 (3d6+2) or

Ranged Blaster Pistol +6 (4d6+2) with Deadeye or

Ranged Frag Grenade +6 (4d6+2, 2-square burst)

Base Atk +4; Grp +6

Atk Options autofire (blaster carbine), Deadeye, Point  
Blank Shot, Precise Shot

Special Actions Ambush Specialist, Shake it Off,  
Surveillance

---

Abilities Str 14, Dex 15, Con 13, Int 12, Wis 13, Cha 8

Talents Ambush Specialist, Improved Stealth,  
Surveillance

Feats Armor Proficiency (light), Deadeye, Point Blank  
Shot, Precise Shot, Shake it Off, Weapon Focus (rifles),  
Weapon Proficiency (advanced melee weapons, pistols,  
rifles, simple weapons)

Skills Endurance +8, Initiative +9, Mechanics +8,  
Perception +10, Pilot +9, Stealth +9 (may re-roll),  
Survival +8

Possessions blaster carbine, blaster pistol, combat  
gloves, vibroblade, 2 frag grenades, light Mandalorian  
battle armor (+5 armor, +2 equipment, helmet package,  
vacuum seals, provides favorable circumstance bonus to  
Persuasion checks to intimidate), utility belt with extra  
power pack

## CHALLENGE LEVEL 5

### Background Information

Mandalorian scouts frequently serve as the eyes and ears of a military force, gathering vital intelligence on enemy forces and learning the lay of the land while at the same time ensuring the enemy's own scouts aren't able to do the same.

### Use in Play

While the tactics favored by the Mandalorian scout may be viewed as dishonorable by some, they see it as simply being practical, a virtue long held in favor by the clans.

### Build Options

- Swap Surveillance for Hidden Attacker and the blaster carbine for an accurate rifle, such as the targeting blaster rifle or the assault blaster rifle to make the scout a very effective sniper.
- Trade Deadeye for Quick Draw, sacrificing some of the scout's damage potential for the ability get the right weapon in hand that much faster.
- Make the scout more of an assassin by exchanging Deadeye, Precise Shot, and Weapon Focus (rifles) for Advantageous Attack, Rapid Strike and Weapon Focus (advanced melee weapons).

## MANDALORIAN SOLDIER

Medium Human Soldier 5

Force 1; Dark Side 3

Init +10; Senses Perception +9; low-light vision

Languages Basic, Mando'a

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Defenses Ref 19 (flat-footed 16), Fort 21, Will 15  
hp 60; Second Wind +15hp; Threshold 21

---

Speed 6 squares

Melee Combat Gloves +7 (1d4+5) or

Melee Dire Vibroblade +7 (2d6+6) or

Ranged Heavy Blaster Pistol +9 (3d8+4) or

Ranged 2 Heavy Blaster Pistols +4/+4 (3d8+4) or

Ranged Frag Grenade +8 (4d6+2, 2-square burst)

Base Atk +5; Grp +8

Atk Options Dual Weapon Mastery, Point Blank Shot

Special Actions Quick Draw

---

Abilities Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 8

Talents Dirty Fighting, Tested in Battle, Weapon  
Specialization (pistols)

Feats Armor Proficiency (light, medium), Dual Weapon  
Mastery I, Point Blank Shot, Quick Draw, Weapon Focus  
(pistols), Weapon Proficiency (advanced melee  
weapons, pistols, rifles, simple weapons)

Skills Endurance +9, Initiative +10, Knowledge (tactics)  
+8, Mechanics +8, Perception +9

Possessions 2 heavy blaster pistols, combat gloves, dire  
vibroblade, 2 frag grenades, light Mandalorian battle  
armor (+5 armor, +2 equipment, helmet package,  
vacuum seals, provides favorable circumstance bonus to  
Persuasion checks to intimidate), utility belt with extra  
power pack

## CHALLENGE LEVEL 5

### Background Information

Tested in battle, the Mandalorian soldier has proven worthy to be called *mando*. It has been said that a single Mandalorian soldier is worth five regular soldiers, and they are determined to prove the truth of those for as long as they are able to fight.

### Use in Play

The Mandalorian soldier favors the “shock and awe” approach to combat, frequently holding their position and making as many attacks as possible with their twin pistols, although they can be just as dangerous when forced into melee.

### Build Options

- Swap Tested in Battle and Weapon Specialization (pistols) for Melee Smash and Stunning Strike to make them more of a melee specialist.
- Concentrate the Mandalorian soldier’s fire by trading Dual Weapon Mastery and Quick Draw for Rapid Shot and Precise Shot as well as changing Weapon Focus and Weapon Specialization to rifles instead of pistols, and then trade the two heavy blaster pistols for a heavy blaster rifle. Consider dropping the dire vibroblade for a vibro-bayonet to enable them to threaten their immediate area without having to switch weapons.

## MANDALORIAN WARRIOR

Medium Human Soldier 3

Dark Side 2

Init +8; Senses Perception +8; low-light vision

Languages Basic, Mando'a

---

Defenses Ref 19 (flat-footed 17), Fort 18, Will 13  
hp 35; Second Wind +13hp; Threshold 18

---

Speed 6 squares

Melee Combat Gloves +5 (1d4+4) or

Melee Combat Gloves +5 (2d4+4) with Mighty Swing or

Melee Vibro-ax +5 (2d10+5) or

Melee Vibro-ax +5 (3d10+5) with Mighty Swing or

Ranged Blaster Carbine +6 (3d8+1) or

Ranged Blaster Carbine +1 (3d8+1) with autofire

Ranged Frag Grenade +5 (4d6+1, 2-square burst)

Base Atk +3; Grp +5

Atk Options autofire (blaster carbine), Mighty Swing,

Power Blast

Special Actions Dirty Fighting

---

Abilities Str 14, Dex 15, Con 13, Int 12, Wis 10, Cha 8

Talents Dirty Fighting, Ruthless

Feats Armor Proficiency (light, medium), Mighty Swing,

Point Blank Shot, Weapon Focus (rifles), Weapon

Proficiency (advanced melee weapons, pistols, rifles,  
simple weapons)

Skills Endurance +7, Initiative +8, Knowledge (tactics)

+7, Mechanics +7, Perception +8

Possessions blaster carbine, combat gloves, vibro-ax, 2  
frag grenades, light Mandalorian battle armor (+5  
armor, +2 equipment, helmet package, vacuum seals,  
provides favorable circumstance bonus to Persuasion  
checks to intimidate), utility belt with extra power  
pack

## CHALLENGE LEVEL 3

### Background Information

Although a Mandalorian warrior may not have as much combat experience compared to some of their fellows, but their upbringing as a Mandalorian still makes them a formidable combatant, and more than a few opponents have learned to their great dismay not to underestimate their skill or daring.

### Use in Play

The Mandalorian warrior could be considered the rank and file of the Mandalorian clans, either representing young fighters just entering into the life of a warrior, or aging combatants that have seen more blood and death than they care to remember.

### Build Options

- Exchange Ruthless for Devastating Attack (advanced melee weapons) or (rifles) to focus the Mandalorian warrior on a single type of attack while giving them a better chance at badly wounding their foes.
- Trade Point Blank Shot and Weapon Focus (rifles) for Powerful Charge and Weapon Focus (advanced melee weapons) to make the Mandalorian warrior a more daunting melee opponent.

## **REBEL ALLIANCE/NEW REPUBLIC**

### **BOTHAN INFOCHANT**

Medium Bothan Noble 2/Scoundrel 1

Init +2; Senses Perception +12

Languages Basic, Bothese; 3 unassigned

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Defenses Ref 16 (flat-footed 15), Fort 12, Will 18

hp 20; Second Wind +8hp; Threshold 12

---

Speed 6 squares

Melee Unarmed +1 (1d4+1) or

Ranged Blaster Pistol +2 (3d6+1)

Base Atk +1; Grp +2

Atk Options Point Blank Shot

Special Actions Disturbing Presence, Gimmick

---

Abilities Str 10, Dex 13, Con 8, Int 14, Wis 12, Cha 15

Talents Connections, Gimmick

Feats Disturbing Presence, Linguist, Point Blank Shot,

Skill Focus (Gather Information, Perception), Skill

Training (Stealth), Weapon Proficiency (pistols, simple weapons)

Skills Deception +8, Gather Information +13, Knowledge

(bureaucracy) +7, Knowledge (galactic lore) +7,

Knowledge (social sciences) +7, Perception +12,

Persuasion +8, Stealth +7, Use Computer +7

Possessions blaster pistol, comlink (encrypted),

datapad with 1d6 datacards

### **CHALLENGE LEVEL 3**

#### **Background Information**

The Bothan infochant makes their living through the procurement and sale of information. While many claim not to have regular dealings with the famed Bothan SpyNet, only the most foolish actually believe this to be the case. But still, their skill at finding out what the client wants to know is such that they never lack for business.

#### **Use in Play**

The infochant prefers to work behind the scenes whenever possible, using their connections and slicing skills to learn as much as they can, and will avoid direct confrontations where possible.

#### **Build Options**

- Take Skill Focus (Deception) instead of Skill Focus (Perception) for an infochant that excels covering their tracks and leading others astray through false information.
- Trade Gimmick for either Knack to grant the infochant a better chance at succeeding on a critical skill check, Disruptive to counter any bonuses their enemies might be enjoying, or Stymie to make it that much harder for an opponent to succeed on their skill checks.

## **BRASH PILOT**

Medium Human Non-Heroic 3/Scout 1

Force 1

Init +10; senses Perception +8

Languages Basic; 1 unassigned

---

**Defenses** Ref 16 (flat-footed 13), Fort 13, Will 12;

Dodge, Vehicular Combat

hp 15; **Second Wind** +12hp; **Threshold** 13

---

**Speed** 6 squares

**Melee** Unarmed +3 (1d4) or

**Ranged** Blaster Pistol +6 (3d6) or

**Ranged** Frag Grenade +6 (4d6, 2-square burst)

**Base Atk** +3; **Grp** +6

**Atk Options** Point Blank Shot

---

**Abilities** Str 11, Dex 16, Con 12, Int 13, Wis 12, Cha 10

**Talent** Evasion

**Feats** Dodge, Point Blank Shot, Skill Focus (Pilot), Skill

Training (Mechanics), Vehicular Combat, Weapon

Proficiency (pistols, simple weapons)

**Skills** Initiative +10, Mechanics +8, Perception +8, Pilot +15

**Possessions** blaster pistol, frag grenade, comlink, flight suit (+1 equipment), assigned starfighter

## **CHALLENGE LEVEL 2**

### **Background Information**

Coming from any number of worlds, and each with their own story, a brash pilot is cocky and enthusiastic, seeing themselves as being a breed apart due to their aptitude for flying snubfighters, and a great many of them were amongst the better bush pilots back on their home planet, and they'll gladly tell anyone within earshot just how good they are.

### **Use in Play**

Reckless and headstrong, the brash pilot has no concept of subtle tactics, and will rush in guns blazing. While capable with a blaster, they truly excel when flying a starfighter.

### **Build Options**

- Trade Dodge for Starship Tactics, selecting two maneuvers that suit the role the brash pilot plays while flying, with a preference for the Interceptor and Superiority roles.
- Switch Evasion for Deep Space Gambit to give the brash pilot a bit more protection against lucky shots from the enemy while flying.
- For a more tech-savvy pilot, take Use Computer as a trained skill instead of Initiative, and perhaps swap Evasion for Watchful Step.

## MINOR JEDI

Medium Scoundrel 1/Jedi 3

Force Points 2

Init +9; Senses Perception +9

Languages Basic; 1 unassigned

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Defenses Ref 18 (flat-footed 16), Fort 16, Will 17  
hp 40; Second Wind +12hp; Threshold 16

---

Speed 6 squares

Melee Unarmed +4 (1d4+3) or

Melee Lightsaber +4 (2d8+3) or

Ranged Blaster Pistol +5 (3d6+2)

Base Atk +3; Grp +5

Atk Options Point Blank Shot

Special Actions Quick Draw, Telekinetic Savant  
(1/encounter)

Force Powers Known (Use the Force +8) *battle strike*,  
*move object*, *surge*

---

Abilities Str 13, Dex 15, Con 12, Int 12, Wis 14, Cha 12

Talents Clear Mind, Knack, Telekinetic Savant

Feats Force Sensitivity, Force Training, Point Blank  
Shot, Quick Draw, Weapon Proficiency (lightsabers,  
pistols, simple weapons)

Skills Acrobatics +9, Initiative +9, Knowledge (galactic  
lore) +8, Perception +9, Use the Force +8

Possessions blaster pistol, lightsaber, utility belt

## CHALLENGE LEVEL 4

### Background Information

Having received training in the basics of the Force from a survivor of the Jedi Purge, the minor Jedi is forced to live the life of a fugitive, as what little knowledge they possess makes them a criminal in the eyes of the Empire. Having fallen in with the Rebel Alliance, the minor Jedi strives to put what they know to use in the war against the Empire.

### Use in Play

A minor Jedi will try to avoid revealing their Force powers right away, but if pushed into a corner they won't hesitate to use their powers as best they can. A low-level hero that wants to start on the path to becoming a Jedi can learn a thing or two from the minor Jedi.

### Build Options

- Swap Quick Draw for Weapon Focus (lightsabers) and Clear Mind for Weapon Specialization (lightsabers) for a minor Jedi that is a skilled lightsaber duelist.
- Give the minor Jedi a surprise ranged option by trading Telekinetic Savant for Lightsaber Throw.
- Exchange Knack for Fool's Luck to give the minor Jedi a major boost to all their skill checks.
- Give the minor Jedi training in Stealth instead of Acrobatics to enable them to better conceal their presence and abilities from others.

## MON CALAMARI PHYSICIAN

Medium Mon Calamari Non-Heroic 6/Noble 1

Init +3; Senses Perception +16; low-light vision

Languages Basic, Mon Calamari; 2 unassigned

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**Defenses** Ref 12 (flat-footed 12), Fort 11, Will 16

hp 20; **Second Wind** +10hp; **Threshold** 11

**Immune** drowning

---

**Speed** 6 squares (walking), 4 squares (swimming)

**Melee** Unarmed +4 (1d4) or

**Ranged** by weapon +4

**Base Atk** +4; **Grp** +4

**Special Actions** Bolster Ally, Quick Skill

---

**Abilities** Str 11, Dex 10, Con 10, Int 15, Wis 16, Cha 15

**Special Qualities** breathe underwater, expert swimmer

**Talents** Bolster Ally

**Feats** Experienced Medic, Quick Skill, Skill Focus (Perception, Treat Injury), Skill Training (Persuasion), Surgical Expertise, Weapon Proficiency (pistols, simple weapons)

**Skills** Knowledge (life sciences) +10, Perception +16,

Persuasion +10, Swim +3 (may re-roll, may take 10),

Treat Injury +16

**Possessions** comlink, datapad, medical kit, 4 medpacs, surgery kit

## CHALLENGE LEVEL 3

### Background Information

Well-versed in numerous medical techniques for a multitude of species, the Mon Calamari physician is a true friend in need to those that require their services. Tending to the ills of the sick and wounded to the best of their ability, some prefer to restrict their services to wealthier clientele, while most operate out of low-cost health care clinics that survive on the charity of the community, and are often the first ones to lend their support during a local crisis.

### Use in Play

The Mon Cal physician is a support character, and as such should focus on giving those under their care the best medical treatment possible given time and circumstances.

### Build Options

- Make the physician a more able combatant by switching Experienced Medic for Point Blank Shot and adding a blaster pistol to their equipment.
- Exchange Bolster Ally for Educated and Weapon Proficiency (pistols) for Linguist for a physician that's better suited to working in an office than in the field.
- Consider giving the physician a cheap 5<sup>th</sup>-degree labor droid to help carry medical supplies as well as the wounded. Perhaps even give the droid training in Treat Injury so that it can serve double-duty as an assistant.



## MON CAL TECH SPECIALIST

Medium Mon Calamari Non-Heroic 3/Scoundrel 1

Init +3; Senses Perception +13; low-light vision

Languages Basic, Binary, Mon Calamari; 1 unassigned

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Defenses Ref 16 (flat-footed 14), Fort 13, Will 13

hp 15; Second Wind +12hp; Threshold 13

Immune drowning

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Speed 6 squares (walking), 4 squares (swimming)

Melee Unarmed +2 (1d4) or

Ranged Blaster Pistol +4 (3d6)

Base Atk +2; Grp +4

Atk Options Point Blank Shot

Special Actions Fast Repairs

---

Abilities Str 11, Dex 14, Con 12, Int 16, Wis 13, Cha 11

Special Qualities breathe underwater, expert swimmer

Talents Fast Repairs

Feats Armor Proficiency (light), Point Blank Shot, Skill

Focus (Mechanics, Perception), Tech Specialist, Weapon

Proficiency (pistols, simple weapons)

Skills Knowledge (technology) +10, Mechanics +15,

Perception +13, Swim +2 (may re-roll, may take 10),

Use Computer +10

Possessions blaster pistol, modified blast helmet and vest (+2 armor, +1 equipment), comlink, datapad, mesh tape, security kit, tool kit

## CHALLENGE LEVEL 2

### Background Information

Known for their artistic flair when it comes to technology, the Mon Cal Tech Specialist embodies their race's belief that functional doesn't mean bland, and will frequently spend the extra time and effort to ensure that whatever project they are working on not only performs at its best but is also aesthetically pleasing as well.

### Use in Play

The Mon Cal technician is best-suited to dealing with technical issues, but is quite capable of protecting themselves in a fight if it comes down to it.

### Build Options

- Give the technician less of a combat focus by dropping Armor Proficiency (light) and the modified blast helmet and vest, taking Gearhead and giving the tool kit the masterwork trait instead.
- Further enhance their combat skill by trading Fast Repairs for Personalized Modifications.

## **REBEL COMMANDO**

Medium Scout 4/Soldier 1

Init +9; Senses Perception +9

Languages Basic; 1 unassigned

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**Defenses** Ref 19 (flat-footed 17), Fort 18, Will 17  
hp 50; **Second Wind** +13hp; **Threshold** 18

---

**Speed** 6 squares, Running Attack

**Melee** Unarmed +5 (1d4+3) or

**Melee** Survival Knife +5 (1d6+3)

**Ranged** Blaster Rifle +6 (3d8+2) or

**Ranged** Blaster Rifle +1 (3d8+2) with autofire or

**Ranged** Frag Grenade +6 (4d6+2, 2 square burst)

**Base Atk** +4; **Grp** +6

**Atk Options** autofire (blaster rifle), Point Blank Shot,

Precise Shot, Sniper

**Special Actions** Ambush Specialist, Shake it Off,

Surveillance

---

**Abilities** Str 13, Dex 15, Con 13, Int 12, Wis 14, Cha 8

**Talents** Ambush Specialist, Surefooted, Surveillance

**Feats** Armor Proficiency (light), Point Blank Shot,

Precise Shot, Running Attack, Shake it Off, Sniper,

Weapon Proficiency (rifles, pistols, simple weapons)

**Skills** Endurance +8, Initiative +9, Mechanics +8,

Perception +9, Stealth +9, Survival +9

**Possessions** blaster rifle, survival knife, 4 frag grenades, camouflage poncho, bandolier, comlink (encrypted), liquid cable dispenser, medpac, power pack

## **CHALLENGE LEVEL 5**

### **Background Information**

An elite breed of warrior, the Rebel commando is often tasked with the missions that the regular soldiers of the Alliance can't handle. Trained to work either in teams or independently, the Rebel commandos are some of the most resourceful and dangerous soldiers that the Rebel Alliance can field, with a single commando able to take down a squad of stormtroopers in short order.

### **Use in Play**

The Rebel commando is trained to make use of guerilla tactics, striking from surprise whenever possible and taking advantage of any cover or concealment granted by the terrain.

### **Build Options**

- If operating as part of a team, trade Ambush Specialist for Comrade in Arms
- Trade Sniper for Deadeye to make the commando a precision-based marksman.
- Alternatively, focus more on hit and run by trading Snipe for Rapid Shot.
- Turn the commando into a close-combat expert by exchanging Running Attack and Sniper for Rapid Strike and Weapon Proficiency (advanced melee weapons) and the survival knife for a either vibroblade or a vibrobayonet.

## **REBEL COMMANDO LEADER**

Medium Scout 4/Soldier 3

Force 1

Init +10; Senses Perception +10

Languages Basic; 1 unassigned

---

Defenses Ref 21 (flat-footed 19), Fort 21, Will 19  
hp 70; Second Wind +17hp; Threshold 21

---

Speed 6 squares, Running Attack

Melee Unarmed +7 (1d4+4) or

Melee Survival Knife +7 (1d6+4)

Ranged Blaster Rifle +8 (3d8+3) or

Ranged Blaster Rifle +3 (3d8+3) with autofire or

Ranged Frag Grenade +8 (4d6+3, 2 square burst)

Base Atk +6; Grp +8

Atk Options autofire (blaster rifle), Point Blank Shot,

Precise Shot, Sniper

Special Actions Battle Analysis, Shake it Off, Sizing Up,

Tested in Battle

---

Abilities Str 13, Dex 14, Con 14, Int 12, Wis 14, Cha 11

Talents Battle Analysis, Sizing Up, Surefooted, Tested  
in Battle

Feats Armor Proficiency (light), Point Blank Shot,  
Precise Shot, Rebel Military Training, Running Attack,  
Shake it Off, Skill Training (Endurance), Sniper, Weapon  
Proficiency (rifles, pistols, simple weapons)

Skills Endurance +9, Initiative +10, Knowledge (tactics)  
+9, Mechanics +9, Perception +10, Survival +10, Stealth  
+10

Possessions blaster rifle, survival knife, 4 frag  
grenades, camouflage poncho, bandolier, comlink  
(encrypted), liquid cable dispenser, medpac, power  
pack

## **CHALLENGE LEVEL 7**

### **Background Information**

Most often a veteran commando with at least a dozen successful missions under their belts, the Rebel commando leader has been given the often thankless task of leading squads of Rebel commandos into the field. While they are just as hardy and determined as the rest of their fellows, the commando leader knows that it is ultimately their decisions that could mean the life or death of the men under their command.

### **Use in Play**

Much like the commandos they lead, the Rebel commando leader makes frequent use of guerilla tactics to take down Imperial foes while directing the efforts of their allies.

### **Build Options**

- Make the commando leader a more intimidating presence by trading Battle Analysis for Gang Leader and training in Mechanics for Persuasion. Take this a step further by reducing Strength by 1 point and adding that point to Charisma, providing a +1 boost to all Charisma-based skill checks.
- Instead of Rebel Military Training, take the Improved Defenses feat to make the commando leader a tougher opponent all around.

## REBEL HEAVY TROOPER

Medium Non-Heroic 4/Soldier 2

Init +10; Senses Perception +3

Languages Basic

---

**Defenses** Ref 15 (flat-footed 13), Fort 15, Will 12  
hp 25; **Second Wind** +12hp; **Threshold** 15

---

**Speed** 6 squares

**Melee** Unarmed +7 (1d4+3) or

**Ranged** Light Repeating Blaster +5 (3d8+3) with braced autofire or

**Ranged** Light Repeating Blaster +2 (3d8+3) with autofire or

**Ranged** Light Repeating Blaster +5 (5d8+3) with braced Burst Fire or

**Ranged** Light Repeating Blaster +2 (5d8+3) with Burst Fire or

**Ranged** Frag Grenade +7 (4d6+1, 2 square burst)

**Base Atk** +5; **Grp** +7

**Atk Options** autofire (light repeating blaster), Burst Fire, Point Blank Shot

**Special Actions** brace (light repeating blaster)

---

**Abilities** Str 14, Dex 14, Con 12, Int 10, Wis 10, Cha 8

**Talents** Weapon Specialization (rifles)

**Feats** Armor Proficiency (light), Burst Fire, Point Blank Shot, Skill Training (Endurance, Perception), Weapon Proficiency (heavy weapons, rifles, simple weapons)

**Skills** Endurance +9, Initiative +10, Perception +8

**Possessions** light repeating blaster, 2 frag grenades, blast helmet and vest (+2 armor), bandolier, comlink, 6 power packs

## CHALLENGE LEVEL 3

### Background Information

When excessive firepower is required for a mission, Rebel officers most often turn to the Rebel heavy trooper. Trained in the use of autofire weaponry, the heavy trooper can lay waste to a stormtrooper squad in a matter of seconds, or cut down a primary target with a withering barrage of blaster fire.

### Use in Play

The Rebel heavy trooper should find a good vantage point and stick to it, supporting their allies with well-placed autofire burst attacks or targeting larger targets with Burst Fire.

### Build Options

- Give the heavy trooper a bipod-equipped heavy repeating rifle and change Weapon Specialization from rifles to heavy weapons, a good set-up if the heavy trooper is defending an emplacement.
- Trade the light repeating blaster for a grenade launcher and give the heavy trooper a variety of weapon loads to assault their enemies with, swapping Burst Fire and Point Blank Shot for Flash and Clear and Targeted Area.

## **REBEL MARKSMAN**

Medium Non-Heroic 6/Scout 3

Init +10; Senses Perception +10

Languages Basic; 1 unassigned

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**Defenses** Ref 18 (flat-footed 15, with Sniper Shot 13), Fort 15, Will 15

hp 35; **Second Wind** +12hp; **Threshold** 15

---

**Speed** 6 squares

**Melee** Unarmed +7 (1d4+2) or

**Ranged Targeting** Blaster Rifle +9 (3d6+1) or

**Ranged Targeting** Blaster Rifle +9 (4d8+1) with Deadeye or

**Ranged Targeting** Blaster Rifle +11 (4d8+1) with Deadeye and Sniper Shot

**Base Atk** +6; **Grp** +9

**Atk Options** Deadeye, Far Shot, Point Blank Shot, Precise Shot, Sniper Shot

**Special Actions** Hidden Attacker, Reactive Stealth

---

**Abilities** Str 12, Dex 16, Con 12, Int 12, Wis 14, Cha 10

**Talents** Hidden Attacker, Reactive Stealth

**Feats** Deadeye, Far Shot, Point Blank Shot, Precise Shot, Skill Training (Stealth), Sniper Shot, Weapon Proficiency (pistols, rifles, simple weapons)

**Skills** Initiative +12, Perception +11, Stealth +12

**Possessions** Targeting blaster rifle with bipod and targeting scope (enhanced low-light), comlink (encrypted), electrobinoculars

## **CHALLENGE LEVEL 5**

### **Background Information**

Deadly accurate, these Rebel warriors serve as snipers, picking off Imperial stormtroopers long before they get close enough to endanger their allies. In many cases, Alliance command will use a marksman to harry Imperial forces, hoping to soften them up before a major offensive.

### **Use in Play**

While they might have Point Blank Shot, a Rebel marksman should be striking from at least short range in most circumstances, relying on distance as well as cover or concealment to avoid detection.

### **Build Options**

- Trade Sniper Shot for Careful Shot; the marksman won't get as big a bonus to attack when aiming, but neither does their Reflex Defense drop so sharply.
- Instead of Reactive Stealth, give the marksman Sizing Up, allowing them to focus their fire on one specific target rather than any enemy that comes into their sights.

## **REBEL OFFICER**

Medium Non-Heroic 3/Noble 3/Soldier 2/Officer 2  
Force 5

Init +11; Senses Perception +11

Languages Basic, Bocce; 4 unassigned

---

Defenses Ref 20 (flat-footed 19), Fort 20, Will 22  
hp 50; Second Wind +12hp; Threshold 20

---

Speed 6 squares

Melee Unarmed +9 (1d4+4) or

Ranged Heavy Blaster Pistol +9 (3d8+3) or

Ranged Concussion Grenade +9 (8d6+2, 2-square burst)

Base Atk +8; Grp +9

Atk Options Point Blank Shot, Precise Shot, Sniper

Special Actions Born Leader, Fearless Leader,

Indomitable, Share Talent (Indomitable)

---

Abilities Str 12, Dex 13, Con 12, Int 14, Wis 12, Cha 16

Special Qualities command cover +1

Talents Born Leader, Fearless Leader, Hasty

Withdrawal, Indomitable

Feats Fast Surge, Linguist, Point Blank Shot, Precise Shot, Skill Training (Initiative, Perception), Sniper, Stand Tall, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +11, Knowledge (galactic lore) +12, Knowledge (tactics) +12, Perception +11, Persuasion +13

Possessions heavy blaster pistol, concussion grenade, code cylinder, comlink (encrypted), hip holster

## **CHALLENGE LEVEL 8**

### **Background Information**

Frequently found in charge of Rebel bases and Alliance starships throughout the galaxy, the Rebel officer is the brave soul that leads the fight against the Empire from the front lines, guiding and inspiring the Rebel troopers that have been placed under their command.

### **Use in Play**

The Rebel officer constantly seeks to get the best effort out of the troops at their command, and won't hesitate to join in the fight when things get tough.

### **Build Options**

- Exchange Born Leader and Fearless Leader for Inspire Confidence and Ignite Fervor so the Rebel officer can provide a broader bonus to their allies that doesn't require line of sight to maintain in addition to being able to boost an ally's damage output.
- If using the Rank and Privilege system from Galaxy at War, consider giving the Rebel officer the Officer Candidacy Training feat instead of Sniper.

## REBEL SPECIAL OPS AGENT

Medium Scout 5/Soldier 3

Force 5; Dark Side 1

Init +12; Senses Perception +11

Languages Basic; 1 unassigned

---

Defenses Ref 24 (flat-footed 20), Fort 22, Will 20  
hp 75; Second Wind +18hp; Threshold 22

---

Speed 6 squares, Running Attack

Melee Unarmed +7 (1d6+7) or

Melee Vibroblade +7 (2d6+7)

Ranged Blaster Carbine +9 (3d8+7) or

Ranged Blaster Carbine +7 (4d8+7) with Rapid Shot or

Ranged Blaster Carbine +4 (3d8+7) with autofire or

Ranged Heavy Blaster Pistol +9 (3d8+4) or

Ranged Thermal Detonator +9 (8d6+4, 4 square burst)

Base Atk +6; Grp +9

Atk Options autofire (blaster rifle), Point Blank Shot,  
Precise Shot, Rapid Shot

Special Actions Quick on Your Feet, Shake it Off,  
Tested in Battle

---

Abilities Str 13, Dex 16, Con 14, Int 13, Wis 14, Cha 9

Talents Demolitionist, Improved Stealth, Quick on Your  
Feet, Traceless Tampering, Tested in Battle

Feats Armor Proficiency (light), Martial Arts I, Point  
Blank Shot, Rapid Shot, Running Attack, Shake it Off,  
Skill Training (Use Computer), Weapon Proficiency  
(advanced melee weapons, rifles, pistols, simple  
weapons)

Skills Endurance +11, Initiative +12, Mechanics +10,  
Perception +11, Pilot +12, Stealth +12 (may re-roll), Use  
Computer +10

Possessions modified blaster carbine (improved  
accuracy, pulse charger), heavy blaster pistol,  
vibroblade, thermal detonator, all-temperature cloak,  
mesh tape, security kit, utility belt with encrypted  
comlink

## CHALLENGE LEVEL 8

### Background Information

Considered to be some of the most dangerous men and women the Rebel Alliance has in its ranks, the Rebel Special Ops agent has seen more field action than beings twice their age. But there are few beings in the galaxy that can rival the Special Ops agent's dedication, whether it's to bring an end to the tyranny of the Empire simply to exact revenge for the Empire's numerous crimes, and woe be it to any Imperial agent that find themselves in the sights of these veteran freedom fighters.

### Use in Play

Rebel Special Ops agents are known for being unpredictable, and will use any number of tactics, from straight-on combat to staged fights to stealth, to accomplish their goals, never letting something as minor as sense or rational thinking stop them.

### Build Options

- Trade Traceless Tampering for Blend In to make the Special Ops agent a disguise expert.
- Swap Improved Stealth for Jury-Rig to give the Special Ops agent a bit more tech savvy.
- Exchange Weapon Proficiency (advanced melee weapons) for Rebel Military Training to give the Special Ops agent more of an incentive to keep moving during a fight.
- Enhance the Special Ops agent's skills as a pilot by replacing Martial Arts I with Vehicular Combat.
- Instead of Skill Training (Use Computer), give the Special Ops agent Skill Focus (Stealth) to make them a veritable ghost in combat, especially if you trade Quick on Your Feet for Hidden Attacker.

## **RESISTANCE FIGHTER**

Medium Non-Heroic 3

Init +7; Senses Perception +6

Languages Basic

---

**Defenses** Ref 12 (flat-footed 11), Fort 12, Will 11  
hp 10; **Threshold** 12

---

**Speed** 6 squares

**Melee** Unarmed +3 (1d4+1) or

**Melee** Knife +3 (1d4+1) or

**Ranged** Blaster Pistol +3 (3d6)

**Base Atk** +2; **Grp** +3

---

**Abilities** Str 12, Dex 13, Con 12, Int 10, Wis 11, Cha 10

**Feats** Improved Defenses, Skill Training (Perception, Stealth), Weapon Proficiency (pistols, simple weapons)

**Skills** Initiative +7, Perception +6, Stealth +7

**Possessions** blaster pistol, knife, fake ID

## **CHALLENGE LEVEL I**

### **Background Information**

A warrior born of necessity and desperation, the resistance fighter would rather have a normal life instead of risking their lives for the cause. But they know that if they don't stand up to tyranny, then nobody will have a normal life. And although they may not live to see the final victory against the oppressing regime, the resistance fighter knows that it's a gamble they have to take in order for the cause to prevail.

### **Use in Play**

What the resistance fighter lacks in creativity, they compensate for with numbers and tenacity; in many cases, they won't stop fighting until dead.

### **Build Options**

- Give the resistance fighter the Armor Proficiency (light) feat instead of Improved Defenses to reflect a freedom fighter with a more militant background, along with a blast helmet and vest.
- Increase their combat skill by exchanging a Skill Training for Point Blank Shot.



## **RESISTANCE LEADER**

Medium Non-Heroic 3/Noble 3/Soldier 1

Force 2

Init +10; Senses Perception +9

Languages Basic; 2 unassigned

---

Defenses Ref 18 (flat-footed 16), Fort 18, Will 18  
hp 30; Second Wind +12hp; Threshold 18

---

Speed 6 squares

Melee Unarmed +5 (1d4+2) or

Melee Knife +5 (1d4+2) or

Ranged Blaster Pistol +7 (3d6+2)

Base Atk +5; Grp +7

Atk Options Point Blank Shot

Special Actions Indomitable, Inspire Confidence, Lead by Example

---

Abilities Str 10, Dex 14, Con 12, Int 14, Wis 13, Cha 15

Talents Indomitable, Inspire Confidence, Lead by Example

Feats Improved Defenses, Informer, Point Blank Shot, Skill Focus (Persuasion), Skill Training (Deception, Persuasion), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +10, Gather Information +9, Initiative +10, Knowledge (tactics) +10, Perception +9, Persuasion +15

Possessions blaster pistol, knife, comlink, fake ID

## **CHALLENGE LEVEL 5**

### **Background Information**

Leaving behind their comfortably mundane existence to become a revolutionary, the resistance leader used their influence to form a resistance cell to oppose the despotic regime, struggling to liberate their homeworld from the grasp of tyrants. As a key figure in the local resistance movement, it is their job to coordinate attack plans, ensuring their troops are in the right position to strike a telling blow against their oppressors.

### **Use in Play**

Whether fighting for a cause they believe in or just trying to get an oppressive system to leave them alone, the resistance leader isn't afraid to get their hands dirty, frequently getting directly involved in their group's operations.

### **Build Options**

- Give the resistance leader added tactical acumen by trading Indomitable for Battle Analysis and Lead by Example for Tactical Savvy.
- Trade Informer for Intimidator to give the resistance leader's words added sting.

## **REBEL SABOTEUR**

Medium Scoundrel 3/Soldier 1

Force 1

Init +9; Senses Perception +8

Languages Basic, Binary; 1 unassigned

---

Defenses Ref 18 (flat-footed 16), Fort 16, Will 17  
hp 30; Second Wind +11hp; Threshold 16

---

Speed 6 squares

Melee Unarmed +4 (1d4+3) or

Ranged Blaster Pistol +5 (3d6+2) or

Ranged Impromptu Bomb +5 (4d6+2, 2-square burst)

Base Atk +3; Grp +5

Atk Options Destructive Force, Point Blank Shot

Special Actions Bomb Thrower, Gearhead

---

Abilities Str 12, Dex 14, Con 11, Int 14, Wis 14, Cha 10

Talents Bomb Thrower, Demolitionist, Hot Wire

Feats Destructive Force, Gearhead, Point Blank Shot,  
Skill Focus (Mechanics), Weapon Proficiency (pistols,  
rifles, simple weapons)

Skills Initiative +9, Knowledge (physical sciences) +9,  
Knowledge (technology) +9, Mechanics +14, Perception  
+9, Stealth +9

Possessions blaster pistol, comlink, 2 explosive  
charges, manual trigger, fake ID, security kit, tool kit,  
backpack with parts for impromptu bombs.

## **CHALLENGE LEVEL 4**

### **Background Information**

A master of causing disorder, the Rebel saboteur's goal is to create panic among the Imperial loyalists, often by planting a bomb or disabling a vehicle. Prior to joining the Rebellion, the saboteur may have been a simple craftsman, but once forced under the yoke of oppression, they turned their meticulous mind to the cause of freedom, one explosion at a time.

### **Use in Play**

Unless caught off-guard, the Rebel saboteur should have at least one booby-trap set-up for unwary opponents to trigger and plenty of supplies to create explosives as needed.

### **Build Options**

- Trade out training in Knowledge (physical sciences) for training in Deception for a saboteur is capable of fast-talking their way into restricted areas.
- To create further havoc with their explosives, give the saboteur Forceful Blast in place of Gearhead, enabling them to break up enemy formations or maneuver targets out of cover and into an ally's line of fire.
- To be really sneaky, give the saboteur an innocuous and disposable droid, such as a mouse droid, that has been rigged with concealed explosives.

## **Twi'lek Rebel Agent**

Medium Twi'lek Non-Heroic 4/Scoundrel 2

Init +10; Senses Perception +14, low-light vision

Languages Basic, Ryl; 2 unassigned

---

**Defenses** Ref 16 (flat-footed 14), Fort 14, Will 14  
hp 15; **Second Wind** +10hp; Threshold 14

---

**Speed** 6 squares

**Melee** Unarmed +4 (1d4+1) or

**Melee** Knife +4 (1d4+1) or

**Ranged** Blaster Pistol +6 (3d6+1)

**Base Atk** +4; **Grp** +6

**Atk Options** Desperate Gambit, Point Blank Shot

**Special Actions** Disruptive

---

**Abilities** Str 10, Dex 14, Con 10, Int 14, Wis 12, Cha 14

**Special Qualities** deceptive

**Talents** Disruptive

**Feats** Desperate Gambit, Informer, Point Blank Shot,

Skill Focus (Perception, Stealth), Skill Training

(Stealth), Weapon Proficiency (pistols, simple weapons)

**Skills** Deception +10 (may re-roll), Gather Information

+14, Initiative +10, Perception +14, Stealth +15

**Possessions** blaster pistol, knife, audio recorder,

electrobinoculars, comlink (encrypted long-range  
miniaturized)

## **Challenge Level 3**

### **Background Information**

While most Twi'leks are content to simply stay out of the way during the Galactic Civil War, some are compelled to enlist in the fight for galactic freedom. These agents often perform recon work and low-key intelligence gathering operations, frequently in advance of a full-fledged Rebel assault.

### **Use in Play**

The Twi'lek Rebel agent is at their best when they can observe without being seen, although they are quite capable of disrupting an enemy's plans.

### **Build Options**

- Instead of the Disruptive talent and Skill Focus (Stealth) feat, give the Twi'lek agent the Seducer talent and Skill Focus (Deception), which will let them sweet talk just about anybody, a useful ability for covert ops.
- Give the agent a more proactive role in combat by trading the levels in Scoundrel for Scout, Disruptive for Surveillance and Point Blank Shot for Weapon Proficiency (rifles).

## WOOKIEE FREEDOM FIGHTER

Medium Wookiee Non-Heroic 3/Soldier 3

Init +9; Senses Perception +4

Languages Basic (understand only), Shyriiwook

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**Defenses** Ref 15 (flat-footed 14), Fort 18, Will 14  
hp 50; **Second Wind** +16hp; **Threshold** 18;  
extraordinary recuperation

---

**Speed** 6 squares

**Melee** Unarmed\* +7 (1d4+8) or

**Melee** Ryyk Blade\* +7 (2d10+14) or

**Melee** Ryyk Blade\* +9 (2d10+17) with Powerful Charge  
or

**Ranged** Blaster Carbine +6 (3d8+1) or

**Ranged** Blaster Carbine +1 (3d8+1) with autofire

**Base Atk** +5; **Grp** +9

**Atk Options** autofire (blaster carbine), Bantha Rush,  
Power Attack, Powerful Charge, Unrelenting Assault

**Special Actions** rage (1/day)

---

**Abilities** Str 18, Dex 12, Con 16, Int 10, Wis 12, Cha 7

**Special Qualities** expert climber, intimidating

**Talents** Melee Smash, Unrelenting Assault

**Feats** Bantha Rush, Power Attack, Powerful Charge,

Skill Training (Initiative), Toughness, Weapon

Proficiency (advanced melee weapons, rifles, simple  
weapons)

**Skills** Climb +7 (take 10), Endurance +11, Initiative +9,

Persuasion +1 (may re-roll to intimidate)

**Possessions** blaster carbine, ryyk blade, bandolier

*\*includes 2 points of Power Attack*

## CHALLENGE LEVEL 4

### Background Information

While a Wookiee is considered one of most feared and dangerous fighters in the galaxy, particularly an enraged one, the Wookiee freedom fighter has put their ferocious strength and steadfast determination in service to the Rebel Alliance, fighting to cast down the Empire and win freedom not only for their race but for all beings.

### Use in Play

The Wookiee freedom fighter is as unsubtle an opponent as one can find, as their preferred tactic is to rush at the closest foe and mow them down with their ryyk blade, using their carbines only if they are unable to reach their enemies.

### Build Options

- Exchange Bantha Rush for Cleave to enable the Wookiee freedom fighter to plow through less durable foes, like stormtroopers, with ease.
- Trade Unrelenting Assault for Indomitable and Toughness for Resurgent Vitality to allow the Wookiee freedom fighter to recover from injury far more rapidly.

# REPUBLIC

## ARC TROOPER (REDUX)

Medium Human (clone) Non-Heroic 6/Soldier 3/Elite Trooper 3

Force 4; Dark Side 2

Init +13; senses Perception +15, low-light vision

Languages Basic, Mando'a

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Defenses Ref 22 (flat-footed 19), Fort 24, Will 18  
hp 75; DR 1; Second Wind +18hp; Threshold 24  
Immune clone trooper

---

Speed 4 squares

Melee Combat Gloves +12 (1d6+6) or

Ranged Blaster Pistol +12 (3d6+3) or

Ranged WESTAR-M5 Blaster Rifle +12 (3d10+3) or

Ranged WESTAR-M5 Blaster Rifle +10 (3d10+3) with  
braced autofire or

Ranged WESTAR-M5 Blaster Rifle +10 (3d10+3) with  
autofire or

Ranged WESTAR-M5 Blaster Rifle +10 (5d10+3) with  
braced Burst Fire or

Ranged WESTAR-M5 Blaster Rifle +10 (5d10+3) with  
Burst Fire or

Ranged WESTAR-M5 Blaster Rifle +7/+7 (3d10+3) with  
Double Attack or

Ranged Missile Launcher +12 (6d6+3, 2-square burst) or

Ranged Missile Launcher +7/+7 (6d6+3, 2-square burst)  
with Double Attack or

Ranged Frag Grenade +12 (4d6+3, 2-square burst) or

Ranged Ion Grenade +12 (4d6+3 ion, 2-square burst)

Base Atk +10; Grp +12

Atk Options autofire (WESTAR-M5), Autofire Assault,  
Burst Fire, Controlled Burst, Double Attack, Point Blank  
Shot

Special Actions brace (WESTAR-M5), Delay Damage,  
Rapid Reload

---

Abilities Str 14, Dex 15, Con 14, Int 13, Wis 14, Cha 8

Talents Autofire Assault, Controlled Burst, Rapid  
Reload, Tested in Battle

Feats Armor Proficiency (light, medium), Burst Fire,  
Double Attack (rifles), Martial Arts I, Point Blank Shot,  
Skill Training (Mechanics), Weapon Proficiency (heavy  
weapons, pistols, rifles, simple weapons)

Skills Initiative +13, Mechanics +12, Perception +15,  
Stealth +13

Possessions combat gloves, WESTAR-M5 blaster rifle  
(treat as commando special rifle with extra power  
source upgrade), 2 blaster pistols, missile launcher with  
4 missiles, 3 frag grenades, 3 ion grenades, ARC trooper  
armor (+7 armor, +2 equipment; as powered battle  
armor), bandolier, utility belt with extra power pack

## CHALLENGE LEVEL 8

### Background Information

The most advanced troops of the Republic Army, the Advanced Recon Clone Troopers are much more independent than the average Clone Trooper, owing to the minimal level of genetic modification they have undergone. Given the most dangerous of missions to complete, the ARC Troopers are the living embodiment of the Clone Army's chant of "An army of one man, but the right man for the job!"

### Use in Play

ARC Troopers tend to work along, as befits their reputation as "one man armies," employing heavy firepower to crush their targets as fast as possible.

### Build Options

- Replace Burst Fire and Double Attack (rifles) with Dual Weapon Mastery I and II, Autofire Assault with Devastating Attack (pistols), and the blaster pistol and WESTAR-M5 rifle with a pair of heavy blaster pistols for an ARC Trooper that uses paired blasters instead of a single big gun.
- Exchange Rapid Reload for Strength in Numbers if operating as part of a squad to give the ARC Trooper increased durability in battle.
- Trade Burst Fire for Rapid Shot, Autofire Assault for Devastating Attack (rifles), and the WESTAR-M5 for either a standard blaster rifle or a sniping blaster rifle to represent an ARC Trooper marksman.

## ARC TROOPER CAPTAIN

Medium Human (clone) Non-Heroic 6/Soldier 3/Elite Trooper 3/Officer 2  
Force 5; Dark Side 2  
Init +14; senses Perception +16, low-light vision  
Languages Basic, Mando'a; 1 unassigned

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Defenses Ref 23 (flat-footed 20), Fort 26, Will 23  
hp 90; DR 1; Second Wind +22hp; Threshold 26  
Immune clone trooper

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Speed 4 squares

Melee Combat Gloves +14 (1d6+7) or  
Ranged Heavy Blaster Pistol +14 (3d8+4) or  
Ranged 2 Heavy Blaster Pistols +12/+12 (3d8+4) or  
Ranged Frag Grenade +14 (4d6+4, 2-square burst) or  
Ranged Ion Grenade +14 (4d6+4 ion, 2-square burst)

Base Atk +12; Grp +14

Atk Options Dual Weapon Mastery, Point Blank Shot

Special Actions Assault Tactics, Battle Analysis, Delay  
Damage, Indomitable

---

Abilities Str 14, Dex 15, Con 14, Int 14, Wis 14, Cha 10

Special Qualities command cover +1, share talent  
(Indomitable)

Talents Ambush, Armored Defense, Assault Tactics,  
Indomitable, Strength in Numbers

Feats Armor Proficiency (light, medium), Dual Weapon  
Mastery I, Dual Weapon Mastery II, Martial Arts I, Point  
Blank Shot, Skill Training (Mechanics), Weapon  
Proficiency (heavy weapons, pistols, rifles, simple  
weapons)

Skills Initiative +14, Knowledge (tactics) +14, Mechanics  
+14, Perception +16, Stealth +14

Possessions 2 heavy blaster pistols, 5 frag grenades, 5  
ion grenades, ARC trooper armor (+7 armor, +2  
equipment; as powered battle armor), bandolier,  
bracer computer, utility belt with extra power pack

## CHALLENGE LEVEL 10

### Background Information

Generally found commanding squads of elite clone trooper units, the ARC Trooper Captain may be even more dangerous than their regular ARC brethren due to their advanced tactical training, leading the men under their command to victory against odds that lesser soldiers would consider to be impossible.

### Use in Play

Rather than a single powerful attack, ARC Trooper captains tend to favor the usage of a pair of blaster pistols, much like their genetic ancestor Jango Fett, but also use their tactical training to direct their squad's attacks to thin out enemy numbers quickly and efficiently.

### Build Options

- Trade Dual Weapon Mastery I and II for Burst Fire and Double Attack (rifles), Strength in Numbers for Autofire Assault, and the two heavy blaster pistols for a WESTAR-M5 (see ARC Trooper entry) and a blaster pistol to give the ARC Trooper captain a similar weapons load-out to the standard ARC.
- Exchange Indomitable for Shift Defense I to allow the ARC Trooper captain to better tailor his squad's defenses against their foes, with Reflex Defense being the preferred defense to increase with this talent.

## CLONE TROOPER (REDUX)

Medium Human (clone) Non-Heroic 6

Init +9; Senses Perception +10, low-light vision

Languages Basic

---

**Defenses** Ref 17 (flat-footed 16), Fort 13, Will 10

hp 20; **Threshold** 13

**Immune** clone trooper

---

**Speed** 6 squares

**Melee** Unarmed +5 (1d4+1) or

**Ranged** Blaster Rifle +6 (3d8) or

**Ranged** Blaster Rifle +1 (3d8) with autofire or

**Ranged** Frag Grenade +5 (4d6, 2-square burst)

**Base Atk** +4; **Grp** +5

**Atk Options** autofire (blaster rifle), Point Blank Shot

---

**Abilities** Str 12, Dex 13, Con 12, Int 10, Wis 10, Cha 8

**Feats** Armor Proficiency (light), Point Blank Shot, Skill

Training (Endurance), Weapon Focus (rifles), Weapon

Proficiency (pistols, rifles, simple)

**Skills** Endurance +9, Initiative +9, Perception +10

**Possessions** blaster rifle, frag grenade, clone trooper armor (+6 armor, +2 equipment), utility belt with extra power pack

## CHALLENGE LEVEL 2

### Background Information

Comprising the majority of the Grand Army of the Republic, the basic Clone Trooper has the advantage of creativity when compared to the mechanical legions employed by the Separatists, enabling them to achieve victory in situations where they are outnumbered. As their rallying cry goes, “An army of one man, but the right man for the job!”

### Use in Play

Clone Troopers are trained in basic tactical thinking, and won’t throw their lives away wastefully unless given a direct order from a superior officer.

### Build Options

- Exchange training in Endurance for Pilot and Weapon Focus (rifles) for Vehicular Combat for a Clone Trooper that is trained in mechanized assault.
- Swap out the Clone Trooper’s heavy blaster rifle for a blaster carbine for urban combat or patrol duty.
- Organize clone troopers into squads to better represent their ability to fight in tightly-knit units

## CLONE COMMANDER (REDUX)

Medium Human (clone) Non-Heroic 6/Soldier 2/Noble 1/Officer 1

Force 3; Dark Side 1

Init +11; Senses Perception +12, low-light vision

Languages Basic; 1 unassigned

---

Defenses Ref 20 (flat-footed 18), Fort 19, Will 18

hp 45; Second Wind +13hp; Threshold 19

Immune clone trooper

---

Speed 6 squares

Melee Unarmed +8 (1d4+3) or

Ranged Blaster Pistol +9 (3d6+2) or

Ranged Blaster Pistol +7 (4d6+2) with Rapid Shot or

Ranged Blaster Rifle +10 (3d8+2) or

Ranged Blaster Rifle +8 (4d8+2) with Rapid Shot or

Ranged Blaster Rifle +5 (3d8+2) with autofire or

Ranged Frag Grenade +9 (4d6+2, 2-square burst) or

Ranged Ion Grenade +9 (4d6+2 ion, 2-square burst) or

Base Atk +7; Grp +9

Atk Options autofire (blaster rifle), Coordinated

Attack, Point Blank Shot, Rapid Shot

Special Actions Battle Analysis, Born Leader,

Commander's Prerogative, Quick Draw

---

Abilities Str 13, Dex 15, Con 13, Int 13, Wis 11, Cha 13

Talents Born Leader, Commander's Prerogative, Keep

Them at Bay

Feats Armor Proficiency (light), Coordinated Attack,

Linguist, Point Blank Shot, Quick Draw, Rapid Shot, Skill

Training (Persuasion), Weapon Focus (rifles), Weapon

Proficiency (pistols, rifles, simple weapons)

Skills Initiative +11, Knowledge (tactics) +11,

Perception +12, Persuasion +11

Possessions blaster pistol, blaster rifle, 2 frag

grenades, 2 ion grenades, clone trooper armor (+6

armor, +2 equipment), bracer computer, utility belt

with encrypted long-range miniaturized holo comlink

## CHALLENGE LEVEL 6

### Background Information

Trained to serve as field officers and aides to the Jedi Generals of the Grand Army of the Republic, the clone trooper commander is able to get the most out of the troopers under their command, directing their combat efforts against Separatist forces.

### Use in Play

The clone trooper commander's first action should always be to active Born Leader to ensure the clone troopers under their command are at their best before laying down as much repeat fire as possible.

### Build Options

- Exchange Weapon Focus (rifles) for Dual Weapon Mastery I to make the clone trooper commander more of a gunslinger than a marksman.
- Shift a point from Charisma to Intelligence and drop Coordinated Attack to give the clone commander an additional trained skill and a feat to better reflect their role or experiences, such as training in Pilot and Vehicular Combat for a fighter squadron commander, or training in Stealth and Cunning Attack for a commander that focuses on ambushing their foes, or training in Knowledge (social sciences) and Informer for an urban commander.
- Trade Quick Draw and Rapid Shot for Coordinated Barrage and Rapport to grant an ally boost to attack and damage, making the clone commander more of a support leader.



## CLONE TROOPER GRENADEIER

Medium Human (clone) Non-Heroic 6

Init +9; Senses Perception +10, low-light vision

Languages Basic

---

**Defenses** Ref 17 (flat-footed 16), Fort 13, Will 10

hp 20; **Second Wind** +12hp; **Threshold** 13

**Immune** clone trooper

---

**Speed** 6 squares

**Melee** Unarmed +5 (1d4+1) or

**Ranged** Blaster Pistol +5 (3d6) or

**Ranged** Frag Grenade +5 (4d6, 2-square burst) or

**Ranged** Ion Grenade +5 (4d6, 2-square burst)

**Base Atk** +4; **Grp** +5

**Atk Options** Forceful Blast

---

**Abilities** Str 12, Dex 13, Con 12, Int 10, Wis 10, Cha 8

**Feats** Armor Proficiency (light), Forceful Blast, Skill Training (Endurance, Mechanics), Weapon Proficiency (pistols, rifles, simple)

**Skills** Endurance +9, Initiative +9, Mechanics +8, Perception +10

**Possessions** blaster pistol, 5 frag grenades, 5 ion grenades, bandolier, explosive charge and timer, clone trooper armor (+6 armor, +2 equipment), utility belt

## CHALLENGE LEVEL 2

### Background Information

Providing concentrated firepower to the Grand Army of Republic, the Clone Trooper Grenadier specializes in the usage of explosive devices. One particular tactic is to use suppression fire from a group of regular Clone Troopers to pin down the opposition and terminate them with a single well-placed grenade.

### Use in Play

The Clone Trooper grenadier uses well-placed explosive charges to disrupt enemy tactics by dispersing formations and flushing their foes out from behind cover and into their squad's line of fire.

### Build Options

- Exchange Weapon Proficiency (rifles) for (heavy weapons) and equip the Clone Trooper grenadier with a grenade launcher, giving them much greater range for their explosive ordinance.
- To deal with heavier targets, equip the Clone Trooper grenadier with concussion grenades instead of frag grenades.
- Drop Skill Training (Mechanics) for Point Blank Shot to make the Clone Trooper grenadier more effective in close-quarters fighting.

## CLONE TROOPER OFFICER

Medium Male Human (clone) Non-Heroic 6/Soldier 2  
Force 1  
Init +10; Senses Perception +11, low-light vision  
Languages Basic

---

Defenses Ref 18 (flat-footed 17), Fort 17, Will 12  
hp 35; Second Wind +12hp; Threshold 17  
Immune clone trooper

---

Speed 6 squares

Melee Unarmed +7 (1d4+2) or

Ranged Blaster Rifle +8 (3d8+1) or

Ranged Blaster Rifle +3 (3d8+1) with autofire or

Ranged Frag Grenade +7 (4d6, 2-square burst) or

Ranged Ion Grenade +7 (4d6, 2-square burst)

Base Atk +6; Grp +7

Atk Options autofire (blaster rifle), Grazing Shot, Point  
Blank Shot

Special Actions Battle Analysis

---

Abilities Str 12, Dex 13, Con 12, Int 13, Wis 11, Cha 12

Talents Commanding Presence

Feats Armor Proficiency (light), Grazing Shot, Point  
Blank Shot, Skill Training (Endurance, Persuasion),  
Weapon Focus (rifles), Weapon Proficiency (pistols,  
rifles, simple)

Skills Endurance +10, Initiative +10, Knowledge (tactics)  
+9, Perception +11, Persuasion +10

Possessions blaster rifle, frag grenade, ion grenade,  
clone trooper armor (+6 armor, +2 equipment), utility  
belt with extra power pack

## CHALLENGE LEVEL 4

### Background Information

Designed by the Kaminoans to serve as squad leaders, the Clone Trooper officer differs from the standard Clone Trooper in that his genetics have been modified to support a greater degree of creativity and leadership qualities, not to mention having undergone more rigorous combat and tactical training.

### Use in Play

The Clone Trooper officer's primary concern is defeating their foes with as few casualties as possible, and will often direct their squad's attacks to the most vulnerable targets; after all, the less an enemy can attack, the less risk they pose.

### Build Options

- Trade Grazing Shot and Weapon Focus (rifles) for Dual Weapon Mastery I and II and the blaster rifle for a pair of heavy blaster pistols.
- If fighting alongside a Jedi, consider dropping Grazing Shot and taking Jedi Familiarity to make the Clone Trooper officer just a bit more dangerous.

## JEDI COMMANDER

Medium Jedi 6

Force Points 4

Init +10; Senses Perception +10

Languages Basic; 1 unassigned

---

Defenses Ref 19 (flat-footed 17), Fort 18, Will 19;

Deflect

hp 65; Second Wind +16hp; Threshold 19

---

Speed 6 squares

Melee Unarmed +8 (1d4+4) or

Melee Unarmed +6 (2d4+4) with Rapid Strike

Melee Lightsaber +9 (2d8+5) or

Melee Lightsaber +7 (3d8+5) with Rapid Strike or

Ranged by weapon +8

Base Atk +6; Grp +8

Atk Options Rapid Strike

Special Actions Battle Meditation, Redirect Shot

Force Powers Known (Use the Force +9): *Force slam*,  
*Force thrust*, *surge*

---

Abilities Str 12, Dex 15, Con 12, Int 12, Wis 14, Cha 13

Talents Battle Meditation, Deflect, Redirect Shot

Feats Force Sensitivity, Force Training, Forceful

Recovery, Rapid Strike, Skill Training (Perception),

Weapon Finesse, Weapon Focus (lightsabers), Weapon

Proficiency (lightsabers, simple weapons)

Skills Initiative +10, Knowledge (tactics) +9, Perception  
+10, Use the Force +9

Possessions lightsaber, Jedi robes, utility belt, visual  
wrist comm

## CHALLENGE LEVEL 6

### Background Information

Often serving as the leader for small groups of clone troopers, the Jedi Commander is still a Padawan, and lacks the experience and knowledge of a Jedi Knight. Much like the Jedi Generals, the Jedi Commander will fight right alongside their clone trooper allies.

### Use in Play

As befits their Jedi training, the Jedi Commander is better suited to engaging their enemies face-to-face, making sparing use of their Force powers to turn the tide of battle.

### Build Options

- Exchange Battle Meditation for Block to allow the Jedi Commander to better defend themselves against melee threats.
- Trade a level of Jedi for a level of Soldier, adding the Weapon Proficiency (pistols) feat and replacing Battle Meditation for Battle Analysis to create a Jedi Commander more adept at conventional warfare.
- Drop Forceful Recovery in place of a second Force Training to broaden the Jedi Commander's suite of available Force powers.
- Swap Weapon Finesse for Skill Training to give the Jedi Commander a broader skill list.

## JEDI GENERAL

Medium Jedi 7/Jedi Knight 5

Destiny 1; Force Points 6; Dark Side 1

Init +12; Senses Perception +13

Languages Basic; 1 unassigned

---

Defenses Ref 27 (flat-footed 24), Fort 27, Will 26;

Deflect

hp 100; Second Wind +25hp; Threshold 27

---

Speed 6 squares

Melee Combat Gloves +14 (1d4+9) or

Melee Combat Gloves +10 (2d4+9) with Rapid Strike

Melee Lightsaber +16 (2d8+10) or

Melee Lightsaber +14 (3d8+10) with Rapid Strike or

Melee Lightsaber +13/+13 (2d8+10) with Double Attack or

Melee Lightsaber +11/+11 (3d8+10) with Double Attack and Rapid Strike or

Ranged by weapon +15

Base Atk +12; Grp +15

Atk Options Double Attack (lightsabers), Rapid Strike

Special Actions Battle Meditation, Force Intuition, Redirect Shot

Force Powers Known (Use the Force +12): *battle strike*, *Force slam (2)*, *Force thrust*, *rebuke*, *surge*

Force Techniques Improved Battle Strike, Improved Move Light Object

---

Abilities Str 14, Dex 16, Con 13, Int 12, Wis 14, Cha 13

Talents Armored Defense, Battle Meditation, Combat Trance, Deflect, Force Intuition, Multiattack Proficiency (lightsabers), Redirect Shot

Feats Armor Proficiency (light), Double Attack (lightsabers), Force Sensitivity, Force Training (2), Forceful Recovery, Rapid Strike, Skill Training (Perception), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Initiative +12, Knowledge (galactic lore) +12, Knowledge (tactics) +12, Perception +13, Use the Force +12

Possessions lightsaber (self-built), combat gloves, light battle armor (+5 armor, +2 equipment), Jedi robes, utility belt, visual wrist comm

## CHALLENGE LEVEL 12

### Background Information

As one of the leaders of the Grand Army of the Republic, it falls upon the Jedi General to take up the role of warrior and lead the clone troopers in battle against the droid armies of the Separatists. Although it is not a role with which they are initially comfortable, the Jedi General does their duty, often times leading from the front lines.

### Use in Play

As befits their Jedi training, the Jedi General seeks to engage their opponents in melee, assisting their clone trooper allies with their Force abilities.

### Build Options

- Exchange Battle Meditation for Block to allow the Jedi General to better defend themselves against melee threats.
- Trade a level of Jedi for a level of Soldier, adding the Weapon Proficiency (pistols) feat and replacing Battle Meditation for Battle Analysis to create a Jedi General more adept at conventional warfare.
- Trade the Double Attack (lightsabers) and Rapid Strike feats for Cleave and Power Attack, and the Multiattack Proficiency (lightsabers) talent for Weapon Specialization (lightsabers) for a more aggressive lightsaber combatant.
- Trade out Battle Meditation and Combat Trance for Precise Redirect and Shien to make the Jedi General even more effective at turning their enemies' ranged attacks back at them.

## OLD SENATOR

Medium Old Non-Heroic 6/Noble 3

Force 1

Init +4; Senses Perception +7

Languages Basic, High Galactic; 4 unassigned

---

Defenses Ref 14 (flat-footed 14), Fort 12, Will 18  
hp 15; Second Wind +8hp; Threshold 12

---

Speed 6 squares

Melee Unarmed +4 (1d4-1) or

Ranged Hold-out Blaster +6 (3d4+1)

Base Atk +6; Grp +6

Special Actions Coordinate +1

---

Abilities Str 7, Dex 10, Con 8, Int 15, Wis 16, Cha 16

Talents Coordinate, Connections

Feats Linguist, Skill Focus (Knowledge [bureaucracy]),  
Skill Training (Deception, Knowledge [social sciences],  
Perception), Silver Tongue, Weapon Proficiency (pistols,  
simple weapons)

Skills Deception +12, Gather Information +12,  
Knowledge (bureaucracy) +16, Knowledge (galactic  
lore) +11, Knowledge (social sciences) +11, Perception  
+12, Persuasion +12

Possessions hold-out blaster, comlink, credit chip (8000  
credits), protocol droid with internal comlink,  
senatorial wardrobe, personal transport, valet

## CHALLENGE LEVEL 4

### Background Information

A veteran of galactic politics, the old senator has discarded their idealism in the face of pragmatism and is fast approaching apathy. While lacking the drive of their younger fellows, the old senator is a shrewd politician, and knows how to get the results they need. While they often possess the influence needed to effect true change in the government they serve, they are often content to retain the status quo and thus their power and influence.

### Use in Play

The old senator is usually content to stay out of direct combat, doing little more than coordinating the efforts of their allies.

### Build Options

- Consider giving the old senator a more active role in combat by trading Coordinate for Inspire Loyalty and select an aggressive follower equipped with a heavy blaster pistol, snap baton, and a combat jumpsuit.
- Exchange Skill Focus for Intimidator to allow the old senator to make sure upstart heroes know exactly who they are dealing with.

## REPUBLIC JUDICIAL OFFICER

Medium Non-Heroic 3/Scout 1

Init +9; Senses Perception +9

Languages Basic; 1 unassigned

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**Defenses** Ref 15 (flat-footed 14), Fort 13, Will 13  
hp 15; **Second Wind** +12hp; **Threshold** 13

---

**Speed** 6 squares

**Melee** Unarmed +3 (1d4+1) or

**Melee** Stun Baton +3 (1d6+1) or

**Melee** Stun Baton +3 (2d6+1 stun)

**Ranged** Blaster Pistol +3 (3d6)

**Base Atk** +2; **Grp** +3

**Atk Options** Pin

---

**Abilities** Str 12, Dex 13, Con 12, Int 12, Wis 14, Cha 12

**Talents** Watchful Step

**Feats** Armor Proficiency (light), Pin, Skill Training (Persuasion), Weapon Proficiency (pistols, rifles, simple weapons)

**Skills** Gather Information +8, Initiative +9, Perception +9, Persuasion +8

**Possessions** blaster pistol, stun baton, blast vest and helmet (+2 armor), binder cuffs, comlink

## CHALLENGE LEVEL 2

### Background Information

These brave individuals do their best to enforce the Republic's laws and protect the citizenry from the depredations of criminals, risking their own lives to ensure the safety of others. The Judicial Officer's primary concern themselves with general patrol duties and investigating public disturbances, with the number of officers arriving on the scene determined by the size and severity of the disturbance.

### Use in Play

Republic Judicial Officers prefer to use stun attacks so that they can capture their targets to stand trial, but will resort to lethal force if the criminal presents a dire enough threat.

### Build Options

- Give the Judicial Officer training in Pilot instead of Persuasion and Vehicular Combat instead of proficiency in rifles and adding a patrol fighter to enable them to patrol the skies as well as the cities.
- Equip the Judicial Officer with a blaster rifle, riot shield, and a combat jumpsuit with helmet package for riot control duty or hostile threat response.

## **SENATE GUARD**

Medium Non-Heroic 6/Soldier 3

Init +11; Senses Perception +10

Languages Basic

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**Defenses** Ref 21 (flat-footed 18), Fort 19, Will 14  
hp 60; **Second Wind** +16hp; **Threshold** 19

---

**Speed** 6 squares

**Melee** Combat Gloves +9 (1d6+4) or

**Melee** Bayonet +9 (1d8+5) or

**Ranged** Sporting Blaster Rifle +9 (3d6+1) or

**Ranged** Blaster Pistol +9 (3d6+1)

**Base Atk** +7; **Grp** +9

**Atk Options** Point Blank Shot, Pin

**Special Actions** Harm's Way

---

**Abilities** Str 14, Dex 14, Con 16, Int 10, Wis 12, Cha 10

**Talents** Harm's Way, Keep Them At Bay

**Feats** Armor Proficiency (light, medium), Martial Arts I, Pin, Point Blank Shot, Skill Training (Initiative), Weapon Proficiency (pistols, rifles, simple weapons)

**Skills** Initiative +11, Perception +10

**Possessions** bayonet, blaster pistol, combat gloves, sporting blaster rifle, ceremonial armor, comlink (encrypted short-range)

## **CHALLENGE LEVEL 4**

### **Background Information**

Trained protectors of the many Senators of the Republic Senate on Coruscant, the Senate Guard are a constant presence in halls of political power. While occasionally employed to assist in the detainment of suspects wanted by the Senate for questioning, their primary role is to serve as bodyguards and sentries, with the safety of the Supreme Chancellor being their top priority in all situations.

### **Use in Play**

The Senate guard is first and foremost a protector, and will stay adjacent to their assigned charge as long as that person is in danger.

### **Build Options**

- Make the Senate Guard a more enduring protector by trading Point Blank Shot and Pin for Improved Defenses and Toughness.
- If being sent into a known hostile situation, consider upgrading the Senate Guard's weapons to include a blaster rifle and heavy blaster pistol.
- Exchange Armor Proficiency (medium) for Skill Training (Stealth) and their ceremonial armor for a combat jumpsuit to create a Senate Guard that is intended to remain unseen or unnoticed until they are needed.

## YOUNG SENATOR

Medium Noble 3

Init +7; Senses Perception +7

Languages Basic, High Galactic; 2 unassigned

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Defenses Ref 15 (flat-footed 14), Fort 13, Will 16  
hp 25; Second Wind +10hp; Threshold 13

---

Speed 6 squares

Melee Unarmed +2 (1d4+2) or

Ranged Sporting Blaster +3 (3d4+2)

Base Atk +2; Grp +3

Special Actions Inspire Confidence, Silver Tongue

---

Abilities Str 10, Dex 12, Con 10, Int 13, Wis 12, Cha 15

Talents Anticipate Movement, Inspire Confidence

Feats Linguist, Skill Focus (Persuasion), Skill Training  
(Deception), Silver Tongue, Weapon Proficiency  
(pistols, simple weapons)

Skills Deception +8, Gather Information +8, Initiative  
+7, Knowledge (bureaucracy) +7, Knowledge (galactic  
lore) +7, Knowledge (social sciences) +7, Perception +7,  
Persuasion +13

Possessions sporting blaster, comlink, credit chip (3000  
credits), datapad, senatorial wardrobe

## CHALLENGE LEVEL 3

### Background Information

A recent inductee to the circles of galactic politics, the young senator is full of youthful idealism and boundless energy, eager and willing to challenge the status quo that their older contemporaries have been reluctant to change. Their idealism and forceful personalities win them many admirers and more than a few detractors, and while they are very knowledgeable about the bureaucratic processes of government, they often strive to work within the system and change things for the better rather than circumvent the entire process.

### Use in Play

The young senator will often start combat by giving their allies a rousing speech before falling back on Aid Another actions to further assist their allies.

### Build Options

- If the young senator's allies have high Initiative modifiers, swap out Inspire Confidence for Gambling Assault to allow them to attack more frequently.
- Exchange Skill Training for Rapport to make the young senator's Aid Another efforts that much more effective.
- Trade Anticipate Movement for Double Agent to give the young senator added protection from enemies, at least during the initial rounds of combat.
- Consider giving the young senator a valet in the form of a protocol droid, who could help make the young senator much more effective in social arenas.



# FRINGE/INDEPENDENT

## ARKANIAN SCIENTIST

Medium Arkanian Non-Heroic 6/Noble 2

Dark Side 5

Init +4; Senses Perception +11; darkvision

Languages Arkanian, Basic, Binary (understand), Bocce,

Durese, High Galactic, Huttese, Ryl; 3 unassigned

---

Defenses Ref 17 (flat-footed 13), Fort 13, Will 16

hp 30; Second Wind +12hp; Threshold 13

---

Speed 6 squares

Melee Unarmed +5 (1d4+1) or

Melee Surgical Knife +5 (1d4+1) or

Ranged Sporting Blaster Pistol +5 (3d4+1)

Base Atk +5; Grp +5

Special Actions Recall

---

Abilities Str 10, Dex 10, Con 12, Int 18, Wis 14, Cha 11

Talents Educated

Feats Linguist, Predictive Defense, Recall, Skill Focus (Knowledge [life sciences], Knowledge [physical sciences]), Skill Training (Perception), Weapon Proficiency (pistols, simple weapons)

Skills Knowledge (life sciences) +18, Knowledge (physical sciences) +18, Knowledge (technology) +13, Perception +11, Treat Injury +11, Use Computer +13

Possessions sporting blaster pistol, modified datapad (mastercraft, memory upgrade), 2d4 datacards with research notes, lab coat

## CHALLENGE LEVEL 4

### Background Information

Pushing the boundaries of scientific knowledge without concern for ethics or morality, the Arkanian scientist is more concerned with the results of their research, feeling that what methods they employ to achieve the desired goal can be justified. Believing that they are amongst the more intelligent members of a race that views itself as being more intelligent than the galactic community, the Arkanian scientist is often as arrogant as they are brilliant.

### Use in Play

While the Arkanian scientist is capable of defending themselves from attack, they prefer to avoid combat where possible. They can make an excellent source of information for the heroes about topics that they might otherwise be clueless about.

### Build Options

- Instead of Knowledge (physical sciences), apply the Skill Focus feat to Treat Injury instead to enable the scientist that can easily perform complex surgeries.
- To make the scientist a team lead, swap Educated for Coordinate and both Skill Focus feats for Skill Training in Knowledge (bureaucracy) and Persuasion.
- Change the scientist's area of expertise by trading training and Skill Focus in Knowledge (life sciences) for Mechanics and Skill Training (Treat Injury) for either Tech Specialist or Starship Designer.
- Consider applying the Arkanian template to the sporting blaster pistol to give the scientist a weapon that is a bit out of the norm.

## ARMS MERCHANT

Medium Non-Heroic 4/Scout 2/Noble 2

Force 1; Dark Side 3

Init +10; Senses Perception +10

Languages Basic, Bocce, Huttese, Rodese; 2 unassigned

---

Defenses Ref 17 (flat-footed 16), Fort 16, Will 17  
hp 35; Second Wind +12hp; Threshold 16

---

Speed 6 squares

Melee Unarmed +5 (1d4+2) or

Ranged Heavy Blaster Pistol +7 (3d8+2) or

Ranged Concussion Grenade +6 (8d6+2, 2-square burst)

Base Atk +5; Grp +6

Atk Options Bantha Herder, Far Shot, Grazing Shot,  
Point Blank Shot

---

Abilities Str 11, Dex 13, Con 12, Int 14, Wis 12, Cha 14

Talents Connections, Watchful Step

Feats Bantha Herder, Far Shot, Grazing Shot, Linguist,  
Point Blank Shot, Skill Training (Perception), Weapon  
Proficiency (heavy weapons, pistols, rifles, simple  
weapons)

Skills Deception +11, Initiative +10, Knowledge  
(technology) +10, Perception +10, Persuasion +11 (may  
re-roll to haggle)

Possessions modified heavy blaster pistol (increased  
accuracy, extra power source, targeting scope),  
concussion grenade, comlink, credit chip (2500 credits),  
datapad with arms inventory database

## CHALLENGE LEVEL 5

### Background Information

There's always somebody out there in need of a weapon, and the arms merchant is just the person to sell it to them... at a tidy profit of course. For the most part, the arms merchant doesn't care who is buying their merchandise, only that their credits are good. Some arms merchants hide their profession behind a more respectable retail vocation, while others are more honest about their line of work. Either way, if you need a specific model of high-performance weapon, rarely is the arms merchant unable to acquire it.

### Use in Play

The arms merchant is just as good at using their wares as they are at dealing in them, and will make use of their contacts to procure the weapon best suited to deal with their opponents. Heroes can either bust up an illegal arms deal, or can seek out the arms merchant in the hopes of replacing or upgrading their own weapons.

### Build Options

- Trade Far Shot for Desperate Gambit to give the arms merchant's accuracy a slight nudge or for Assured Attack for better damage potential.
- Swap the levels of Scout for Scoundrel and Barter for Illicit Dealings to reflect an arms merchant that deals almost exclusively in contraband munitions.
- Consider trading Grazing Shot for Flash and Clear to enable the arms merchant to make a speedy escape if combat turns against them.

## BLACK SUN AGENT

Medium Scoundrel 4

Force 1; Dark Side 6

Init +8; Senses Perception +7

Languages Basic, Huttese

---

Defenses Ref 18 (flat-footed 16), Fort 15, Will 15  
hp 30; Second Wind +12hp; Threshold 15

---

Speed 6 squares

Melee Combat Gloves +4 (1d4+4) or

Melee Heavy Knife +4 (1d6+3) or

Ranged Blaster Pistol +5 (3d6+2) or

Base Atk +3; Grp +5

Atk Options Lightning Draw, Point Blank Shot, Sneak

Attack +1d6, Zero Range

Special Actions Quick Draw

---

Abilities Str 13, Dex 14, Con 12, Int 12, Wis 11, Cha 13

Talents Cheap Trick, Sneak Attack

Feats Lightning Draw, Point Blank Shot, Quick Draw, Skill Training (Deception), Weapon Proficiency (pistols, simple weapons), Zero Range

Skills Deception +8, Initiative +9, Knowledge (social sciences) +8, Perception +7, Persuasion +8, Stealth +9

Possessions heavy blaster pistol, combat gloves, heavy knife (treat as short sword), comlink, 2 concealed holsters, dark-hued non-descript clothing

## CHALLENGE LEVEL 4

### Background Information

The ruthless enforcers of the will of the Black Sun Vigos, the Black Sun Agent has begun to make a name for themselves within the organization's ranks. Used to make any inconvenient loose ends vanish, the Black Sun Agent is not the least bit squeamish about their work, although most try to keep things at a professional level and not make a scene unless given direct orders to the contrary.

### Use in Play

The Black Sun agent can crop up in any place that Black Sun has a vested interest, which is to say just about anywhere. They can make for deadly foes if they manage to get in close and get the drop on an unlucky hero or an unaware NPC ally that claims to have damaging information on a Black Sun Vigo.

### Build Options

- Replace Cheap Trick with either Dastardly Strike to make the Black Sun agent's attacks against a flat-footed target both debilitating than outright deadly, or with Advantageous Opening to take advantage of a larger number of participants in a fight.
- Switch both Lightning Draw and Zero Range for Cunning Attack and Rapid Shot to make the Black Sun Agent less of a covert assassin and more of a general-purpose hitman.
- Give the Black Sun agent's heavy blaster pistol the quick-draw template and trade Lightning Draw for Combat Trickery to let the agent get the drop on their target that much quicker.
- For a truly sadistic agent, replace the heavy blaster pistol with a DX-2 disruptor pistol with the extra power source upgrade.

## **BOUNTY HUNTER, NOVICE**

Medium Scout 2/Soldier 2

Force 2; Dark Side 2

Init +9; senses Perception +9

Languages Basic, Huttese

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Defenses Ref 18 (flat-footed 16), Fort 18, Will 16  
hp 45; Second Wind +14hp; Threshold 18

---

Speed 6 squares

Melee Combat Gloves +4 (1d4+3) or

Melee Knife +4 (1d4+3) or

Ranged Heavy Blaster +5 (3d8+2) or

Ranged Heavy Blaster +3 (4d8+2) with Rapid Shot or

Ranged Stun Grenade +5 (4d6+2 stun, 2-square burst)

Base Atk +3; Grp +5

Atk Options Point Blank Shot, Prime Shot, Rapid Shot

Special Actions Indomitable, Shake it Off

---

Abilities Str 13, Dex 14, Con 14, Int 12, Wis 14, Cha 11

Talents Acute Senses, Indomitable

Feats Armor Proficiency (light), Informer, Point Blank Shot, Prime Shot, Rapid Shot, Shake it Off, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +9, Gather Information +9, Initiative +9, Perception +9 (may re-roll), Pilot +9, Stealth +9, Survival +9

Possessions heavy blaster pistol, knife, stun grenade, combat jumpsuit (+4 armor), 3 sets of binder cuffs, comlink, datapad (basic) with list of open bounties

## **CHALLENGE LEVEL 4**

### **Background Information**

Still new to the hunt, the novice bounty hunter often makes the rookie mistake of pursuing dangerous or particularly evasive quarry in the hopes of building up their reputation in a hurry, and will not hesitate to use every advantage or weapon at their disposal to capture their target. More often than they would like, a rookie hunter is forced to accept petty work from less-than-scrupulous clients, such as crime lords and loan sharks, just to make ends meet.

### **Use in Play**

Generally speaking, live bounties tend to pay better they will seek to capture their quarry alive. Low-level heroes will find a single novice hunter to be a threat, while veteran heroes will tend meet these hunters in groups, preferring to take a cut of a large bounty rather than face such a daunting foe alone.

### **Build Options**

- Trade Informer for Precise Shot to allow the bounty hunter to attack foes engaged in melee without the risk of hitting their allies.
- Swap Indomitable for Devastating Attack (pistols) to make the bounty hunter's ranged attacks that much more dangerous, especially when set to stun.
- Exchange the heavy blaster pistol for a blaster carbine to allow the bounty hunter to put a bit more distance between themselves and a dangerous target.

## **BOUNTY HUNTER, EXPERT**

Medium Scout 3/Soldier 4/Bounty Hunter 1

Force 5; Dark Side 3

Init +11; Senses Perception +13, low-light vision

Languages Basic, Huttese

---

Defenses Ref 26 (flat-footed 22), Fort 24, Will 20  
hp 75; Second Wind +18hp; Threshold 24

---

Speed 6 squares

Melee Combat Gloves +8 (1d4+6) or

Melee Knife +8 (1d4+5) or

Melee Stun Baton +8 (2d6+5 stun) or

Ranged Blaster Carbine +10 (3d8+4) or

Ranged Blaster Carbine +5 (3d8+4) with autofire or

Ranged Blaster Carbine +8 (4d8+4) with Rapid Shot or

Ranged Blaster Carbine +5/+5 (3d8+4) with Double  
Attack or

Ranged Snare Pistol +9 (1d4+4) or

Ranged Stun Grenade +9 (4d6+4 stun, 2-square burst)

Base Atk +7; Grp +9

Atk Options autofire (blaster carbine), Double Attack,  
Hunter's Mark, Point Blank Shot, Precise Shot, Prime  
Shot, Rapid Shot

Special Actions Indomitable, Shake it Off

---

Abilities Str 13, Dex 15, Con 14, Int 13, Wis 14, Cha 11

Talents Acute Senses, Armored Defense, Expert

Tracker, Hunter's Mark, Indomitable

Feats Armor Proficiency (light), Double Attack (rifles),  
Informer, Point Blank Shot, Precise Shot, Prime Shot,  
Shake it Off, Rapid Shot, Weapon Proficiency (pistols,  
rifles, simple weapons)

Skills Endurance +11, Gather Information +13, Initiative  
+11, Perception +13 (may re-roll), Pilot +11, Stealth  
+11, Survival +11

Possessions modified blaster carbine (increased  
accuracy, rangefinder), knife\*, snare pistol\*, stun  
baton\*, 2 stun grenades, modified light battle armor (+5  
armor, +2 equipment, helmet package, vacuum seals,  
weapon mounts), datapad (basic) with list of open  
bounties, 3 sets binder cuffs, utility belt with extra  
medpac

\*mounted to armor

## **CHALLENGE LEVEL 8**

### **Background Information**

Hardened by battle and experience, these hunters are far more knowledgeable about the art of hunt, and have refined the methods used to track and capture their quarry, adopting their approach based on the known abilities and reputation of the target.

### **Use in Play**

The expert bounty hunter can afford to be choosier in what sort of bounties they seek, and have pretty much settled on their modus operandi when the time comes to confront their prey. These hunters are a tough challenge for most heroes, as they're able to play to their strengths and against any weaknesses the heroes might have.

### **Build Options**

- Trade Indomitable for Improved Armored Defense to give the bounty hunter a boost to their Reflex Defense.
- Swap Informer and Rapid Shot for Deadeye and Sniper to create a bounty hunter that focuses on precision marksmanship.
- Add a jet pack to the expert hunter's list of gear to provide them with increased mobility options during combat, with a preference for places out of easy reach from dangerous melee-based foes.
- For a fast-acting bounty hunter, consider dropping Expert Tracker and taking Improved Initiative instead, giving them more of a chance of get in the first shot.
- Replace Double Attack (rifles) with Careful Shot to make Hunter's Mark even more effective.

## **BOUNTY HUNTER, VETERAN**

Hardened by battle and experience, these hunters are far more knowledgeable about the art of hunt only give up in the most extreme circumstances, for the thrill of the chase gives their lives meaning. They tend to rely on several different techniques to track and capture their prey, adopting the approach based on their quarry's abilities and reputation. Those who find themselves on this hunter's list quickly learn to look over their shoulder at all times if they wish to remain free. And even then that's not always enough.

**Medium Scout 3/Soldier 4/Bounty Hunter 5**

**Force 5; Dark Side 6**

**Init +14; Senses Perception +15, low-light vision**

**Languages Basic, Huttese**

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**Defenses Ref 29 (flat-footed 26), Fort 29, Will 24**  
**hp 105; Second Wind +26hp; Threshold 29**

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**Speed 6 squares**

**Melee Combat Gloves +13 (1d4+9) or**

**Melee Knife +13 (1d4+10) or**

**Melee Stun Baton +13 (2d6+8 stun) or**

**Ranged Blaster Carbine +14 (3d8+8) or**

**Ranged Blaster Carbine +9 (3d8+8) with autofire or**

**Ranged Blaster Carbine +12 (4d8+8) with Rapid Shot or**

**Ranged Blaster Carbine +9/+9 (3d8+8) with Double**

**Attack or**

**Ranged Snare Pistol +14 (1d4+6) or**

**Ranged Concussion Grenade +14 (8d6+4 2-square burst)**

**Base Atk +11; Grp +14**

**Atk Options autofire (blaster carbine), Collateral Damage, Double Attack, Hunter's Mark, Pin, Point Blank Shot, Precise Shot, Prime Shot, Rapid Shot**

**Special Actions Indomitable, Shake it Off**

---

**Abilities Str 14, Dex 16, Con 14, Int 13, Wis 14, Cha 11**

**Talents Acute Senses, Armored Defense, Expert Tracker, Hunter's Mark, Improved Initiative, Indomitable, Notorious**

**Feats Armor Proficiency (light), Collateral Damage, Double Attack (rifles), Informer, Pin, Point Blank Shot, Precise Shot, Prime Shot, Rapid Shot, Shake it Off, Weapon Proficiency (pistols, rifles, simple weapons)**

**Skills Endurance +13, Gather Information +15, Initiative +14 (may re-roll), Perception +15 (may re-roll), Pilot +14, Stealth +14, Survival +13**

**Possessions modified blaster carbine (increased damage, rangefinder), modified knife\* (increased damage), snare pistol\*, stun baton\*, 2 concussion grenades, modified light battle armor (+5 armor, +3 equipment, helmet package, vacuum seals, weapon mounts), datapad (basic) with list of open bounties, 3 sets binder cuffs, utility belt with extra medpac**

*\*mounted to armor*

## **CHALLENGE LEVEL 12**

### **Background Information**

Numbering amidst the most dangerous individuals in the galaxy, veteran bounty hunters will only give up in the most extreme circumstances, as the thrill of the chase gives their very lives both meaning and purpose. Those who find themselves pursued by the veteran hunter soon learn to look over their shoulder at all times if they wish to remain free; even that isn't enough to escape these dedicated hunters.

### **Use in Play**

The veteran bounty hunter can practically name their price when it comes to collecting on bounties, and many have ceased to care about the distinction between live bounties and dead ones. Having a hunter of this caliber set upon the heroes means that they have enraged a very wealthy individual; one who wants the heroes brought to heel and is willing to pay through the nose to do it.

### **Build Options**

- Swap Improved Initiative for Keen Shot to make concealment a minimal issue for the bounty hunter.
- Add a jet pack to the veteran hunter's list of gear to provide them with increased mobility options during combat, with a preference for places out of easy reach from dangerous melee-based foes.
- Drop Double Attack (rifles) and give the hunter Vehicular Combat as well as a personalized space transport to make the veteran hunter a viable threat in the cold depths of space as well as planetside.
- To make the veteran bounty hunter more of a direct combat threat, replace Expert Tracker and Notorious with Hunter's Target and Relentless.
- Switch Collateral Damage and Rapid Shot for Careful Shot and Deadeye to make their Hunter's Mark something to really be afraid of.

## CEREAN GANGSTER

Medium Cerean Scoundrel 2/Noble 3

Dark Side 4

Init +13; Senses Perception +8

Languages Basic, Cerean, Huttese, Ryl; 3 unassigned

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Defenses Ref 18 (flat-footed 17), Fort 16, Will 18  
hp 35; Second Wind +12hp; Threshold 16

---

Speed 6 squares

Melee Unarmed +4 (1d4+3) or

Melee Stun Baton +4 (2d6+3 stun) or

Melee Vibrodagger +4 (2d4+3) or

Ranged Heavy Blaster Pistol +4 (3d8+2) or

Ranged Hold-Out Blaster +4 (3d4+2)

Base Atk +3; Grp +4

Atk Options Point Blank Shot, Precise Shot

Special Actions Oafish, Presence

---

Abilities Str 12, Dex 13, Con 12, Int 14, Wis 12, Cha 14

Talents Connections, Oafish, Presence

Feats Linguist, Point Blank Shot, Precise Shot, Quick Draw, Skill Focus (Initiative), Skill Training (Gather Information), Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Deception +9, Gather Information +9, Initiative +13 (may re-roll), Knowledge (bureaucracy) +9, Knowledge (galactic lore) +9, Perception +8, Persuasion +9

Possessions heavy blaster pistol, hold-out blaster, stun baton, vibrodagger, comlink, 2 concealed holsters, 2 hip holsters

## CHALLENGE LEVEL 5

### Background Information

While most Cereans fall within the common image of the contemplative scholar, some are far more prone to using their intellect and insights for criminal pursuits. Frequently found working as members of a crime syndicate, the Cerean gangster prefers to operate under the civilized veneer of a businessman dealing in the needs of others, although they are not the least bit hesitant to resort to violence to get things done.

### Use in Play

The Cerean gangster tends to focus on words before resorting to firepower under most circumstances, but once the fight starts they aren't shy about using lethal force unless they need their victims alive.

### Build Options

- Trade Precise Shot for a Skill Training to broaden the Cerean gangster's choice of trained skills.
- Give the gangster increased firepower by swapping proficiency with advanced melee weapons for rifles and then trading the vibrodagger and heavy blaster pistol for either a blaster carbine or a blaster rifle.
- Swap Connections for one of Demand Surrender, Intimidating Defense, or Weaken Resolve to further enhance their ability to intimidate opponents.
- To hinder opponents that rely on skill checks to hinder or oppose the Cerean gangster's actions, replace Oafish with Stymie to make those skill checks much more difficult to accomplish.

## COVERT AGENT, NOVICE

Medium Scoundrel 1/Scout 3

Force 3

Init +12; Senses Perception +12

Languages Basic; 2 unassigned

---

Defenses Ref 18 (flat-footed 16), Fort 16, Will 16  
hp 35; Second Wind +12hp; Threshold 16

---

Speed 6 squares

Melee Combat Gloves +3 (1d4+4) or

Melee Knife +3 (1d4+3) or

Ranged Blaster Pistol +4 (3d6+2) or

Base Atk +2; Grp +4

Atk Options Point Blank Shot, Sneak Attack +1d6

Special Actions Surveillance

---

Abilities Str 12, Dex 14, Con 12, Int 14, Wis 12, Cha 12

Talents Sneak Attack, Surveillance, Watchful Step

Feats Informer, Point Blank Shot, Skill Focus

(Perception, Stealth), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +7, Gather Information +12, Initiative +12, Mechanics +8, Perception +12, Persuasion +7, Stealth +13, Use Computer +8

Possessions blaster pistol (cloaked), combat gloves, knife, comlink (encrypted), concealed holster, datapad (basic), mem-stick, pocket scrambler, security kit, clothing appropriate to the mission with interior pockets (provides favorable circumstances to conceal an item)

## CHALLENGE LEVEL 4

### Background Information

The novice covert agent is still new to the spy game, but they've lasted long enough to earn the trust of their superiors. Frequently beholden to a parent organization that supplies equipment and missions, the novice agent is a stark contrast from the dashing secret agent of the holovids, relying on stealth and guile and eschewing conflict when possible, whether it's stealing enemy secrets or recovering previously stolen secrets from the enemy.

### Use in Play

The novice covert agent prefers to avoid being detected by the opposition if at all possible, often choosing discretion as the better part of valor unless they are cornered and left with no option to fight. Depending on their backer and their mission, the covert agent may surrender if facing extreme odds or fight to bitter end.

### Build Options

- Trade Sneak Attack for Fool's Luck to give the covert agent an edge where needed for the encounter.
- Exchange Informer for Weapon Focus (pistols) to make the covert agent a better shot.
- Give the covert agent a broad base of available melee weapons by taking Improvised Weapon Mastery in place of Skill Focus (Perception).
- Add a teamwork dynamic by replacing Watchful Step for Improved Surveillance, although this will result in the covert agent reacting much slower to threats.



## COVERT AGENT, EXPERT

Medium Human Scoundrel 3/Scout 5/Infiltrator 1

Force 5; Dark Side 2

Init +17; Senses Perception +17, darkvision

Languages Basic, 2 unassigned

---

Defenses Ref 26 (flat-footed 23), Fort 21, Will 22

hp 60; Second Wind +15hp; Threshold 21

---

Speed 6 squares

Melee Unarmed +5 (1d4+5) or

Melee Knife +5 (1d4+5) or

Ranged Blaster Pistol +9 (3d6+4) or

Ranged Blaster Pistol +9 (4d6+4) with Deadeye

Base Atk +4; Grp +7

Atk Options Deadeye, Point Blank Shot, Precise Shot,

Sneak Attack +1d6

Special Actions Ghost Assailant, Quick Draw,

Surveillance

---

Abilities Str 12, Dex 15, Con 12, Int 14, Wis 13, Cha 13

Talents Ghost Assailant, Sneak Attack, Surveillance,

Traceless Tampering, Watchful Step

Feats Deadeye, Fast Surge, Informer, Point Blank Shot,

Precise Shot, Quick Draw, Skill Focus (Perception,

Stealth), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +10, Gather Information +17, Initiative

+17, Mechanics +11, Perception +17, Persuasion +10,

Stealth +17, Use Computer +11

Possessions modified blaster pistol (improved accuracy, cloaked), knife, concealed holster, datapad, mem-stick, pocket scrambler, security kit, stealth field generator, targeting headset (treat as helmet package with encrypted comlink), clothing appropriate to the mission with interior pockets (provides favorable circumstances to conceal an item)

## CHALLENGE LEVEL 9

### Background Information

The expert covert agent is a veteran of the spy game, having completed numerous high-risk and lived to report to their superiors afterwards. While many agents of this caliber remain attached to the parent organization that sponsored them at the start of their career as a professional spook, some choose to cut ties with their prior employers and operate as freelancers whose services are for sale to the highest bidder, though rarely are such departures amicable. Though quite capable of holding their own in a fight, the expert agent still prefers to operate unnoticed when on a mission; knowing when to avoid a fight is why many of them are still alive.

### Use in Play

The expert covert agent prefers to avoid being detected by the opposition if at all possible, often choosing discretion as the better part of valor unless their mission is one of assassination. In many cases, the expert covert agent knows too much about their employer to be taken alive, and plan accordingly.

### Build Options

- Swap the covert agent's Strength and Charisma scores, trade Deadeye and Precise Shot for Cunning Attack and Rapid Shot to make them more of an offensive threat, especially if they have access to cover or concealment.
- Trade training in Persuasion for training in Pilot and Informer for Vehicular Combat to make the covert agent just as capable at the controls of a vehicle as they are on their own two feet.
- Replace Surveillance for Creeping Approach to make covert attacks much more likely.
- For a less lethal covert agent, take Set for Stun instead of Traceless Tampering and equip them with a stun pistol in place of a blaster pistol.
- The build options for the novice covert agent are also applicable here as well.

## CRIME BOSS

Medium Non-Heroic 3/Scoundrel 4/Crime Lord 3

Force 4; Dark Side 10

Init +11; Senses Perception +12

Languages Basic, Huttese, 1 unassigned

---

Defenses Ref 20 (flat-footed 18), Fort 17, Will 21  
hp 50; Second Wind +13hp; Threshold 17

---

Speed 6 squares

Melee Unarmed +8 (1d4+4) or

Melee Knife +8 (1d4+4) or

Ranged Blaster Pistol +9 (3d6+3)

Base Atk +7; Grp +9

Atk Options Desperate Gambit, Point Blank Shot

Special Actions Disturbing Presence, Fool's Luck, Impel Ally I, Silver Tongue, Stymie

---

Abilities Str 12, Dex 14, Con 13, Int 14, Wis 12, Cha 15

Special Qualities command cover +1

Talents Fool's Luck, Impel Ally I, Inspire Fear 1, Notorious, Stymie

Feats Desperate Gambit, Disturbing Presence, Point Blank Shot, Silver Tongue, Skill Focus (Persuasion), Skill Training (Deception, Initiative, Persuasion), Weapon Proficiency (pistols, simple weapons)

Skills Deception +12, Initiative +12, Knowledge (galactic lore) +12, Knowledge (social sciences) +12, Perception +11, Persuasion +17

Possessions blaster pistol, knife, encrypted comlink, concealed holster, access to thousands of credits, 1d6 brutes (pg 20, TotG) and bodyguard (pg 14, TotG) on retainer

## CHALLENGE LEVEL 8

### Background Information

Whether they are the masters of a local syndicate or a high-ranking member of a much farther reaching organization, the crime boss can be surprisingly urbane or appallingly ruthless, but one trait remains the same: they didn't get to where they are by being fools. While they may not have the resources of the big-league players like the Hutts or Black Sun, the crime boss still has a lot of influence in their region, and brazen heroes may find their life a lot harder should they draw the crime boss' ire.

### Use in Play

The crime boss is more of a mastermind than a direct confrontation breed of villain. They'll work through minions and patsies, and the heroes should only be able to face them after thwarting their most recent scheme. The crime boss makes an excellent end villain for a low-level campaign.

### Build Options

- Swap Desperate Gambit for Intimidator to enable the crime boss further hamper the efforts of the heroes.
- Trade Fool's Luck and Stymie for Dastardly Strike and Trick Step to give the crime boss a rather nasty one-two attack combo.
- Exchange Skill Focus (Persuasion) for Improved Defenses to make the crime boss more difficult for the heroes to successfully target in combat.
- Replace Disturbing Presence for Stand Tall to enable the crime boss' lackeys make a hero that succeeds in attacking the crime boss regret that move.

## CSA FIELD AGENT

Medium Human Non-Heroic 6/Soldier 1/Corporate Agent 2

Force 1; Dark Side 3

Init +10; Senses Perception +11, low-light vision

Languages Basic, Bocce

---

Defenses Ref 16 (flat-footed 15), Fort 16, Will 17  
hp 40; Second Wind +11hp; Threshold 15

---

Speed 6 squares

Melee Unarmed +7 (1d4+2) or

Melee Stun Baton +7 (2d6+2 stun) or

Ranged Blaster Pistol +7 (3d6+1) or

Base Atk +6; Grp +7

Atk Options Point Blank Shot

Special Actions Born Leader, Gang Leader

---

Abilities Str 12, Dex 13, Con 11, Int 12, Wis 10, Cha 13

Special Qualities Executive Leadership

Talents Born Leader, Gang Leader

Feats Armor Proficiency (light), Point Blank Shot, Skill

Focus (Knowledge [bureaucracy]), Skill Training

(Initiative, Perception, Pilot), Toughness, Weapon

Proficiency (pistols, simple weapons)

Skills Gather Information +10, Initiative +10, Knowledge

(bureaucracy) +15, Perception +11, Persuasion +10,

Pilot +10

Possessions blaster pistol, stun baton, padded flight suit (+3 armor, +1 equipment), comlink (hands-free), credit chip (5000 credits), cybernetic eye (targeting), datapad (basic), personal air speeder

## CHALLENGE LEVEL 5

### Background Information

A low-ranking member of the Corporate Sector Authority, the CSA Field Agent is often tasked with some of the less glamorous but still necessary corporate assignments. In spite of this, the CSA Field Agent is given wide latitude in how they accomplish their missions in addition to access to a variety of corporate assets in the form of credits, ships, and enforcers.

### Use in Play

The CSA field agent can make a welcome change of pace from facing stormtroopers, battle droids, and criminal lackeys, pitting the heroes up against a foe that has the backing of massive organization that can use all sorts of creative and bureaucratic means to ruin a hero's day.

### Build Options

- If the CSA field agent is going to operating alone, trade Born Leader and Gang Leader for Devastating Attack (pistols or simple weapons) and Wrong Decision and equip them with a heavy blaster pistol.
- Replace Toughness with Skill Focus (Persuasion) bolster the CSA field agent's ability to drive a hard bargain or make it very clear that crossing the CSA is a very bad idea.
- Exchange Gang Leader for Draw Fire if the CSA field agent is working with a manipulator-style villain to provide them with a capable bodyguard.
- Instead of Born Leader, select Impose Hesitation to let the CSA field agent hamper multiple foes.

## **DETECTIVE**

Medium Non-Heroic 3/Scout 2

Force 1

Init +8; Senses Perception +14

Languages Basic; 2 unassigned

---

Defenses Ref 15 (flat-footed 14), Fort 14, Will 14  
hp 20; Second Wind +12hp; Threshold 14

---

Speed 6 squares

Melee Unarmed +3 (1d4+1) or

Ranged Blaster Pistol +4 (3d6+1) or

Base Atk +3; Grp +4

Atk Options Point Blank Shot

---

Abilities Str 11, Dex 12, Con 12, Int 14, Wis 14, Cha 12

Talents Sizing Up

Feats Informer, Point Blank Shot, Quick Draw, Skill Focus (Perception), Skill Training (Stealth), Weapon Proficiency (pistols, simple weapons)

Skills Initiative +8, Knowledge (social sciences) +9, Perception +14 (may re-roll, may use for Gather Information checks), Stealth +8

Possessions blaster pistol, comlink, concealed holster, datapad (basic), unmarked speeder

## **CHALLENGE LEVEL 3**

### **Background Information**

Whether working as members of law enforcement or as independent investigators, the detective often finds themselves looking into a number of unsavory activities that run the gamut from petty private concerns to far more sordid crimes. Frequently working alone, those with official backing may operate in tandem with another detective to investigate high-profile cases. And when things get risky, most detectives have little qualm about contacting the authorities, letting the weight of the law deal with particularly dangerous individuals.

### **Use in Play**

The detective prefers to avoid a direct conflict where possible, observing from a discrete distance and gather what details they can about the target of their current investigation. If the heroes have done something to put the detective on their tail, they have their work cut out for them, though if they actually are innocent, they might find the detective to be a very capable ally.

### **Build Options**

- Trade Skill Focus (Perception) for Armor Proficiency (light) and equip them with a combat jumpsuit to reflect a detective that is going into a situation expecting to run into trouble.
- Instead of Quick Draw, give the detective the Weapon Group Proficiency (rifles) feat with a blaster carbine to give the detective some extra firepower.
- Alternatively, swap Quick Draw for Martial Arts I to lend extra weight to their punches.
- Replace Sizing Up for Reactive Stealth to make the detective very good at staying out of sight of the target of an active investigation.

## **DEVARONIAN ADMINISTRATOR**

Medium Female Devaronian Non-Heroic 3

Init +1; Senses Perception +7

Languages Basic, Bocce, Devaronese, High Galactic

---

Defenses Ref 10 (flat-footed 10), Fort 10, Will 11  
hp 7; Threshold 10

---

Speed 6 squares

Melee Unarmed +2 (1d4) or

Ranged Sporting Blaster Pistol +2 (3d4)

Base Atk +2; Grp +2

---

Abilities Str 10, Dex 11, Con 10, Int 15, Wis 12, Cha 12

Special Qualities natural curiosity

Feats Skill Focus (Deception, Knowledge [bureaucracy]), Skill Training (Deception, Persuasion),  
Weapon Proficiency (pistols, simple weapons)

Skills Deception +12, Knowledge (bureaucracy) +13,  
Knowledge (galactic lore) +8, Perception +7, Persuasion +7

Possessions sporting blaster pistol, comlink, datapad  
with official forms

## **CHALLENGE LEVEL I**

### **Background Information**

A stark contrast to the spacefaring males of the species, the Devaronian administrator would much rather stay home than travel. Although the need arises on occasion for them to personally oversee a number of economic or political endeavors, most are content to let the men gallivant across the galaxy on a whim while they conclude their business as quickly and as efficiently as possible.

### **Use in Play**

The majority of Devaronian administrators will flee from violent conflict on general principle, only putting up enough of a fight to defend themselves. Their real strength lies in the fiscal arena, using their knowledge of bureaucratic procedure to stymie the efforts of any interloping heroes.

### **Build Options**

- It would be quite easy to change the administrator's focus to that of a corporate spy, swapping Skill Focus (Knowledge [bureaucracy]) and training in Persuasion for training in Stealth and Use Computer, and the comlink for an encrypted version.

## DEVARONIAN BOUNTY HUNTER

Medium Male Devaronian Non-Heroic 3/Scout 3

Force 2; Dark Side 2

Init +10; senses Perception +9

Languages Basic, Devaronese, Huttese

---

Defenses Ref 17 (flat-footed 15), Fort 16, Will 14  
hp 35; Second Wind +14hp; Threshold 16

---

Speed 6 squares

Melee Unarmed +5 (1d4+2) or

Melee Snap Baton +5 (2d4+2)

Ranged Heavy Blaster Pistol +6 (3d8+1) or

Ranged Frag Grenade +6 (4d6+1, 2-square burst)

Base Atk +4; Grp +6

Atk Options Cunning Attack, Point Blank Shot

---

Abilities Str 12, Dex 14, Con 14, Int 12, Wis 12, Cha 9

Special Qualities natural curiosity

Talents: Acute Senses, Improved Initiative

Feats Cunning Attack, Informer, Point Blank Shot, Skill

Training (Stealth, Survival), Weapon Proficiency

(pistols, rifles, simple weapons)

Skills Gather Information +9 (may re-roll), Initiative +10

(may re-roll), Perception +9 (may re-roll), Stealth +10,

Survival +9

Possessions heavy blaster pistol, snap baton, frag  
grenade, comlink

## CHALLENGE LEVEL 4

### Background Information

Mixing a penchant for violence with their species' inherent wanderlust, the Devaronian bounty hunter makes their living on the rougher territories of space, often taking jobs that are on the shady side of the law. Generally lacking in scruples as long as the credits are good, Devaronian hunters are rarely any better than the crooks they hunt down, making most of their credits off private bounty postings.

### Use in Play

One thing the Devaronian bounty hunter isn't is subtle. They'll keep blasting their quarry until it stops moving. If hired to "deliver a message," then they'll use their snap baton, but otherwise it's a last-resort weapon. Most often heroes will find themselves on the receiving end of the hunter's efforts, and may be faced with protecting innocent bystanders as well as themselves.

### Build Options

- You can make the Devaronian bounty hunter a far sneakier individual by trading Informer for Skill Training (Deception) and Improved Initiative for Improved Stealth.
- Swap Prime Shot for Far Shot to give the hunter the chance to attack from greater range. Also consider giving them training in Mechanics instead of Initiative to enable them to set up explosive traps for their quarry, exchanging the frag grenade for an explosive charge.
- Take Running Attack in place of Informer to increase their combat mobility.

## DEVARONIAN PIRATE

Medium Male Devaronian Non-Heroic 6/Scoundrel 3

Dark Side 4

Init +11; Senses Perception +7, low-light vision

Languages Basic, Devaronese

---

Defenses Ref 17 (flat-footed 15), Fort 15, Will 15  
hp 35; Second Wind +13hp; Threshold 15

---

Speed 6 squares

Melee Unarmed +8 (1d4+3) or

Melee Vibroblade +8 (2d6+3) or

Ranged Blaster Pistol +9 (3d6+2)

Base Atk +6; Grp +8

Atk Options Cunning Attack, Dastardly Strike, Point

Blank Shot (included)

Special Actions Quick Draw, Trick Step

---

Abilities Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 10

Special Qualities natural curiosity

Talents Dastardly Strike, Trick Step

Feats Armor Proficiency (light), Cunning Attack, Point  
Blank Shot, Quick Draw, Skill Training (Acrobatics,  
Pilot), Weapon Proficiency (advanced melee weapons,  
pistols, simple weapons)

Skills Acrobatics +11, Initiative +11, Perception +7,  
Pilot +11

Possessions blaster pistol, vibroblade, padded flight  
suit with helmet package

## CHALLENGE LEVEL 5

### Background Information

Making their living by gallivanting across the galaxy while raiding other ships, the Devaronian pirate ranges from bloodthirsty brigands to cunning professionals more interested in plunder than carnage. In many cases, they play to the holovid image of a stereotypical pirate, wearing flashy clothes, moving with exaggerated swagger, and slightly slurred speech, often leading a foe to underestimate the pirate's capabilities.

### Use in Play

The Devaronian pirate will use every dirty trick in the book to gain the advantage against their foes, and heroes may well find themselves having to rescue innocent hostages. Heroes worthy of the name should find their tactics deplorable.

### Build Options

- Exchange Trick Step for Sneak Attack, training in Pilot for training in Deception (gaining Skill Focus as well), and Quick Draw for Combat Trickery. This will allow the pirate to still get an easy drop on their enemies and really deliver a pounding while they're at it.
- Make the pirate a bit less dependent on dirty tactics by replacing Trick Step with Hyperdriven and the Cunning Attack and Quick Draw feats with Dual Weapon Mastery I and II.

## DEVARONIAN SMUGGLER

Medium Male Devaronian Scoundrel 4

Force 3; Dark Side 1

Init +9; Senses Perception +7

Languages Basic, Bocce, Devaronese, Huttese

---

Defenses Ref 18 (flat-footed 16), Fort 14, Will 15  
hp 30; Second Wind +10hp; Threshold 14

---

Speed 6 squares

Melee Unarmed +4 (1d4+3) or

Ranged Blaster Pistol +5 (3d6+2) or

Base Atk +3; Grp +5

Atk Options Point Blank Shot, Running Attack

Special Actions Fool's Luck, Quick Draw

---

Abilities Str 12, Dex 15, Con 10, Int 14, Wis 10, Cha 12

Special Qualities natural curiosity

Talents Fool's Luck, Illicit Dealings

Feats Point Blank Shot, Quick Draw, Running Attack,

Skill Focus (Deception), Skill Training (Pilot), Vehicular

Combat, Weapon Proficiency (pistols, simple weapons)

Skills Deception +13, Initiative +9, Knowledge (galactic  
lore) +9, Perception +7, Persuasion +8, Pilot +9, Stealth  
+9

Possessions blaster pistol, comlink, decoy glowrod,  
used light transport with smuggler's compartments

## CHALLENGE LEVEL 4

### Background Information

Indulging in the wanderlust inherent to their species, the Devaronian smuggler can be found in a variety of locations, transporting and trading any number of contraband items to a bewildering array of clientele. While some might hold to a code of ethics on what goods they will and won't traffic in, others will deal in any market just so as long as there is a visible profit in sight for them.

### Use in Play

The Devaronian smuggler can be a deceptively dangerous opponent to the unwary, either on the ground or at the controls of a vehicle. Heroes can encounter them when they need to arrange a speedy escape from a bad situation, or when a purloined cargo needs to be retaken before the smuggler can sell it someplace far away from the heroes. The can also make decent sources of information given how much traveling they do, although trusting one should be done lightly and with caution.

### Build Options

- Trade Quick Draw for either Cunning Attack to give the smuggler a slight boost to hit if they can get the drop on someone.
- Instead of Illicit Dealings, take Skirmisher to provide a bonus to attack rolls and the chance to dart around the field, the later ability proving useful during vehicle combat to enable them to make hit-and-run attacks if necessary.
- Replace Fool's Luck for Art of Concealment to make the smuggler better at hiding any contraband they are attempting to their cargo, particularly that of the contraband variety.
- If less of a pilot and more of a courier, replace Vehicular Combat with Impulsive Flight to enable the smuggler to make a quick getaway.



## **DILETTANTE**

Medium Non-Heroic 3/Noble 1

Init +3; Senses Perception +8

Languages Basic, High Galactic; 2 unassigned

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**Defenses** Ref 13 (flat-footed 12), Fort 11, Will 14  
hp 10; **Second Wind** +10hp; **Threshold** 11

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**Speed** 6 squares

**Melee** Unarmed +2 (1d4) or

**Ranged** Sporting Blaster Pistol +3 (3d4)

**Base Atk** +2; **Grp** +3

---

**Abilities** Str 10, Dex 12, Con 10, Int 13, Wis 12, Cha 16

**Talents** Wealth

**Feats** Linguist, Skill Focus (Persuasion), Skill Training (Knowledge [galactic lore], Knowledge [social sciences]), Weapon Proficiency (pistols, simple weapons)

**Skills** Knowledge (galactic lore) +8, Knowledge (social sciences) +8, Perception +8, Persuasion +15

**Possessions** sporting blaster pistol, comlink, credit chip (7500 credits), servant droid, fashionable attire

## **CHALLENGE LEVEL 2**

### **Background Information**

An affluent member of the affluent upper class, the dilettante is accustomed to a life spent indulging in creature comforts and attending any number of social functions. Most dilettantes prefer to avoid the petty troubles of the common folk, although some may be struck with a desire to experience something beyond their shallow existence at least once in their lives. And given their upbringing, rarely does it take long for a dilettante on “holiday” to get themselves into deep trouble.

### **Use in Play**

The dilettante is usually more of a liability in a fight than an asset, although they might be able to bring the social acumen to bear, usually by convincing their attackers to leave them alone. They can also make great foils for less socially astute heroes.

### **Build Options**

- Swap the Wealth talent for Inspire Loyalty to give the dilettante an able-bodied servant that can be used to fight in their stead, with aggressive followers being preferred to act as bodyguards.
- If acting within a group, give the dilettante the Inspire Confidence talent to bolster the fighting skills of their allies.
- Consider trading Skill Focus for Skill Training in Deception, giving the dilettante another weapon to use in social confrontations.

## DUG RUFFIAN

Small Dug Non-Heroic 6/Soldier 1

Dark Side 3

Init +10; Senses Perception +2

Languages Dug, Huttese

---

Defenses Ref 16 (flat-footed 14), Fort 15, Will 11  
hp 35; Second Wind +12hp; Threshold 15

---

Speed 6 squares

Melee Unarmed +7 (1d3+2) or

Melee Improvised Club +7 (2d6+4) or

Melee Improvised Shiv +7 (2d4+2) or

Ranged Blaster Pistol +7 (3d6)

Base Atk +5; Grp +2

Atk Options Dirty Fighting

---

Abilities Str 14, Dex 14, Con 12, Int 12, Wis 9, Cha 8

Feats Armor Proficiency (light), Improved Defenses,  
Improvised Weapon Mastery, Skill Training (Acrobatics),  
Toughness, Weapon Proficiency (pistols, simple  
weapons)

Skills Acrobatics +10, Climb +5 (may re-roll), Endurance  
+9, Initiative +10, Jump +5 (may re-roll), Stealth +10

Possessions blaster pistol, improvised club or shiv,  
ratty clothes

## CHALLENGE LEVEL 3

### Background Information

Even more belligerent than the average Dug, ruffians are prone to shoot first and not bother asking questions later. With a reputation for causing trouble and getting into a fight on even the flimsiest excuse, ruffians cause no small amount of trouble for anyone and everyone that crosses their path.

### Use in Play

The Dug ruffian has a very basic grasp of tactics. They'll work with any allies to gang up on a target, but anything more complex than "bash them until they stop moving" is usually lost on them. In most cases, the heroes will find themselves working against the Dug ruffian rather than with them.

### Build Options

- Give the ruffian access to a better range of weapons by trading Improvised Weapon Mastery for Weapon Proficiency (advanced melee weapons).
- If working in tandem with other Dug ruffians, swap Dirty Tactics for Melee Assault and let them swarm the target, making use of Acrobatics to flank their prey before pummeling it into submission.
- Trade Toughness for Stay Up, resulting in a few less hit points but gaining the ability to reduce the impact of a lucky shot.
- Instead of Improved Defenses, give the ruffian the Bantha Rush feat to really let them push others around in a fight.

## **DUROS MECHANIC**

Medium Duros Non-Heroic 6

Init +4; Senses Perception +4

Languages Basic, Binary (understand), Bocce, Durese; 1 unassigned

---

Defenses Ref 11 (flat-footed 10), Fort 11, Will 11  
hp 20; Threshold 11

---

Speed 6 squares

Melee Unarmed +4 (1d4) or

Ranged Blaster Pistol +5 (3d6)

Base Atk +4; Grp +5

Special Actions Gearhead

---

Abilities Str 10, Dex 12, Con 12, Int 16, Wis 12, Cha 14

Feats Gearhead, Skill Focus (Mechanics), Skill Training (Persuasion), Tech Specialist, Weapon Proficiency (pistols, simple weapons)

Skills Knowledge (technology) +11, Mechanics +16, Persuasion +10, Pilot +9 (may re-roll), Use Computer +11

Possessions modified blaster pistol (rangefinder), comlink, datapad, mechanic's jumpsuit, mesh tape, modified tool kit (mastercraft), modified ASP labor droid (enhanced Strength)

## **CHALLENGE LEVEL 2**

### **Background Information**

A stark contrast of the stereotype of the laconic engineer, the Duros mechanic is not only a wiz and fixing machinery, but is also an outgoing fellow; no matter how badly damaged something may seem, they can often get working, but always taking just long enough to chat about recent events. And while they might be willing to perform under-the-table upgrades and modifications, those services are only offered to repeat customers that have earned the mechanic's trust.

### **Use in Play**

The Duros mechanic can be a welcome ally if the heroes need to repair their ship or are looking to customize or upgrade their gear.

### **Build Options**

- Make the Duros more of a reclusive genius by trading Skill Training (Persuasion) for Skill Focus in either Knowledge (technology) or Use Computer.
- Give the Duros mechanic more options if forced into melee by swapping Gearhead for Improvised Weapon Mastery, allowing them to make use of the tools in their tool kit as viable weapons with an added kicker to damage.

## **DUROS FREIGHTER CAPTAIN**

Medium Duros Scoundrel 3

Init +8; Senses Perception +7

Languages Basic, Bocce, Durese

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**Defenses** Ref 17 (flat-footed 15), Fort 13, Will 15;

Vehicular Combat

hp 25; **Second Wind** +11hp; **Threshold** 13

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**Speed** 6 squares

**Melee** Unarmed +3 (1d4+2) or

**Ranged** Blaster Pistol +4 (3d6+1)

**Base Atk** +2; **Grp** +4

**Atk Options** Point Blank Shot

**Special Actions** Vehicular Combat

---

**Abilities** Str 12, Dex 14, Con 11, Int 13, Wis 13, Cha 12

**Talents** Knack, Spacehound

**Feats** Point Blank Shot, Skill Training (Initiative, Persuasion, Use Computer), Vehicular Combat, Weapon Proficiency (pistols, simple weapons)

**Skills** Initiative +8, Knowledge (bureaucracy) +7, Knowledge (galactic lore) +7, Mechanics +7, Perception +7, Persuasion +7, Pilot +8 (may re-roll), Use Computer +7

**Possessions** blaster pistol, comlink, datapad (basic), stock light freighter, substantial debt to a banking institution

## **CHALLENGE LEVEL 3**

### **Background Information**

Like many of their species, these Duros are quite happy to wander the stars. With a mix of piloting skills and business savvy, they make their way across the galaxy, trading in small commodities, many times making just enough money to get by.

### **Use in Play**

The Duros freighter captain is capable of handling themselves in a fight if things go bad, but they are at their best when at the helm of a starship. Heroes can encounter the Duros captain when trying to book passage to another planet or arrange for a cargo to be transported, or even as a source of information about local events.

### **Build Options**

- Trade Spacehound for either Art of Concealment or Illicit Dealings to make the Duros freighter captain more of a shady operator than a straight-laced cargo pilot.
- Give the freighter captain more of a combat slant by replacing Knack for either Hyperdriven or Starship Raider.
- Focus more on starship piloting by dropping a Skill Training feat and taking Starship Tactics instead.
- Instead of Skill Training (Initiative), take the Flawless Pilot feat to make the Duros freighter captain an incredibly capable pilot.

## EXPLORER

Medium Near-Human Scout 3

Init +8; Senses Perception +7

Languages Basic; 1 trade language

---

Defenses Ref 18 (flat-footed 16), Fort 16, Will 16  
hp 35; Second Wind +13hp; Threshold 16

---

Speed 8 squares

Melee Unarmed +5 (1d4+3) or

Melee Dire Sword +5 (1d10+5) or

Ranged Slugthrower Pistol +4 (2d6+1)

Base Atk +2; Grp +4

Atk Options Point Blank Shot

Special Actions Shake it Off

---

Abilities Str 14, Dex 14, Con 13, Int 12, Wis 12, Cha 11

Talents Long Stride, Surefooted

Feats Improved Defenses, Point Blank Shot, Shake it Off, Weapon Focus (simple weapons), Weapon

Proficiency (pistols, rifles, simple weapons)

Skills Endurance +7, Initiative +8, Knowledge (galactic

lore) +7, Perception +8, Ride +8, Stealth +8, Survival +8

Possessions dire sword, slugthrower pistol with 2 clips, rustic clothes

Special: Select one trait from Table 1-4 of *Unknown Regions* and up to three traits from Table 1-5 of *Unknown Regions*.

## CHALLENGE LEVEL 3

### Background Information

Hailing from a recently discovered world in the Outer Rim Territories, the Explorer has left their previous existence to learn more about the other worlds and their inhabitants, trying to determine their place in a much larger galaxy than the one their people were used to.

### Use in Play

In spite of carrying weapons that are considered primitive by most galactic citizens, the explorer is quite proficient with them, and can be a welcome if unexpected ally to the heroes. They have a wide range of skills, and can serve as a guide through some of the more remote regions of the galaxy.

### Build Options

- Drop Ride as a trained skill, and instead select one of the following bonus feats: Precise Shot, Mighty Swing, Stay Up, or Trip.
- Give the explorer a more potent ranged attack by equipping them with a scatter gun instead of a slugthrower pistol, especially if fighting in close quarters.
- Make the explorer a bit less primitive by replacing Ride with Pilot, opening up their transport options or simply reflecting something they've picked up in their travels.
- Replace Improved Defenses for Burst of Speed to make the explorer a blur of motion in combat.

## EWOK SHAMAN

Small Ewok Non-Heroic 1/Noble 3

Force 3

Init +3; Senses Perception +14, scent

Languages Ewokese; 1 unassigned

---

Defenses Ref 16 (flat-footed 15), Fort 14, Will 17  
hp 15; Second Wind +12hp; Threshold 14

---

Speed 4 squares

Melee Unarmed +2 (1d3+1) or

Melee Staff +2 (1d6+1) or

Melee Knife +2 (1d4+1) or

Ranged by weapon +3

Base Atk +2; Grp -2

Special Actions Stand Tall

Force Powers Known (Use the Force +14): *farseeing*,  
*Force blast*, *Force stun*

---

Abilities Str 10, Dex 12, Con 12, Int 13, Wis 15, Cha 14

Special Qualities scent

Talents Force Perception, Visions

Feats Force Sensitivity, Force Training, Skill Focus  
(Survival, Use the Force), Skill Training (Climb, Use the  
Force), Stand Tall, Weapon Proficiency (simple  
weapons)

Skills Climb +7, Persuasion +9, Stealth +8 (may re-roll),  
Survival +14, Use the Force +14 (may use for Perception  
checks)

Possessions Staff (treat as club), stone knife, leather  
hood and necklace adorned with animal teeth.

## CHALLENGE LEVEL 3

### Background Information

Both revered and feared by their tribal clans, the Ewok shaman has been blessed with the ability to commune with the great tree spirits, serving as a conduit for the wisdom of the past and offering counsel to the tribal leaders. They also assist the tribe by providing the blessings of the ancestors when the tribe's warriors must go out to challenge a fearsome threat.

### Use in Play

As befits the role of one that has been blessed with the ability to commune with the spirits, the Ewok shaman can provide insight into the heroes' most recent dilemma, although their words will rarely be direct and just as often not understood until the proper time.

### Build Options

- Drop a Skill Training to pick up another Force Training to expand the shaman's selection of Force powers, with *ballistakinesis*, *enlighten*, and *plant surge* being possible options to expand their ability to protect and guide their tribe.
- Give the shaman a more sinister bent by swapping *Force blast* and *Force stun* for more offensive powers such as *Force grip* and *Force storm*, as well as taking Presence instead of Visions.
- To make the shaman less of a soothsayer and more of a beast-master, replace Visions with Beast Trick and *farseeing* for *mind trick*.

## **Ewok Hunter**

Small Ewok Scout 2

Init +8; Senses Perception +8, keen scent

Languages Ewokese; 1 unassigned

---

**Defenses** Ref 17 (flat-footed 15), Fort 14, Will 14;

Evasion

hp 30; **Second Wind** +13hp; **Threshold** 14

---

**Speed** 4 squares

**Melee** Unarmed +4 (1d3+1) or

**Melee** Spear +4 (1d8+2) or

**Melee** Knife +4 (1d4+1) or

**Ranged** Bow +5 (1d6+1)

**Base Atk** +3; **Grp** +0

**Atk Options** Swarm

**Special Actions** Coordinated Attack

---

**Abilities** Str 13, Dex 14, Con 13, Int 12, Wis 14, Cha 8

**Special Qualities** scent

**Talents** Evasion

**Feats** Keen Scent, Recovering Surge, Shake it Off,

Weapon Proficiency (simple weapons)

**Skills** Climb +7, Endurance +7, Initiative +8, Perception

+8, Stealth +13 (may re-roll), Survival +13

**Possessions** spear, stone knife, bow with 10 arrows,

leather hood, basic wilderness supplies

## **Challenge Level 2**

### **Background Information**

While the warriors are the ones responsible for the defense of the tribe, it is the Ewok hunters that keep alert to encroaching danger. Without their keen senses and hunting skills, many tribes would be lost, a fact that the wiser tribal elders keep in mind when celebrating the victory of their warriors.

### **Use in Play**

Ewok hunters prefer to attack from surprise when possible, usually by setting up ambushes to catch their foes off-guard, and will use their knowledge of the terrain to aid their tribe's warriors in battle.

### **Build Options**

- Replace Keen Scent with Weapon Focus (simple weapons) to make the Ewok hunter a more battle-ready opponent.
- Trade training in Climb for Mechanics to allow the Ewok hunter to set up primitive traps to attack their enemies.
- Make the Ewok hunter more capable at stealth by taking Forest Stalker in place of Recovering Surge.

## **EWOK WARRIOR**

Small Ewok Non-Heroic 4

Init +9; Senses Perception +8, scent

Languages Ewokese; 1 unassigned

---

**Defenses** Ref 13 (flat-footed 11), Fort 12, Will 11  
hp 20; **Threshold** 12

---

**Speed** 4 squares

**Melee** Unarmed +4 (1d3+1) or

**Melee** Spear +4 (1d8+2) or

**Melee** Knife +4 (1d4+1) or

**Ranged** Bow +5 (1d6+1)

**Base Atk** +3; **Grp** +0

**Atk Options** Swarm

**Special Actions** Coordinated Attack

---

**Abilities** Str 13, Dex 14, Con 14, Int 12, Wis 13, Cha 8

**Special Qualities** scent

**Feats** Coordinated Attack, Skill Focus (Survival), Skill Training (Climb, Survival), Swarm, Weapon Proficiency (simple weapons)

**Skills** Climb +8, Initiative +9, Perception +8, Stealth +9 (may re-roll), Survival +13

**Possessions** spear, stone knife, bow with 10 arrows, leather hood

## **CHALLENGE LEVEL I**

### **Background Information**

Brave defenders of their tribal clans, the warriors of the Ewok tribes of Endor are skilled in the ways of the forests, hunting for game and fending off danger to their people. Although the majority of Humans see only an adorable living teddy bear, the Ewok warrior can prove to be a surprisingly capable foe in battle, using clever tactics to take down larger and more powerful enemies.

### **Use in Play**

Ewok warriors operate best in swarms, using the strength of their numbers to offset their small size. More than one foe has underestimated these fuzzy little warriors, much to their great dismay.

### **Build Options**

- Replace Swarm with Weapon Focus (simple weapons) to allow the Ewok warrior to present a credible threat even when forced to stand alone.
- Trade training in Climb for Mechanics to allow the Ewok warrior to set up primitive traps to attack their enemies.



## FALLEEN ARISTOCRAT

Medium Falleen Noble 5

Force 2; Dark Side 1

Init +8; Senses Perception +8

Languages Basic, Falleen, High Galactic; 4 unassigned

---

Defenses Ref 17 (flat-footed 16), Fort 15, Will 18  
hp 30; Second Wind +11hp; Threshold 15

---

Speed 6 squares

Melee Unarmed +6 (1d4+2) or

Melee Vibroblade +6 (2d6+2) or

Ranged Sporting Blaster Pistol +4 (3d4+2)

Base Atk +3; Grp +4

Atk Options Point Blank Shot

Special Actions Born Leader, Castigate, Quick Draw

---

Abilities Str 10, Dex 12, Con 11, Int 14, Wis 12, Cha 16

Special Qualities pheromones

Talents Born Leader, Castigate, Noble Fencing Style

Feats Linguist, Point Blank Shot, Quick Draw, Skill Focus (Persuasion), Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Deception +10, Gather Information +10, Initiative +8, Knowledge (bureaucracy) +9, Knowledge (galactic lore) +9, Knowledge (social sciences) +9, Perception +8, Persuasion +15

Possessions sporting blaster pistol, vibroblade, comlink (short-range holo), credit chip (4000 credits), stylishly expensive wardrobe, 1d4+1 sycophants

## CHALLENGE LEVEL 5

### Background Information

The scion of a wealthy and influential family, the Falleen aristocrat is quite used to having their every whim catered to by the less fortunate. Rarely does such an important person travel alone, surrounded by lackeys and sycophants while indulging whatever course of action strikes their fancy and putting the insidious charm of their species to good effect.

### Use in Play

Against most foes, the Falleen aristocrat is content to simply stand back and belittle their efforts while driving their allies to dispense with the upstarts. But if their pride is called into question, they will draw weapons, proving to be a capable duelist. Most times, the heroes will encounter the aristocrat in a social setting, where violence will only get them into trouble. The aristocrat can also serve as a worthy foe to a group of low-level heroes, perhaps being more involved in local criminal activities than their demeanor and bearing would first suggest.

### Build Options

- Replace Castigate with Demoralizing Defense, enabling the aristocrat to better protect themselves from other skilled duelists.
- Switch Quick Draw for Intimidator and Castigate for Presence to allow the aristocrat to hamper the abilities of an enemy.
- Instead of proficiency with advanced melee weapons, give the aristocrat proficiency with lightsabers and equip them with a lightfoil to give their melee attacks an added twist.

## FALLEEN ESCORT

Medium Falleen Non-Heroic 3/Scoundrel 3

Force 2; Dark Side 1

Init +8; Senses Perception +8

Languages Basic, Falleen; 1 unassigned

---

Defenses Ref 16 (flat-footed 15), Fort 13, Will 15  
hp 20; Second Wind +10hp; Threshold 13

---

Speed 6 squares

Melee Unarmed +4 (1d4+1) or

Ranged Hold-Out Blaster +5 (3d4+1)

Base Atk +4; Grp +5

Special Actions Disturbing Presence, Hesitate, Seducer

---

Abilities Str 10, Dex 12, Con 10, Int 13, Wis 13, Cha 16

Special Qualities pheromones

Talents Hesitate, Seducer

Feats Disturbing Presence, Dodge, Skill Focus  
(Deception, Persuasion), Skill Training (Deception,  
Perception), Weapon Proficiency (pistols, simple  
weapons)

Skills Deception +15, Knowledge (social sciences) +8,  
Perception +8, Persuasion +15

Possessions hold-out blaster pistol, comlink, concealed  
holster, stylishly sophisticated formal wear

## CHALLENGE LEVEL 4

### Background Information

Taught to provide enjoyable social company to their patrons, the Falleen escort plays heavily on the exotic charm of their species to ensure that both they and the individual that has purchased their services is viewed as favorably by others as possible. In spite of general galactic views, both genders of the Falleen can and do serve as escorts.

### Use in Play

To a Falleen escort, getting involved in combat is a sure sign that they have failed in their objective; the potential for violence should have been avoided long before weapons were drawn. They can be a useful if unconventional means of gathering information to a group of heroes, and might even serve as a damsel in distress for heroes of a more chivalrous mindset.

### Build Options

- Trade Disturbing Presence for Point Blank Shot and Seducer for Sneak Attack to make the Falleen escort a bit more dangerous in a fight.
- Consider replacing Seducer with either Revolutionary Rhetoric or Stymie to let the Falleen escort play more of a supportive role in combat.
- Swap Dodge for Point Blank Shot to make the Falleen escort more of a threat in combat.

## FALLEEN RUFFIAN

Medium Falleen Scout 4

Force 1; Dark Side 4

Init +9; Senses Perception +8

Languages Basic, Falleen; 1 unassigned

---

Defenses Ref 19 (flat-footed 17), Fort 18, Will 16  
hp 45; Second Wind +14hp; Threshold 18

---

Speed 6 squares

Melee Unarmed +4 (1d4+3) or

Melee Improvised Club +4 (2d6+3) or

Melee Improvised Shiv +4 (2d4+3) or

Ranged Blaster Pistol +5 (3d6+2)

Base Atk +3; Grp +5

Atk Options Point Blank Shot

Special Actions Fade Away, Quick Draw, Shake it Off,  
Sizing Up

---

Abilities Str 13, Dex 14, Con 14, Int 12, Wis 12, Cha 10

Special Qualities pheromones

Talents Fade Away, Sizing Up

Feats Improved Defenses, Improvised Weapon Mastery,  
Point Blank Shot, Quick Draw, Shake it Off, Weapon  
Proficiency (pistols, rifles, simple weapons)

Skills Endurance +9, Initiative +9, Knowledge (galactic  
lore) +8, Perception +8, Pilot +9, Stealth +9

Possessions heavy blaster pistol, comlink, hip holster

## CHALLENGE LEVEL 4

### Background Information

While Falleen culture prides itself on sophistication, it also recognizes the need for individuals that are capable of solving dilemmas with unsophisticated means. The Falleen ruffian may lack the social guile of the high-borns, but when the nobles need the dirty work done, they turn to the enforcer to ensure the problem “goes away.”

### Use in Play

Fallen ruffians have learned how to turn just about anything within arm’s length into a viable weapon, and so are never without a means of attack. They try to avoid random brawls, and instead prefer to attack only when they have a specific target that will become the focus of their efforts.

### Build Options

- Replace Fade Away with Blend In to enable the Falleen ruffian to better avoid notice for those times when discretion is needed.
- If working with a group, exchange Sizing Up with Prudent Escape to increase the mobility of both the Falleen ruffian and their allies.
- For cases when subtlety is not required, replace the blaster pistol with either a heavy blaster pistol or a blaster carbine.

## FAILED JEDI

Medium Jedi 2/Scout 3

Force 2, Dark Side 3

Init +9; Senses Perception +9

Languages Basic; 1 unassigned

---

Defenses Ref 19 (flat-footed 17), Fort 16, Will 18  
hp 50; Second Wind +12hp; Threshold 16

---

Speed 6 squares

Melee Unarmed +5 (1d4+3) or

Melee Lightsaber +6 (2d8+4) or

Ranged Blaster Pistol +6 (3d6+2)

Base Atk +4; Grp +6

Special Actions Resilience

Force Powers Known (Use the Force +8): *Force grip*,  
*Force thrust*, *mind trick*

---

Abilities Str 12, Dex 14, Con 11, Int 12, Wis 14, Cha 12

Talents Barter, Blend In, Resilience

Feats Force Sensitivity, Force Training, Informer, Skill  
Training (Stealth), Weapon Focus (lightsabers), Weapon  
Proficiency (lightsabers, pistols, simple weapons)

Skills Initiative +9, Perception +9, Stealth +9, Use the  
Force +8

Possessions lightsaber, blaster pistol, tattered robes,  
bottle of cheap alcohol

## CHALLENGE LEVEL 5

### Background Information

Once they were an apprentice in the Jedi Order, but somewhere along the way the failed Jedi wasn't able to measure up to the standards of the Jedi Knights. Either due to a lack of confidence or too frequently letting their emotions get the better of them, the failed Jedi now does the best they can to remain out of sight and unnoticed, striving to forget the painful memories of their past. But sometimes, the ideals of Jedi they used to be will flare up and inspire the failed Jedi to be better than they are, at least for a little while.

### Use in Play

While they while not seek danger out, neither have they forsaken the training they received in their younger days, and a low-level hero looking to train in the ways of the Force could do a lot worse than convincing the failed Jedi to begin their training.

### Build Options

- Exchange Barter for Telekinetic Savant to give the failed Jedi an additional use of either *Force grip* or *Force thrust* during a fight.
- Or, trade Barter for Influence Savant and *Force grip* for *mind shard* to let the failed Jedi attack their foes' minds instead of their bodies.
- Give the failed Jedi more of a consular background by trading Resilience for Recall and Weapon Focus for Skill Training in Knowledge (galactic lore).
- Replace Blend In with Power of the Dark Side to represent a failed Jedi that has allowed themselves to be tempted by the dark side of the Force.
- For campaigns set during the Dark Times and Rebellion Eras, the failed Jedi could serve as a mentor to a player character that wants to learn the ways of the Jedi. Consider trading Blend In for Link to replicate the failed Jedi imparting knowledge to their apprentice at critical moments.

## FORCE SAGE

Medium Non-Heroic 3/Scout 5/Force Adept 3

Destiny 1; Force 6

Init +11; senses Perception +17

Languages Basic; 5 unassigned

---

Defenses Ref 21 (flat-footed 20), Fort 21, Will 25  
hp 55; Second Wind +13hp; Threshold 21

---

Speed 6 squares

Melee Unarmed +7 (1d4+4) or

Melee Walking Staff +7 (1d6+4) or

Ranged by weapon +8

Base Atk +7; Grp +8

Special Actions Surge of Light

Force Powers Known (Use the Force +17): *enlighten*,  
*farseeing*, *Force thrust (2)*, *mind shard*, *mind trick*,  
*move object*, *rebuke (2)*, *sever Force*, *vital transfer (2)*

Force Techniques Improved Sense Surroundings

---

Abilities Str 10, Dex 12, Con 12, Int 14, Wis 17, Cha 14

Talents Force Perception, Instrument of the Force,

Perfect Telepathy, Surge of Light, Visions

Feats Bad Feeling, Force Sensitivity, Force Training (3),

Linguist, Skill Focus (Use the Force), Skill Training

(Endurance, Initiative), Weapon Proficiency (simple  
weapons)

Skills Endurance +11, Initiative +11, Knowledge  
(galactic lore) +12, Persuasion +12, Use the Force +17  
(may use for Perception)

Possessions walking staff (treat as quarterstaff), robes,  
various trinkets of personal and spiritual importance

## CHALLENGE LEVEL 9

### Background Information

Eschewing the concerns of the material world, the Force sage seeks a greater understanding of the myriad mysteries of the galaxy. By using their Force abilities to view the grand tapestry of creation, the Force sage is able to learn a great many things, including events from the distant past as well as events yet to come.

### Use in Play

The Force sage will avoid personal combat where possible, only drawing upon their array of offensive Force powers when peaceful options have failed.

The Force sage is quite happy to serve as a mentor to those trained in the Force, offering a different viewpoint compared to the Jedi or Sith.

### Build Options

- Make the Force sage part of a Force Tradition by trading Visions and Perfect Telepathy for any two talents pertaining to that tradition.
- Swap Perfect Telepathy for Force Treatment to make the Force sage a very capable healer, even when not drawing directly upon the Force.
- Alternatively, replace Perfect Telepathy with Motion of the Future to add a defensive aspect, as well as replacing one or more uses of other Force powers for additional selections of *farseeing*.
- Enable the Force sage to protect their allies from enemy Force powers by replacing Improved Sense Surroundings with Improved Rebuke.
- Instead of Bad Feeling, select Force Readiness instead to enable the Force sage to use Force Points even when it's not their turn.

## FORCE WARRIOR

Medium Non-Heroic 3/Jedi 3/Soldier 3/Force Adept 3

Force 6; Dark Side 2

Init +13; Senses Perception +12

Languages Basic; 1 unassigned

---

Defenses Ref 24 (flat-footed 21), Fort 23, Will 24

hp 80; Second Wind +20hp; Threshold 23

Immune disease, poison, radiation

---

Speed 6 squares

Melee Combat Gloves +13 (1d6+8) or

Melee Combat Gloves +13 (2d6+8) with Mighty Swing or

Melee Force Pike +14 (3d8+14) or

Melee Force Pike +14 (4d8+14) with Mighty Swing or

Ranged by weapon +12

Base Atk +10; Grp +12

Atk Options Mighty Swing, Withdrawal Strike

Special Actions Damage Reduction 10, Empower

Weapon, Equilibrium

Force Powers Known (Use the Force +12): *battle strike*

(2), *Force shield*, *Force slam* (2), *surge*

Force Techniques Force Power Mastery (*battle strike*)

---

Abilities Str 16, Dex 14, Con 14, Int 12, Wis 14, Cha 12

Talents Damage Reduction 10, Empower Weapon,

Equilibrium, Force Recovery, Fortified Body, Weapon

Specialization (advanced melee weapons)

Feats Armor Proficiency (light), Force Sensitivity, Force

Training (2), Martial Arts I, Mighty Swing, Skill Training

(Acrobatics, Perception), Weapon Focus (advanced

melee weapons), Weapon Proficiency (advanced melee

weapons, simple weapons), Withdrawal Strike

(advanced melee weapons)

Skills Acrobatics +13, Endurance +13, Initiative +13, Use

the Force +12

Possessions combat gloves, modified force pike

(improved damage, phrik alloy), traveling clothes

## CHALLENGE LEVEL 10

### Background Information

Trained in various forms of combat, the Force warrior is a dangerous opponent, cutting down lesser foes with ease. Some Force warriors adopt an ascetic point of view, using their combat skills only when needed, while others revel in the carnage of war and the pain they can inflict.

### Use in Play

The Force warrior is exactly that, walking a more martial path to enlightenment and understanding of themselves and of the Force. Heroes that are able to prove themselves to the Force warrior will find an able teacher and ally.

### Build Options

- Replace the Mighty Swing and Withdrawal Strike feats with Rapid Strike and Wicked Strike to enable the Force warrior to attack more than one enemy per turn.
- Give the Force warrior more of a berserker slant by swapping Damage Reduction 10 for Consumed by Darkness.
- Exchange Martial Arts I for Powerful Charge to make the Force warrior's initial attack that much more devastating to their foe, especially when it's backed with *battle strike*.
- Change the Force warrior's focus to unarmed combat by trading Weapon Proficiency in advanced melee weapons for Martial Arts II, changing Devastating Attack, Weapon Focus and Withdrawal Strike to apply to simple weapons, and empowering the Force warrior's combat gloves.
- For a more controlled Force warrior, swap Force Recovery for Disciplined Strike to make *Force slam* a more viable option when working with others.

## **GAMORREAN BOSS**

Medium Gamorrean Non-Heroic 6/Noble 1/Soldier 3

Force 1; Dark Side 4

Init +11; Senses Perception +6

Languages Basic (understand only), Gamorrean; 1 unassigned

---

Defenses Ref 20 (flat-footed 19), Fort 22, Will 16  
hp 65; Second Wind +16hp; Threshold 27

---

Speed 4 squares

Melee Unarmed +10 (1d6+5) or

Melee Vibro-Ax +10 (2d10+8) or

Melee Vibro-Ax +5/+5 (2d10+8) with Double Attack or  
Ranged Blaster Carbine +8 (3d8+2)

Base Atk +7; Grp +10

Atk Options Bantha Rush, Double Attack (advanced  
melee weapons)

Special Actions Born Leader, Commanding Presence,  
Feared Warrior, Intimidator

---

Abilities Str 16, Dex 12, Con 14, Int 12, Wis 10, Cha 10

Talents Born Leader, Commanding Presence, Feared  
Warrior

Feats Armor Proficiency (light, medium), Bantha Rush,  
Double Attack (advanced melee weapons), Improved  
Damage Threshold, Intimidator, Skill Training  
(Persuasion), Toughness, Weapon Proficiency (advanced  
melee weapons, rifles, simple weapons)

Skills Endurance +12, Initiative +11, Persuasion +10

Possessions blaster carbine, vibro-ax, battle armor (+8  
armor, +2 equipment), comlink

## **CHALLENGE LEVEL 6**

### **Background Information**

While many Gamorreans are little more than simple-minded thugs, there are the rare few that rival their peers in terms of intellect, frequently becoming the leaders of their tribes, both on and away from their native Gamorr.

### **Use in Play**

The Gamorrean boss serves double-duty, providing the warriors under their charge an attack bonus while being just as capable of wading into melee. Heroes will most frequently find themselves pitted against the Gamorrean boss and his lackeys, and they make an impressive opponent for low to mid-level heroes.

### **Build Options**

- For a Gamorrean boss more concerned with personal glory than leading their troops, replace Bold Leader with Face the Foe to give them a bonus to hit.
- Switch Double Attack for Skill Focus (Persuasion) to make the Gamorrean boss' intimidation attempts even more likely to succeed.
- Instead of Feared Warrior, take Gang Leader to give the Gamorrean boss a boost to threaten others.
- Trade Intimidator for Stay Up to give the Gamorrean boss even more durability in a fight.
- Swap Intimidator for Relentless Attack to make the boss even more of a physical threat to their foes.

## **GAMORREAN BRUISERS**

Medium Gamorrean Non-Heroic 3/Soldier 3

Init +9; Senses Perception +3

Languages Basic (understand only), Gamorrean

---

Defenses Ref 19 (flat-footed 18), Fort 20, Will 13  
hp 40; Second Wind +16hp; Threshold 25

---

Speed 6 squares

Melee Unarmed +8 (1d4+5) or

Melee Arg'gorak +8 (2d12+8) or

Melee Arg'gorak +8 (3d12+8) with Mighty Swing or

Melee Arg'gorak +12 (2d12+11) with Powerful Charge or

Melee Arg'gorak +12 (3d12+11) with Mighty Swing and  
Powerful Charge or

Ranged by weapon +6

Base Atk +5; Grp +8

Atk Options Mighty Swing, Powerful Charge,  
Unrelenting Assault

---

Abilities Str 17, Dex 11, Con 16, Int 8, Wis 10, Cha 8

Talents Melee Smash, Unrelenting Assault

Feats Armor Proficiency (light, medium), Improved  
Damage Threshold, Mighty Swing, Powerful Charge,  
Quick Comeback, Skill Training (Initiative), Weapon

Proficiency (advanced melee weapons, simple weapons)

Skills Endurance +11, Initiative +9

Possessions arg'gorak, ceremonial armor (+7 armor)

## **CHALLENGE LEVEL 4**

### **Background Information**

The bruiser prefers to deal with opponents the old-fashioned way - by wading right into the thick of things and pummeling their foes into bloody submission. They have little care for their own well-being, and instead focus on crushing opponents as quickly as possible.

### **Use in Play**

The Gamorrean bruiser is straight-forward thug, barreling into melee without concern for its own well-being, and will keep hacking away at their target until one of them drops dead.

### **Build Options**

- Trade Mighty Swing for Power Attack to give the Gamorrean bruiser a more reliable bonus to damage and providing them more options to act during their turn.
- Exchange Weapon Proficiency (advanced melee weapons) for Primitive Warrior and equip the bruiser with simple melee weapons that suddenly become a good deal more dangerous than might be expected.
- Instead of Melee Smash and Unrelenting Assault, give the Gamorrean bruiser the Comrades in Arms and Melee Assault talents.



## **GAMORREAN GUARDS**

Medium Male Gamorrean Non-Heroic 6

Dark Side 2

Init +4; Senses Perception +3

Languages Basic (Understand), Gammorean

---

Defenses Ref 16 (flat-footed 15), Fort 16, Will 10  
hp 35; Second Wind +15hp; Threshold 21

---

Speed 6 squares

Melee Unarmed +6 (2d4+2) or

Melee Axe or Mace +6 (2d8+2) or

Melee Ace or Mace +6 (2d8+2) with both hands

Base Atk +4; Grp +6

Atk Options Bantha Rush

---

Abilities Str 15, Dex 12, Con 15, Int 7, Wis 10, Cha 8

Feats Armor Proficiency (light), Bantha Rush, Extra Second Wind, Improved Damage Threshold, Primitive Warrior, Toughness, Weapon Proficiency (simple weapons)

Skills Endurance +10

Possessions axe or mace, light battle armor (+5 armor, +2 equipment)

## **CHALLENGE LEVEL 2**

### **Background Information**

A constant staple of Hutt retinues, Gamorrean guards are favored by the Hutts for both their considerable brawn and lack of ambition. While they are generally not trusted with tasks of any great importance, they do make excellent meat walls for a Hutt to place between danger and their massive bulk.

### **Use in Play**

The Gamorrean guard is brutal if unimaginative brute. Their first response to a perceived threat is to beat it into submission and what for someone else to ask questions later.

### **Build Options**

- Trade Primitive Warrior for Weapon Proficiency (advanced melee weapons) and equip the guard with either a force pike or vibro-ax to either add an option to incapacitate or increase their damage potential.
- Take Mighty Swing instead of Extra Second Wind for a greater focus on damage than durability.
- Instead of Bantha Rush, give the Gamorrean guard the Powerful Charge feat to make their first attack much more brutal.

## **GAMORREAN THUGS**

Medium Gamorrean Non-Heroic 4

Init +3; Senses Perception +1

Languages Basic (understand only), Gamorrean

---

**Defenses** Ref 15 (flat-footed 14), Fort 14, Will 9  
hp 20; **Threshold** 19

---

**Speed** 6 squares

**Melee** Unarmed +6 (2d4+3) or

**Melee** Heavy Club +6 (2d8+4) or

**Ranged** Blaster Pistol +4 (3d6)

**Base Atk** +3; **Grp** +6

**Atk Options** Bantha Rush

---

**Abilities** Str 16, Dex 11, Con 14, Int 7, Wis 8, Cha 8

**Feats** Armor Proficiency (light), Bantha Rush, Improved

Damage Threshold, Primitive Warrior, Weapon

Proficiency (pistols, simple weapons)

**Skills** Endurance +9

**Possessions** blaster pistol, heavy club (treat as a mace), combat jumpsuit (+4 armor)

## **CHALLENGE LEVEL I**

### **Background Information**

Little more than hired muscle often found in the employ of unscrupulous crime lords, frequently used either to guard a crime lord's estate or to make a brutal show of force against the crime lord's adversaries. Their frightening resistance to pain makes them valuable foot soldiers, although their unfamiliarity with blasters does limit them to close-quarters fighting.

### **Use in Play**

Gamorrean thugs excel at being muscle for hire, but have enough cunning to acknowledge the usefulness of a blaster in a fight, even if they prefer to crush their enemies' bones face-to-face.

### **Build Options**

- For a more melee-focused thug, trade Primitive Warrior for Mighty Swing and change Weapon Proficiency from pistols to advanced melee weapons, equipping the thug either a force pike or vibro-ax.

## GAND HUNTSMAN

Medium Gand Scout 3/Soldier 4/Bounty Hunter 2

Force 4; Dark Side 4

Init +14; Senses Perception +13, darkvision

Languages Gand, Huttese

---

Defenses Ref 27 (flat-footed 24), Fort 26, Will 23  
hp 85; Second Wind +35hp; Threshold 26

---

Speed 6 squares

Melee Unarmed +9 (1d4+5) or

Melee Stun Baton +9 (2d6+5 stun) or

Ranged Blaster Carbine +11 (3d8+4) or

Ranged Blaster Carbine +6 (3d8+4) with autofire or

Ranged Concussion Grenade +11 (8d6+4, 2sq burst)

Base Atk +8; Grp +11

Atk Options autofire (blaster carbine), Point Blank Shot, Precise Shot

Special Actions Commanding Presence, Shake it Off

---

Abilities Str 12, Dex 16, Con 14, Int 12, Wis 14, Cha 12

Special Qualities familiar foe +1, hardy, limb regeneration

Talents Acute Senses, Armored Defense, Commanding Presence, Findsman Ceremonies\*, Improved Initiative

Feats Armor Proficiency (light), Force Sensitivity, Improved Defenses, Informer, Point Blank Shot, Precise Shot, Recovering Surge, Shake it Off, Skill Training (Persuasion), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +11, Gather Information +13, Initiative +12 (may re-roll), Perception +13 (may re-roll), Persuasion +10, Stealth +12, Survival +11, Use the Force +10

Possessions modified blaster carbine (extra power source, improved damage), stun baton, 2 concussion grenades, modified light battle armor (+5 armor, +2 equipment, helmet package, integrated Gand breathing apparatus and transliterator), binder cuffs, utility belt with extra power pack

*\*For the purposes of this talent, treat the huntsman as having spent two Force Points towards its effects.*

## CHALLENGE LEVEL 9

### Background Information

Pragmatic and ruthless, the Gand Huntsman has been trained in the ways of the Findsman, and is very good at tracking down their quarry and neutralizing them. Unlike many of other bounty hunters, the Gand Huntsman avoids the use flashy tactics, preferring to minimize their risks were possible, and as such have no qualms about the use of underhanded tactics to achieve their objectives.

### Use in Play

The Gand huntsman uses a blend of both mystical and practical tactics when pursuing and confronting the target of their hunt. The heroes will find that they are facing an opponent who is eerily well-informed about their tactics and is determined to collect the prices on their heads.

### Build Options

- Instead of Commanding Presence, take Improved Armored Defense to further increase the Gand huntsman's Reflex Defense.
- Replace Point Blank Shot with Fast Surge to enable the Gand huntsman to recover even faster in a fight.
- Rather than a standard blaster carbine, equip the Gand huntsman with a double-barreled blaster carbine, letting them make area attacks with much greater ease.
- Trade Improved Defenses for Force Training to give the huntsman a small selection of Force powers, with *battle strike*, *farseeing*, and *prescience* being strong choices that fit the huntsman's theme without it being obvious that they have Force powers.

## **GAND MERCENARY**

Medium Gand Non-Heroic 4/Soldier 3

Init +10; Senses Perception +10, darkvision

Languages Gand; 1 unassigned

---

**Defenses** Ref 18 (flat-footed 16), Fort 18, Will 13  
hp 35; **Second Wind** +25hp; **Threshold** 18

---

**Speed** 6 squares

**Melee** Combat Gloves +7 (1d4+3) or

**Melee** Vibroblade +7 (2d6+2) or

**Ranged** Blaster Carbine +8 (3d8+1) or

**Ranged** Blaster Carbine +3 (3d8+1) with autofire

**Base Atk** +6; **Grp** +8

**Atk Options** autofire (blaster carbine), Point Blank Shot

**Special Actions** Running Attack

---

**Abilities** Str 12, Dex 14, Con 13, Int 12, Wis 14, Cha 9

**Special Qualities** hardy, limb regeneration

**Talents** Tested in Battle, Warrior's Determination

**Feats** Armor Proficiency (light), Fast Surge, Point Blank

Shot, Skill Training (Perception), Running Attack,

Weapon Proficiency (advanced melee weapons, rifles,  
simple weapons)

**Skills** Initiative +10, Perception +10, Stealth +10

**Possessions** blaster carbine, combat gloves, vibroblade,  
light battle armor (+5 armor, +2 equipment), Gand  
breathing apparatus and transliterator

## **CHALLENGE LEVEL 4**

### **Background Information**

Most commonly an exile from their homeworld, the Gand mercenary is willing to provide their ruthless combat skills to any that can meet their asking price. Eager to establish their self-worth, the Gand mercenary is a daunting opponent and will frequently use any and all means to achieve victory and thus set themselves apart from their brethren.

### **Use in Play**

The Gand mercenary is a versatile combatant, and will adjust their tactics as necessary, and can be a surprisingly durable enemy to face. They are usually hired to deal with troublesome individuals, like the sort that most heroes are.

### **Build Options**

- Make the Gand mercenary more of a precision sniper by trading Running Attack and Weapon Proficiency (advanced melee weapons) for Careful Shot and Cunning Attack, and Tested in Battle for Devastating Attack (rifles). Also consider swapping the blaster carbine for either a sporting blaster rifle or a sniper blaster rifle to gain more of a range advantage without sacrificing accuracy.
- Trade Warrior's Determination for Dirty Fighting to make the Gand mercenary a more immediate threat.

## **GUNGAN CAVALRY**

Medium Gungan Non-Heroic 4/Scout 2

Init +10; Senses Perception +4, low-light vision

Languages Basic, Gunganese

---

**Defenses** Ref 18 (flat-footed 16), Fort 14, Will 13  
hp 25; **Second Wind** +12hp; **Threshold** 15

---

**Speed** 6 squares (walking), 4 squares (swimming),  
Running Attack

**Melee** Unarmed +5 (1d4+2) or

**Melee** Electropole +5 (2d8+2) or

**Melee** Electropole +5 (3d8+2) with Momentum Strike

**Ranged** Energy Balls +6 (2d8+1)

**Base Atk** +4; **Grp** +6

**Atk Options** Momentum Strike

**Special Actions** Mounted Combat, Terrain Guidance

---

**Abilities** Str 12, Dex 15, Con 13, Int 10, Wis 13, Cha 10

**Special Qualities** expert swimmer, hold breath

**Talents** Terrain Guidance

**Feats** Armor Proficiency (light), Momentum Strike,  
Mounted Combat, Mounted Regiment, Running Attack,  
Skill Training (Ride, Swim), Weapon Proficiency (simple  
weapons)

**Skills** Initiative +10, Ride +13, Swim +9 (may re-roll,  
take 10)

**Possessions** electropole, 6 energy balls, reinforced  
leather armor\* (+3 armor, +1 equipment), ammo pouch  
(as bandolier), kaadu

\*see Appendix

## **CHALLENGE LEVEL 4**

### **Background Information**

Skilled riders, the Gungan cavalry are often called upon to not only defend their homes from outside threats but also to scout out enemy forces, enabling their leaders to better plan their battle strategy.

Trusting their kaadu mounts, these fearless warriors charge headfirst into the fray, seeking to break the enemy's lines.

### **Use in Play**

Gungan cavalry will frequently make use of their mount's speed and agility to make daring hit-and-run attacks on the enemy's lines. They tend to serve as guards for the underwater Gungan cities on Naboo, but will rally to their world's defense against those that would invade their homes.

### **Build Options**

- To increase the Gungan cavalry's mobility in battle, trade Terrain Guidance for Fade Away.
- Arm the Gungan cavalry with cestas instead of electropoles to give them greater attack range.
- Exchange Running Attack for Powerful Charge to make the Gungan cavalry's initial charge that much more devastating.

## **GUNGAN INFANTRY**

Medium Gungan Non-Heroic 6

Init +10; Senses Perception +4, low-light vision

Languages Basic, Gunganese

---

**Defenses** Ref 17 (flat-footed 15), Fort 13, Will 11  
hp 35; **Second Wind** +14hp; **Threshold** 13

---

**Speed** 6 squares (walking), 4 squares (swimming)

**Melee** Unarmed +6 (1d4+2) or

**Melee** Atlatl +6 (2d4+4) or

**Ranged** Energy Balls +6 (2d8+2)

**Base Atk** +4; **Grp** +6

**Atk Options** Assured Attack

---

**Abilities** Str 14, Dex 15, Con 14, Int 10, Wis 12, Cha 7

**Special Qualities** expert swimmer, hold breath

**Feats** Armor Proficiency (light), Assured Attack, Skill

Training (Swim), Toughness, Warrior Heritage, Weapon

Proficiency (simple weapons)

**Skills** Initiative +10, Swim +10 (may re-roll, may take 10)

**Possessions** atlatl, 8 energy balls, personal energy shield\*, reinforced leather armor\* (+3 armor, +1 equipment), ammo pouch (as bandolier)

\*see Appendix

## **CHALLENGE LEVEL 2**

### **Background Information**

Trained to defend their homes from outside threats, the Gungan infantry are a far more capable threat than most people give them credit for, especially given their preference for primitive weaponry in the age of blasters. But as the Trade Federation learned during the ill-fated Invasion of Naboo, the Gungan infantry can prove to be very tenacious and skilled opponents.

### **Use in Play**

The Gungan infantry is trained to work in units, first pelting their enemies with energy balls to soften them up, and then forming a defensive line with their energy shields, protecting themselves and their boyos while striking at their foes in melee. Most Gungan infantry remain close to their homes, but they might sometimes be encountered away from Naboo, either as mercenaries or on special orders from their leaders.

### **Build Options**

- Trade Assured Attack for Bantha Rush to enable the Gungan infantry to force their enemies back, both to provide breathing room and to open up targets for any fellow infantry still hurling boomas.
- Drop the atlatl and personal energy shield and give the Gungan infantry a cesta while also trading Toughness for Bantha Herder for an infantryman that's better suited to striking from range than getting into melee.

## HUTT CRIME LORD

Large Hutt Non-Heroic 3/Noble 4/Crime Lord 5

Force 5; Dark Side 12

Init +5; Senses Perception +13

Languages Basic, Bocce, Huttese, Rodese, Ryl

---

Defenses Ref 23 (flat-footed 20), Fort 21, Will 25

hp 80; Second Wind +20hp; Threshold 26

Immune +5 to Will Defense vs. mind-affecting Force powers, can't be knocked prone

---

Speed 2 squares

Melee Unarmed +11 (1d6+7) or

Melee Snap Baton +11 (2d4+9) or

Ranged Disruptor Pistol +8 (3d6+4)

Fighting Space 2x2; Reach 1 square

Base Atk +8; Grp +16

Atk Options Pin, Point Blank Shot

Special Actions Born Leader, Impel Ally I, Intimidator, Presence

---

Abilities Str 16, Dex 8, Con 14, Int 16, Wis 14, Cha 14

Special Qualities Command Cover +2

Talents Attract Minion, Born Leader, Connections,

Impel Ally I, Inspire Fear I, Inspire Fear II, Presence

Feats Cut the Red Tape, Intimidator, Pin, Point Blank Shot, Predictive Defense, Skill Focus (Persuasion), Skill Training (Deception, Perception), Toughness, Weapon Proficiency (pistols, simple weapons)

Skills Deception +13, Gather Information +14,

Knowledge (bureaucracy) +14, Knowledge (galactic

lore) +14, Knowledge (social sciences) +14, Perception +13, Persuasion +18 (may re-roll, keeping better result)

Possessions modified DX-2 disruptor pistol (improved damage, miniaturized), modified snap baton (improved damage), floater sled, major domo (9<sup>th</sup> level minion), 2d4+4 Hutt enforcers, 1d3 slaves

## CHALLENGE LEVEL 10

### Background Information

An influential member of the Hutt crime syndicates, the Hut crime lord oversees the various interests of their kajidic, which can run the gamut of crooked and unsavory activities. While not a ruling power amidst the Hutts, the Hutt crime lord is often a figure of great influence on whatever world they select to serve as their seat of power, living in abject luxury with dozens of lackeys and slaves on hand to obey their every command.

### Use in Play

Like many of its ilk, the Hutt crime lord is very adverse to getting its slimy hands dirty by facing the heroes in direct conflict, and instead prefers to use a variety of social and economical means to crush any that are brazen enough to challenge the Hutt. If the heroes bring the fight to the Hutt's audience room, then the crime lord will direct and support their enforcers while verbally assaulting the heroes.

### Build Options

- If the Hutt crime lord has any allies that benefit from attacking a flat-footed target, trade Born Leader for Assault Gambit so the Hutt can let that ally make use of such abilities more often.
- Replace Pin with Weapon Focus (pistols) and take training in Initiative instead of Deception to make the Hutt crime lord more of a direct threat.
- Swap Connections for Educated and Toughness for Linguist to represent a more erudite crime lord.

## HUTT ENFORCER

Medium Klatooinian Non-Heroic 4

Dark Side 3

Init +8; Senses Perception +6

Languages Huttese

---

Defenses Ref 15 (flat-footed 14), Fort 11, Will 9  
hp 20; Threshold 16

---

Speed 6 squares

Melee Unarmed +4 (1d4+1) or

Melee Club +4 (1d6+1) or

Ranged Blaster Pistol +4 (3d6)

Base Atk +3; Grp +4

---

Abilities Str 13, Dex 12, Con 13, Int 11, Wis 8, Cha 9

Feats Armor Proficiency (light), Improved Damage

Threshold, Skill Training (Persuasion), Toughness,

Weapon Proficiency (pistols, simple weapons)

Skills Initiative +8, Persuasion +6

Possessions blaster pistol, club, combat jumpsuit (+4 armor)

## CHALLENGE LEVEL 2

### Background Information

Hutt enforcers run the gamut from glorified errand runners to trusted leg-breakers, encompassing a wide number of species that have sold their loyalty to the Hutts. When a Hutt crime boss wants to send a message to those in their employ or debt but is not yet after blood, it is the enforcers that carry out the assignment.

### Use in Play

The Hutt enforcer is generally good at two things, talking tough and roughing up helpless civilians.

Only in the most extreme circumstance would a Hutt enforcer be operating independently; they prefer to work in packs like most scavengers.

### Build Options

- Trade Improved Defenses for Toughness to allow the Hutt enforcer to absorb more damage before being taken down.
- Swap the stun baton for a less-subtle simple melee weapon, such as a mace or sword for those times when the Hutt enforcer's orders are to leave a message that won't soon be forgotten.
- Exchange training in Persuasion for Perception to make the Hutt enforcer a better look-out, or for Stealth to improve their odds of springing an ambush on their target.



## **ITHORIAN BOTANIST**

Medium Ithorian Non-Heroic 4/Scout 1

Init +6; Senses Perception +9; low-light vision

Languages Basic, Ithorese, 5 unassigned

---

**Defenses** Ref 17 (flat-footed 14), Fort 14, Will 14  
hp 20; **Second Wind** +13hp; **Threshold** 14

---

**Speed** 6 squares

**Melee** Unarmed +3 (1d4) or

**Ranged** by weapon +2 or

**Ranged Bellow** +5 (3d6 sonic, 6-square cone)

**Base Atk** +3; **Grp** +3

**Special Actions** bellow

---

**Abilities** Str 11, Dex 9, Con 13, Int 16, Wis 14, Cha 12

**Special Qualities** survival instinct

**Talents** Guidance

**Feats** Improved Defenses, Predictive Defense, Skill

Focus (Knowledge [life sciences]), Skill Training

(Initiative, Treat Injury), Weapon Proficiency (pistols, simple)

**Skills** Initiative +6, Knowledge (galactic lore) +10,

Knowledge (life sciences) +15, Perception +9, Survival

+9 (may re-roll), Treat Injury +9

**Possessions** comlink, datapad, 2d4 datacards with information on various fauna and flora, 3 medpacs

## **CHALLENGE LEVEL 3**

### **Background Information**

While a great many Ithorians are noted for their skill in the agricultural sciences, it is the botanist that truly excels in this field, applying their knowledge to bolster and protect the native flora and fauna of whatever world they happen to be residing upon. For some, it is a matter of safeguarding what is already present from the depredations of the uncaring, while for others the challenge is to bring ravaged eco-systems back from the brink of death.

### **Use in Play**

The Ithorian botanist is of more use to the heroes as an ally, putting their expansive knowledge at service of the heroes and even mending any injuries the heroes might have acquired.

### **Build Options**

- Trade Improved Defenses for Devastating Bellow to make the Ithorian botanist's bellow a more potent option.
- Exchange training in Initiative for Endurance and Weapon Proficiency (pistols) for Shake it Off to let the Ithorian botanist better recover from having to use their bellow ability.
- Replace Guidance with either Evasion or Surefooted, the former for protection against area attacks and the other to keep them from getting hampered by difficult terrain.

## JAWA MECHANIC

Small Jawa Scoundrel 3

Force 1

Init +8; Senses Perception +7, darkvision

Languages Huttese (understand only), Jawa, Jawa

Trade Language, 1 unassigned

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Defenses Ref 18 (flat-footed 16), Fort 14, Will 15  
hp 30; Second Wind +13hp; Threshold 14

---

Speed 4 squares

Melee Unarmed +1 (1d3) or

Ranged Heavy Blaster Pistol +4 (3d8+4) or

Base Atk +2; Grp -1

Atk Options Point Blank Shot, scavenger

Special Actions Fast Repairs, Gearhead

---

Abilities Str 9, Dex 14, Con 13, Int 15, Wis 13, Cha 8

Special Qualities desert dweller

Talents Fast Repairs, Hotwire

Feats Gearhead, Point Blank Shot, Skill Focus  
(Mechanics), Tech Specialist, Weapon Proficiency  
(pistols, simple weapons)

Skills Endurance +2, Initiative +8, Knowledge  
(technology) +8, Mechanics +13 (may re-roll),  
Perception +7, Pilot +8, Stealth +13

Possessions modified heavy blaster pistol (improved  
accuracy, pulse charger, stripped stun setting), filthy  
robes, mastercraft tool kit

## CHALLENGE LEVEL 3

### Background Information

Where most Jawas are content to simply patch together a mechanical item before selling it to an unsuspecting buyer, the Jawa mechanic has an unusual fondness and aptitude for machinery, often spending their free time tinkering with any such object within reach. Wise leaders can see the value of letting them carry on with their tinkering, as it often leads to better sales. However, most Jawa mechanics end up being driven from their homes by their brethren, with the especially adventurous souls being found on planets far from their native Tatooine, using their talents to earn a living.

### Use in Play

The Jawa mechanic can be a surprising opponent thanks to their modified heavy blaster pistol, which is wielded in two hands due to their short stature. Heroes might encounter the Jawa mechanic in the midst of trying to “improve” their vehicle, or might have need of their ingenuity in repairing or disabling some device or another.

### Build Options

- Replace Fast Repairs with Sneak Attack to enable the Jawa mechanic to get off at least one really damaging attack by striking from concealment, particularly if facing heroes that lack darkvision.
- Swap training in Pilot for training in Deception to make the Jawa mechanic a sneakier opponent, possibly even pulling a feint on the heroes.

## **JAWA SCAVENGER**

Small Jawa Non-Heroic 4/Scout 1

Init +4; Senses Perception +8, darkvision

Languages Jawa, Jawa Trade Language

---

**Defenses** Ref 16 (flat-footed 14), Fort 13, Will 12  
hp 20; **Second Wind** +13hp; **Threshold** 13

---

**Speed** 4 squares

**Melee** Unarmed +3 (1d3) or

**Ranged** Blaster Pistol +5 (3d6) or

**Ranged** Ion Pistol +5 (3d6 ion)

**Base Atk** +3; **Grp** +0

**Atk Options** scavenger

**Special Actions** Shake it Off

---

**Abilities** Str 10, Dex 14, Con 13, Int 10, Wis 13, Cha 9

**Special Qualities** desert dweller

**Talents** Reactive Stealth

**Feats** Shake it Off, Skill Training (Endurance, Survival, Stealth), Weapon Proficiency (pistols, simple weapons)

**Skills** Endurance +8, Mechanics +2 (may re-roll),

Perception +8, Stealth +14, Survival +8

**Possessions** modified blaster pistol (ion setting, no stun setting), filthy robes

## **CHALLENGE LEVEL 2**

### **Background Information**

The eyes and ears of the various Jawa tribes, the Jawa scavenger is frequently used to scout ahead in search of prize salvage and other vital resources. Often working in small groups, Jawa scavengers can prove a danger to the unwary, either due to theft of unattended objects or outright assault, although Jawas will only attack if the target has something they perceive as highly valuable and worth the risk.

### **Use in Play**

The Jawa scavenger works best with hit and run tactics; they know that being caught with no place to run is a veritable death sentence. If they know an enemy is coming, they'll set up an ambush in the hopes of taking out their enemies before those enemies get a chance to cause them harm.

### **Build Options**

- Swap Reactive Stealth for Evasion for protection from area attacks, or for Acute Senses to make the Jawa scavenger more alert for potential threats or salvage.
- Give the Jawa scavenger some actual tech savvy by replacing training in Survival for training in Mechanics.

## **KAMINOAN MEDIC**

Medium Kaminoan Non-Heroic 6/Noble 2

Init +5; Senses Perception +5

Languages Basic, Kaminoan; 7 unassigned

---

**Defenses** Ref 15 (flat-footed 14), Fort 16, Will 16  
hp 30; **Second Wind** +12hp; **Threshold** 16

---

**Speed** 6 squares

**Melee** Unarmed +5 (1d4+1) or

**Ranged** Sporting Blaster Pistol +6 (3d4+1)

**Base Atk** +5; **Grp** +6

**Special Actions** Recall

---

**Abilities** Str 10, Dex 12, Con 12, Int 16, Wis 13, Cha 10

**Talents** Exceptional Skill (Treat Injury)

**Feats** Improved Defenses, Linguist, Recall, Skill Focus (Knowledge [life sciences], Treat Injury), Skill Training (Persuasion, Treat Injury), Weapon Proficiency (pistols, simple weapons)

**Skills** Knowledge (galactic lore) +12, Knowledge (life sciences) +17, Knowledge (physical sciences) +12, Knowledge (social sciences) +12, Persuasion +9, Treat Injury +15

**Possessions** comlink, datapad, medical kit and medpac

## **CHALLENGE LEVEL 4**

### **Background Information**

Like many of their race, the Kaminoan medic is more interested in pursuits of a scholarly nature than in the practical application of their knowledge, and if given the opportunity they would gladly spend their lives secluded within their research labs. However, every now and again, there is a need to venture away from their aquatic homeworld to conduct field studies or perform first-person reviews of specimens in their natural environs.

### **Use in Play**

The Kaminoan medic will try to avoid getting involved in combat as much as possible. Should the heroes convince them to do so, they will find the Kaminoan medic is certainly up to the task of healing all but the most grievous of injuries.

### **Build Options**

- Give the Kaminoan medic a more scholarly bent by changing Skill Recovery to affect their Knowledge (life sciences) skill instead.
- Trade the Improved Defenses and Linguist feats for Experienced Medic and Surgical Expertise to create a field surgeon with truly impressive healing skills that can get an injured party back on their feet in short order.

## **LAW OFFICER**

Medium Non-Heroic 3/Soldier 1

Init +8; Senses Perception +1

Languages Basic, 1 unassigned

---

**Defenses** Ref 14 (flat-footed 13), Fort 14, Will 11  
hp 20; **Second Wind** +12hp; **Threshold** 14

---

**Speed** 6 squares

**Melee** Unarmed +4 (1d4+1) or

**Melee** Stun Baton +4 (1d6+1) or

**Melee** Stun Baton +4 (2d6+1 Stun) or

**Ranged** Blaster Pistol +4 (3d6)

**Base Atk** +3; **Grp** +4

**Atk Options** Grabber, Point Blank Shot

---

**Abilities** Str 12, Dex 12, Con 12, Int 12, Wis 11, Cha 11

**Talents** Grabber

**Feats** Armor Proficiency (light), Point Blank Shot, Skill Training (Persuasion), Toughness, Weapon Proficiency (pistols, simple weapons)

**Skills** Initiative +8, Perception +7, Persuasion +7

**Possessions** blaster pistol, stun baton, blast vest and helmet (+2 armor), comlink, binders, medpac

## **CHALLENGE LEVEL 2**

### **Background Information**

Responsible for the safety of the civilians within their patrol area, the law officer keeps an eye out for suspicious behavior and is among the first to respond when a crime has been reported, as well as providing assistance to the detectives in tracking down known criminals or suspects wanted for questioning, and even acting as guards for important individuals when their safety is at risk.

### **Use in Play**

The law officer is more interested in keeping the peace than in escalating violence, and will usually try for a peaceful solution first. Heroes might also find themselves being opposed by a law officer, either by happenstance or deliberate intent, and should be advised that attacking a duly-appointed officer of the law is a good way to get into a lot of trouble.

### **Build Options**

- Make the law officer better able to resist attempts to mislead them by trading Toughness for Unwavering Resolve.
- By swapping training in Persuasion for Gather Information, you create a law officer that is adept at keeping abreast of current events in their location.
- For a riot situation, equip the law officer with a combat jumpsuit and a riot shield (TotG, pg77) instead of the usual blast vest and stun baton.

## **MAJORDOMO**

Medium Non-Heroic 9

Init +10; Senses Perception +11

Languages Basic, Huttese; 4 unassigned

---

**Defenses** Ref 11 (flat-footed 10), Fort 10, Will 12  
hp 20; **Threshold** 10

---

**Speed** 6 squares

**Melee** Unarmed +6 (1d4) or

**Melee** Baton +6 (1d6) or

**Ranged** Blaster Pistol +7 (3d6) or

**Ranged** Frag Grenade +7 (4d6, 2-square burst)

**Base Atk** +6; **Grp** +7

---

**Abilities** Str 10, Dex 12, Con 10, Int 14, Wis 14, Cha 14

**Feats** Linguist, Skill Training (Initiative, Perception, Persuasion), Weapon Proficiency (pistols, simple weapons)

**Skills** Deception +11, Initiative +10, Knowledge (bureaucracy) +11, Knowledge (social sciences) +11, Perception +11, Persuasion +11

**Possessions** blaster pistol, baton, frag grenade, comlink (encrypted), credit chip (2500 credits), datapad, robes

## **CHALLENGE LEVEL 3**

### **Background Information**

Serving either as the obsequious toady to a crime lord or as an aide to a noble or corporate executive, the majordomo is frequently tasked with handling the day-to-day management of their employer's needs, ranging from financial concerns both legal and illegal to keeping track of their employer's schedule and even to controlling who has access to their boss at any given time.

### **Use in Play**

The majordomo is not a fighter, and will seek out the nearest bit of cover as soon as violence erupts. They're more of a social challenge than a physical one, and will seek to thwart snooping heroes with either reasoned entreaties or implied threats if they don't stop poking their noses where they are not welcome.

### **Build Options**

- Swap Linguist for Improved Defenses to give the Majordomo a somewhat better chance of surviving the opening round of combat.
- Give the Majordomo more of a social slant by trading Skill Training in Initiative and Weapon Proficiency in pistols for Intimidator and Unwavering Resolve, enabling them to better speak for their master without being summarily dismissed.

## MINOR BUREAUCRAT

Medium Non-Heroic 3

Init +1; Senses Perception +2

Languages Basic, Bocce; 1 unassigned

---

Defenses Ref 10 (flat-footed 10), Fort 9, Will 11  
hp 5; Threshold 9

---

Speed 6 squares

Melee Unarmed +1 (1d4-1)

Base Atk +2; Grp +2

---

Abilities Str 9, Dex 10, Con 9, Int 14, Wis 13, Cha 13

Feats Cut the Red Tape, Skill Focus (Knowledge [bureaucracy]), Skill Training (Deception, Persuasion),

Weapon Proficiency (simple weapons)

Skills Deception +7, Knowledge (bureaucracy) +13,

Knowledge (social sciences) +8, Persuasion +7, Use

Computer +8

Possessions audio recorder, datapad, 1d4+1 datacards with various legal forms and documents

## CHALLENGE LEVEL I

### Background Information

Wherever there is an expansive and convoluted organizational structure, the minor bureaucrat can be found, controlling their small section like their own personal fiefdom. Although the majority of them are found working in a wide number of government positions, they can also be found in corporate offices and even on the legal payroll of a crime lord. To most people, it seems as though the minor bureaucrat derives perverse glee in forcing outsiders to deal with increasing quantities of red tape and obscure forms to be filled in triplicate.

### Usage in Play

The minor bureaucrat's reaction to violence is to head for the nearest cover and stay put until the shooting stops and the authorities are on the scene. Instead, they represent a social challenge, putting a face on the otherwise impersonal bureaucracy that heroes occasionally find themselves having to deal with during the course of their adventures.

### Build Options

- Forgo any and all combat ability by dropping Weapon Proficiency and instead picking up another Skill Training or taking Linguist.

## **NIKTO BRUTE**

Medium Nikto Non-Heroic 6

Dark Side 3

Init +9; Senses Perception +3

Languages Huttese, Nikto

---

Defenses Ref 18 (flat-footed 17), Fort 16, Will 10  
hp 25; Threshold 16

---

Speed 6 squares

Melee Unarmed +6 (1d4+2) or

Melee Dire Vibroblade +6 (2d6+4) or

Melee Dire Vibroblade +6 (3d6+4) with Mighty Swing or

Ranged Blaster Pistol +5 (3d6)

Base Atk +4; Grp +6

Atk Options Mighty Swing

---

Abilities Str 14, Dex 12, Con 14, Int 8, Wis 10, Cha 7

Special Qualities survival instinct

Feats Armor Proficiency (light), Mighty Swing, Skill

Training (Survival), Weapon Proficiency (advanced

melee weapons, pistols, simple weapons)

Skills Initiative +9, Survival +8 (may re-roll)

Possessions blaster pistol, dire vibroblade, light battle  
armor (+5 armor, +2 equipment), comlink

## **CHALLENGE LEVEL 2**

### **Background Information**

Surly, violent, and utterly subservient to their Hutt masters, Nikto Brutes are viable foot soldiers in the forces of a Hutt crime lord, especially as the brutes rarely question their master's orders and can be easily replaced if need be.

### **Usage in Play**

Nikto brutes make great low-tier threats for starting heroes, particularly when they have to deal with the Hutts. They can be tough in a fight, particularly if the heroes engage them in melee.

### **Build Options**

- Increase the Nikto brute's damage potential by giving them a vibro-ax for a melee weapon, and Weapon Proficiency (pistols) for the Powerful Charge feat to give them a devastating attack option.
- For a Nikto brute with a more damaging ranged attack, trade the blaster pistol for a heavy blaster pistol or a disruptor pistol.
- Drop training in Survival for Armor Proficiency (medium) and equip the Nikto brute with battle armor for a significant jump in combat survivability.



## **NIKTO BRUTE SQUAD**

Large Nikto squad Non-Heroic 6

Dark Side 3

Init +9; Senses Perception +3

Languages Huttese, Nikto

---

Defenses Ref 17 (flat-footed 16), Fort 16, Will 10  
hp 50; Threshold 26

---

Speed 6 squares

Melee Unarmed +10 (1d4+2) or

Melee Dire Vibroblade +10 (2d6+4) or

Melee Dire Vibroblade +10 (3d6+4) with Mighty Swing or

Ranged Blaster Pistol +9 (3d6, 1-square splash)

Base Atk +4; Grp +6

Fighting Space 2x2; Reach 1 square

Atk Options Powerful Charge

---

Abilities Str 14, Dex 12, Con 14, Int 8, Wis 10, Cha 7

Special Qualities squad traits, survival instinct

Feats Armor Proficiency (light), Powerful Charge, Skill Training (Survival), Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Initiative +9, Survival +8 (may re-roll)

Possessions blaster pistol, dire vibroblade, light battle armor (+5 armor, +2 equipment)

Squad Traits - melee attacks are an area attack that affects all squares within reach. Ranged attacks are considered to have 1-square splash. Area attacks deal an extra 2 dice of damage to the squad. Cannot be grabbed or grappled.

## **CHALLENGE LEVEL 4**

### **Background Information**

For most spacers, the only thing worse than a single Nikto brute is an entire group of them that comes to enforce their masters' will. In many cases, what a Nikto brute squad lacks in intelligence and skill, it makes up for in numbers and brutality.

### **Usage in Play**

Nikto brute squads can be used to convince a party of beginning heroes to consider fleeing given how tough they can be and how easily they can plow through defenses and hit points. Veteran heroes on the other hand may very well take a degree of satisfaction from wiping them out in short order.

### **Build Options**

- The options presented under the Nikto brute entry are just as applicable here, and could make the Nikto brute squad far more dangerous than they might first appear.

## **NIKTO GUARDIAN**

Medium Nikto Non-Heroic 3/Soldier 5

Force 1; Dark Side 5

Init +11; Senses Perception +12; low-light vision

Languages Huttese, Nikto

---

Defenses Ref 23 (flat-footed 21), Fort 24, Will 16  
hp 65; Second Wind +16hp; Threshold 24

---

Speed 4 squares

Melee Unarmed +10 (1d4+5) or

Melee Force Pike +10 (2d8+8) or

Ranged Heavy Blaster Pistol +9 (3d8+2)

Base Atk +7; Grp +10

Atk Options Bantha Rush

Special Actions Harm's Way, Out of Harm's Way

---

Abilities Str 16, Dex 14, Con 16, Int 9, Wis 12, Cha 7

Talents Devastating Attack (advanced melee weapons),  
Harm's Way, Out of Harm's Way

Feats Armor Proficiency (light, medium), Bantha Rush,  
Recovering Surge, Skill Training (Initiative), Toughness,  
Weapon Proficiency (advanced melee weapon, pistols,  
simple weapons)

Skills Initiative +11, Perception +12, Survival +5 (may  
re-roll)

Possessions heavy blaster pistol, force pike, battle  
armor (+8 armor, +2 equipment)

## **CHALLENGE LEVEL 6**

### **Background Information**

Capable yet simple-minded, the Nikto guardian exists only to protect the Hutt with whose life they have been entrusted to guard; in their mind, dying to protect their Hutt masters is a death to be proud of. Some Hutts use their Nikto guardians to protect that which the Hutt deems to be of value to them, often a favored servant or a particularly valuable possession.

### **Usage in Play**

A single Nikto guardian makes a fantastic way to protect a major NPC from trigger-happy heroes, and a pair of them working in tandem can present a daunting challenge to heroes that have gotten used to just blasting their way through an encounter.

### **Build Options**

- Consider trading Toughness for Point Blank Shot if you want the Nikto guardian to be just as much of a threat at a distance as they are in melee.
- Instead of Out of Harm's Way, take Indomitable to allow the Nikto guardian to quickly shrug off any effects that have moved them a few steps down the condition track. Or take Tested in Battle instead to allow the guardian to recover that much quicker when they take their second wind.

## **NEMODIAN LOAN SHARK**

Medium Neimodian Non-Heroic 3/Scoundrel 3

Force 2; Dark Side 5

Init +4; Senses Perception +10

Languages Basic, Bocce, Huttese, Neimodian; 1 unassigned

---

Defenses Ref 16 (flat-footed 15), Fort 14, Will 16  
hp 24; Second Wind +12hp; Threshold 14

---

Speed 6 squares

Melee Unarmed +3 (1d4) or

Ranged Hold-Out Blaster +5 (3d4+1)

Base Atk +4; Grp +5

Atk Options Point Blank Shot, Zero Range

Special Actions Disturbing Presence, Revolutionary Rhetoric

---

Abilities Str 9, Dex 12, Con 12, Int 16, Wis 14, Cha 14

Talents Illicit Dealings, Revolutionary Rhetoric

Feats Cut the Red Tape, Disturbing Presence, Point Blank Shot, Skill Focus (Deception, Persuasion), Skill Training (Deception, Perception), Weapon Proficiency (pistols, simple weapons), Zero Range

Skills Deception +15, Gather Information +11, Knowledge (bureaucracy) +11, Knowledge (galactic lore) +11, Knowledge (social sciences) +11, Perception +10, Persuasion +15

Possessions hold-out blaster, comlink, expensive robes, access as to plenty of credits, 1d4+1 thugs on retainer

## **CHALLENGE LEVEL 6**

### **Background Information**

While they may not be directly connected to the corporate concerns of the Trade Federation, the Neimodian loan shark is just as greedy and lacking in morals as any Viceroy. Often a means of last resort for the desperate and the foolish, the loan shark is willing to lend credits to just about anyone, and make a killing on their investment, either with the excessive interest fees they charge or when they send their hired thugs to “settle the account” of those that fall too far behind in their payments.

### **Usage in Play**

The Neimodian loan shark can serve as a source of plot hooks for a group of heroes, especially if they or someone they care about is in debt to the loan shark. And when a loan shark gets too abusive of the power they hold in underworld circles, who better than a group of heroes to take them down a peg?

### **Build Options**

- Reduce the Neimodian loan shark’s combat skills in favor of more social abilities by swapping Zero Range for Intimidator.
- Trade Revolutionary Rhetoric for Make an Example to give the Neimodian loan shark an extra defensive option when attacking the heroes.
- Take Labyrinthine Mind in place of Illicit Dealings to ensure the Neimodian loan shark doesn’t become easy prey to Jedi and their mind tricks.

## PEACE BRIGADE LEADER

Medium Human Non-Heroic 6/Noble 2

Force Point 1; Dark Side 4

Init +11; Senses Perception +9

Languages Basic, Bocce; 2 unassigned

---

Defenses Ref 16 (flat-footed 14), Fort 14, Will 15  
hp 30; Second Wind +12hp; Threshold 14

---

Speed 6 squares

Melee Unarmed +6 (1d4+2) or

Melee Heavy Knife +6 (1d6+2) or

Ranged Blaster Pistol +7 (3d6+1)

Base Atk +5; Grp +7

Atk Options Point Blank Shot, Precise Shot

Special Actions Born Leader

---

Abilities Str 12, Dex 14, Con 12, Int 13, Wis 11, Cha 14

Talents Born Leader

Feats Improved Defenses, Linguist, Point Blank Shot,  
Precise Shot, Skill Training (Gather Information,  
Initiative, Pilot), Weapon Proficiency (pistols, simple  
weapons)

Skills Deception +11, Gather Information +11,

Perception +9, Persuasion +11, Pilot +11

Possessions blaster pistol, heavy knife (treat as short  
sword), comlink

## CHALLENGE LEVEL 3

### Background Information

As the Yuuzhan Vong tear a swath of destruction through the galaxy, the Peace Brigade forms out of those that believe the New Republic and the Jedi are doing more damage by opposing the invasion than seeking a peaceful settlement. The Peace Brigade commander has proven both their usefulness to the cause as well as a willingness to sell out their fellow galactic citizens to the extragalactic invaders, and generally care little that the rest of the galaxy views them as little more than cowardly collaborators.

### Usage in Play

In spite of the name, a Peace Brigade leader can be used as the person in charge of any group Human collaborators, be it with the Sith during the Old Republic, Separatists during the Clone Wars, or even the Empire during the Dark Times and Rebellion. As such, they make excellent opponents for beginning heroes while also providing a way to strike a blow against the cause the Peace Brigade leader and his cronies have chosen to fight for.

### Build Options

- Drop Skill Training in Pilot for Skill Focus in either Deception or Persuasion, making the Peace Brigade Leader either a sly manipulator or intimidating presence.
- Replace Improved Defenses with Armor Proficiency (light) and equip the leader with an armored flight suit to give them better combat survivability.
- Exchange Precise Shot for Intimidator to enable the Peace Brigade leader to browbeat their foes.

## PEACE BRIGADE THUG

Medium Human Non-Heroic 4

Dark Side 1

Init +3; Senses Perception +7

Languages Basic

---

Defenses Ref 15 (flat-footed 14), Fort 11, Will 10  
hp 15; Threshold 16

---

Speed 6 squares

Melee Unarmed +4 (1d4+1) or

Melee Vibroblade +4 (2d6+1) or

Ranged Blaster Pistol +4 (3d6)

Base Atk +3; Grp +4

Atk Options Point Blank Shot

---

Abilities Str 12, Dex 12, Con 12, Int 9, Wis 10, Cha 8

Feats Armor Proficiency (light), Improved Damage

Threshold, Point Blank Shot, Weapon Proficiency  
(advanced melee weapons, pistols, simple weapons)

Skills Perception +7, Persuasion +6

Possessions blaster pistol, vibroblade, combat jumpsuit  
(+4 armor), comlink

## CHALLENGE LEVEL I

### Background Information

As the Yuuzhan Vong tear a swath of destruction through the galaxy, the Peace Brigade forms out of those that believe the New Republic and the Jedi are doing more damage by opposing the invasion than seeking a peaceful settlement. The Peace Brigade thug is held in great disdain, and frequently held to be the lowest form of scum and despised for being the cowardly collaborators that they are.

### Usage in Play

In spite of the name, a Peace Brigade thug can be used as the person in charge of any group of Human collaborators, be it with the Sith during the Old Republic, Separatists during the Clone Wars, or even the Empire during the Dark Times and Rebellion. As such, they make excellent opponents for beginning heroes while also providing a way to strike a blow against the cause the Peace Brigade thug and his cronies have chosen to fight for.

### Build Options

- Replace Improved Damage Threshold with either Improved Defenses or Toughness to give the Peace Brigade thug better odds of surviving the opening round of combat.
- Drop Point Blank Shot for Coordinated Attack to make a group of Peace Brigade thugs more of a threat to the heroes.
- Exchange Weapon Proficiency (pistols) for Weapon Focus (advanced melee weapons) and equip the Peace Brigade thug with a vibro-ax to make them more of a melee-based threat.

## **PIRATE**

Medium Non-Heroic 1/Scoundrel 3

Dark Side 2

Init +9; Senses Perception +6

Languages Basic; 1 unassigned

---

Defenses Ref 17 (flat-footed 15), Fort 14, Will 13  
hp 20; Second Wind +12hp; Threshold 14

---

Speed 6 squares

Melee Unarmed +3 (1d4+2) or

Melee Vibroblade +3 (2d6+2) or

Ranged Heavy Blaster Pistol +4 (3d8+1) or

Ranged Stun Grenade +4 (4d6+1 stun, 2-square burst)

Base Atk +2; Grp +4

Atk Options Point Blank Shot, Skirmisher

---

Abilities Str 12, Dex 14, Con 12, Int 12, Wis 9, Cha 11

Talents Skirmisher, Spacehound

Feats Dodge, Point Blank Shot, Skill Training

(Initiative), Toughness, Weapon Proficiency (advanced  
melee weapons, pistols, simple weapons)

Skills Initiative +9, Perception +6, Pilot +9

Possessions heavy blaster pistol, vibroblade, stun  
grenade, flashy clothes, comlink

## **CHALLENGE LEVEL 3**

### **Background Information**

Wandering the space lanes in search of plunder and excitement, an individual pirate is adept at both ship-based and close-quarters combat. Often serving as part of a larger crew under the command of a charismatic captain, the pirates' preferred method of operation is to ambush the targeted vessel, subdue the crew and passengers, absconding with as much of the ship's cargo and valuables as possible. While many are quite willing to play up the classic holoivid stereotype, most pirates try to avoid undue atrocities; after all, the whole point of piracy is to make a profit, and that becomes more difficult if the captured ship's crew decides to resist.

### **Usage in Play**

The pirate can prove a great way to shake players out of the notion that space travel is simple and safe, as well as giving GMs a chance to include dramatic boarding actions in their games.

### **Build Options**

- Give the pirate a more distinctive flair by swapping their proficiency with advanced melee weapons for proficiency with an exotic weapon instead.
- Instead of Skirmisher and Spacehound, take the Sneak Attack and Trick Step talents.

## PIRATE CAPTAIN

Medium Scoundrel 4/Noble 3/Master Privateer 3

Force 3; Dark Side 6

Init +13; Senses Perception +10

Languages Basic; 3 unassigned

---

**Defenses** Ref 24 (flat-footed 22), Fort 21, Will 25;  
Vehicular Combat

hp 65; **Second Wind** +16hp; **Threshold** 21

---

**Speed** 6 squares

**Melee** Unarmed +11 (1d4+6) or

**Melee** Vibroblade +11 (2d6+8) or

**Melee** Vibroblade +9 (2d6+8) and Heavy Blaster Pistol  
+9 (3d8+7) or

**Ranged** Heavy Blaster Pistol +11 (3d8+7)

**Base Atk** 8; **Grp** +11

**Atk Options** Blaster and Blade, Dual Weapon Mastery,  
Point Blank Shot, Starship Raider

**Special Actions** Inspire Confidence, Presence, Quick  
Draw

---

**Abilities** Str 13, Dex 16, Con 12, Int 13, Wis 12, Cha 14

**Talents** Blaster and Blade I, Inspire Confidence, Inspire  
Fear 1, Presence, Spacehound, Starship Raider

**Feats** Dual Weapon Mastery I, Dual Weapon Mastery II,  
Linguist, Point Blank Shot, Quick Draw, Skill Training  
(Pilot), Vehicular Combat, Weapon Finesse, Weapon  
Proficiency (advanced melee weapons, pistols, simple  
weapons)

**Skills** Deception +12, Initiative +13, Knowledge (galactic  
lore) +11, Perception +11, Persuasion +12, Pilot +13

**Possessions** modified heavy blaster pistol (improved  
damage, spring-loaded), modified vibroblade (improved  
damage, spring-loaded), comlink (encrypted), flashy  
clothes

## CHALLENGE LEVEL 10

### Background Information

Wandering the space lanes in command of a large ship crewed by some of the most unruly beings to venture into space, the pirate captain is quite pragmatic; their main aspiration is simply to amass as much valuables as possible and retire comfortably before someone comes along and puts a premature end to their career of piracy. Much like their crew, the pirate captain is willing to play up the role of the classic holo-vide pirate lord, even as they do their best to get the goods and leave before the regional authorities can show up to investigate the attack.

### Usage in Play

The pirate captain can be a dangerous major villain for lower-level heroes, giving them a foe they need to work their way up to be able to fight directly. For heroes that operate on the shady side of things, the pirate captain can be an ally, a rival, or even an employer.

### Build Options

- Equip the pirate captain with a pair of heavy blaster pistols to enable them to make two ranged attacks per round.
- Trade out Quick Draw for Intimidator to enable the pirate captain to give all but the stoutest of heroes pause with their threats.
- Exchange Presence for Noble Fighting Style and Weapon Finesse for Weapon Focus (advanced melee weapons), creating a pirate captain that's given more to flamboyance than savagery when fighting.
- Replace Inspire Fear 1 for Raider's Frenzy to give the captain's fellow pirates a boost to damage against a single opponent.

## **QUARREN ASSASSIN**

Medium Quarren Scoundrel 5

Force 1; Dark Side 4

Init +10; Senses Perception +8, low-light vision

Languages Basic, Quarrenese

---

Defenses Ref 20 (flat-footed 17), Fort 16, Will 17

hp 35; Second Wind +12hp; Threshold 16

Immune drowning

---

Speed 6 squares, 4 squares (swim)

Melee Unarmed +3 (1d4+2) or

Ranged Blaster Pistol +6 (3d6+5)

Base Atk +3; Grp +6

Atk Options Cunning Attack, Improved Sneak Attack,

Point Blank Shot, Sneak Attack +2d6

Special Actions Combat Trickery, Quick Draw

---

Abilities Str 11, Dex 16, Con 12, Int 11, Wis 12, Cha 10

Special Qualities breathe underwater, expert swimmer

Talents Improved Sneak Attack, Sneak Attack (2)

Feats Combat Trickery, Cunning Attack, Point Blank

Shot, Quick Draw, Skill Focus (Deception), Weapon

Proficiency (pistols, simple weapons)

Skills Deception +12, Initiative +10, Perception +8,

Stealth +10, Swim +2 (may re-roll, may take 10)

Possessions modified blaster pistol (improved accuracy, pulse charger), concealed holster

## **CHALLENGE LEVEL 5**

### **Background Information**

Sly, cunning and patient, the Quarren assassin strikes when their target least expects it, avoiding direct combat and only attack when they have the element of surprise in the hopes of taking down their mark with a single well-timed shot, only resorting to a stand-up fight when left no alternatives.

### **Usage in Play**

The Quarren assassin makes for a dangerous foe, particularly if given opportunities to catch the heroes off their guard. Like many assassins, they can serve a variety of masters, and could be prone to showing up at the worst time for intrepid heroes.

### **Build Options**

- Equip the Quarren assassin with a DT-12 heavy blaster pistol for some extra punch on each shot.
- Replace Skill Focus (Deception) with Skill Focus (Initiative) and one instance of Sneak Attack with Trick Step to be able to feint their target while still being able to move about.
- Instead of Quick Draw, take Sniper Shot for better accuracy when the assassin's attacks.



## QUARREN RAIDER

Medium Quarren Non-Heroic 1/Scout 3

Dark Side 1

Init +9; Senses Perception +8, low-light vision

Languages Basic, Quarrenese

---

Defenses Ref 17 (flat-footed 15), Fort 16, Will 14;  
Evasion

hp 30; Second Wind +14hp; Threshold 16

---

Speed 6 squares, 4 squares (swim)

Melee Unarmed +3 (1d4+2) or

Melee Big Knife +3 (1d6+2) or

Ranged Heavy Blaster Pistol +4 (3d8+1)

Base Atk +2; Grp +4

Atk Options Point Blank Shot

Special Actions Fade Away

---

Abilities Str 12, Dex 14, Con 14, Int 9, Wis 12, Cha 8

Special Qualities breathe underwater, expert swimmer

Talents Evasion, Fade Away

Feats Point Blank Shot, Running Attack, Skill Training  
(Initiative, Stealth), Toughness, Weapon Proficiency  
(pistols, simple weapons)

Skills Initiative +9, Perception +8, Stealth +9 (may re-  
roll), Swim +3 (may re-roll, may take 10)

Possessions heavy blaster pistol, big knife (treat as  
short sword)

## CHALLENGE LEVEL 3

### Background Information

With a mix of stealth and reckless aggression, Quarren raiders make their living by taking what they want with no regard to the legality of their actions, much less the welfare of the previous owners. Many of them are expatriates from Mon Calamari, having committed numerous crimes on their homeworld before leaving to ply their violent trade in the galaxy.

### Usage in Play

The Quarren raider makes for an excellent addition to any pack of criminal scum, using their superior mobility to blast away at the heroes.

### Build Options

- Replace Running Attack with Armor Proficiency (light) and equip the Quarren Raider with light battle armor for a net +2 increase to both their Reflex and Fortitude Defenses.
- Give the raider training in Persuasion instead of Stealth and Intimidator in place of Point Blank Shot, making them better equipped to bully the heroes.

## QUIXOTIC JEDI

Medium Human Scoundrel 4

Force 3

Init +8; Senses Perception +8

Languages Basic

---

**Defenses** Ref 18 (flat-footed 16), Fort 15, Will 16  
hp 30; **Second Wind** +12hp; **Threshold** 16

---

**Speed** 6 squares

**Melee** Unarmed +5 (1d4+3) or

**Melee** Dueling Sword +5 (1d6+3) or

**Ranged** by weapon +5

**Base Atk** +3; **Grp** +5

**Atk Options** Desperate Gambit, Instinctive Attack, Point Blank Shot

**Special Actions** Bad Feeling, Fool's Luck

---

**Abilities** Str 12, Dex 14, Con 12, Int 10, Wis 13, Cha 14

**Talents** Fool's Luck, Force Flow

**Feats** Bad Feeling, Desperate Gambit, Force Sensitivity, Instinctive Attack, Point Blank Shot, Weapon Finesse, Weapon Proficiency (pistols, simple weapons)

**Skills** Acrobatics +9, Initiative +9, Knowledge (galactic lore) +8, Perception +8, Persuasion +9, Use the Force +4 (untrained uses only)

**Possessions** dueling sword (treat as short sword), makeshift armor (+1 equipment bonus to damage threshold), second-hand robes, 1000 credits

## CHALLENGE LEVEL 4

### Background Information

A laughable figure to most people, the quixotic Jedi is quite a sight, often talking at length about their quest to right the injustices of the galaxy and expounding upon the Force. They can perform some minor uses of the Force, but their control of it is sporadic even at the best of times. Sometimes they stumble across a true student of the Force that is willing to educate them in the ways of the Force, but usually the quixotic Jedi wanders the space lanes alone on their foolhardy idealistic crusades.

### Use in Play

Given their delusions, the Quixotic Jedi will prefer to focus on melee combat, putting their fate in the hands of the Force. A hero that has been trained as a Jedi might feel the need to actually train the Quixotic Jedi, or at least keep them from getting killed.

### Build Options

- Make the Quixotic Jedi more resistant to damage by taking Damage Reduction 10 instead of Fool's Luck
- Trade Weapon Finesse for Weapon Focus (simple weapons) and swap the dueling sword for a dire sword instead.
- Give the Quixotic Jedi a bit more credibility in their claims by dropping Desperate Gambit and taking Weapon Proficiency (lightsabers) in its place, exchanging the dueling sword for a lightsaber.

## RESEARCHER

Medium Non-Heroic 4

Init +2; Senses Perception +5

Languages Basic, Binary, Bocce; 1 unassigned

---

Defenses Ref 10 (flat-footed 10), Fort 10, Will 12  
hp 10; Threshold 10

---

Speed 6 squares

Melee Unarmed +3 (1d4)

Base Atk +3; Grp +3

---

Abilities Str 10, Dex 10, Con 11, Int 16, Wis 14, Cha 12

Feats Skill Focus (Knowledge [physical sciences]), Skill

Training (Knowledge [technology], Mechanics), Tech

Specialist, Weapon Proficiency (simple weapons)

Skills Knowledge (galactic lore) +10, Knowledge

(physical sciences) +15, Knowledge (technology) +15,

Mechanics +10, Perception +9, Use Computer +10

Possessions personalized datapad, 3d4 datacards with  
research notes, lab coat

## CHALLENGE LEVEL I

### Background Information

More concerned with theoretical research than practical application, the researcher is typically on the cutting of technological advancement, pushing the boundaries of science wherever possible.

### Use in Play

The researcher is intended more for encounters with more of a social bent, and is a good source of exposition for heroes on matters pertaining to their area of expertise, and can even be called upon to help them assess any strange technology they might come across in their adventures.

### Build Options

- Alter the researcher's area of expertise by changing which Knowledge skills that they are trained in as well as which ones have Skill Focus applied to them.
- Swap out Tech Specialist for Weapon Proficiency (pistols) to give the researcher a modicum of combat ability, and perhaps even trade one or both of their Skill Focus feats for combat-related feats.
- Make the researcher less focused on technology and more on psychology or sociology by giving them Knowledge (bureaucracy) and (social sciences) instead of Knowledge (physical sciences) and (technology), trading Mechanics for Persuasion, and Tech Specialist for Linguist.

## **RODIAN BOUNTY HUNTER**

Medium Rodian Scout 3

Force 1; Dark Side 3

Init +8; Senses Perception +7; low-light vision

Languages Basic, Rodese

---

Defenses Ref 17 (flat-footed 15), Fort 16, Will 14  
hp 35; Second Wind +13hp; Threshold 16

---

Speed 6 squares

Melee Unarmed +3 (1d4+2) or

Melee Survival Knife +3 (1d6+2) or

Ranged Heavy Blaster Pistol +4 (3d8+1) or

Ranged Heavy Blaster Pistol +2 (4d8+1) with Rapid Shot

Base Atk +2; Grp +4

Atk Options Keen Shot, Point Blank Shot, Rapid Shot

Special Actions Shake it Off, Stay Up

---

Abilities Str 13, Dex 15, Con 13, Int 10, Wis 12, Cha 8

Special Qualities heightened awareness

Talents Acute Senses, Keen Shot

Feats Point Blank Shot, Rapid Shot, Shake it Off, Skill Focus (Survival), Stay Up, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +7, Initiative +8, Perception +7 (may re-roll twice), Stealth +8, Survival +12

Possessions heavy blaster pistol, survival knife, comlink, flight suit (+1 equipment)

## **CHALLENGE LEVEL 3**

### **Background Information**

Eager and aggressive, the Rodian bounty hunter is looking to make a name for themselves amidst their people. Many get their start by pursuing bounties posted by crime lords, earning their keep by tracking down indebted smugglers or harassing those beings that have foiled a crime lord's scheme.

### **Use in Play**

The Rodian bounty hunter makes for a disposable threat once the heroes reach mid-levels, but for low-level heroes the Rodian hunter can be a recurring problem, especially if they've gotten themselves in debt to someone they shouldn't have.

### **Build Options**

- Take Improved Initiative instead of Keen Shot to give the Rodian bounty hunter a better chance of acting before the heroes.
- Instead of Rapid Shot, give the Rodian bounty hunter the Fatal Hit feat to add an increased element of danger for already-injured heroes.
- Exchange the Stay Up feat for Hunter's Instincts to make the Rodian bounty hunter incredibly adept at spotting their prey.

## RODIAN ENFORCER

Medium Rodian Scoundrel 3/Soldier 1

Force 1; Dark Side 4

Init +8; Senses Perception +7; low-light vision

Languages Basic, Huttese, Rodese

---

Defenses Ref 19 (flat-footed 16), Fort 17, Will 15  
hp 35; Second Wind +13hp; Threshold 18

---

Speed 6 squares

Melee Unarmed +4 (1d4+3) or

Melee Snap Baton +4 (2d4+3) or

Ranged Double-Barreled Blaster Carbine +6 (3d8+2) or

Ranged Double-Barreled Blaster Carbine +4 (4d8+2)

with Rapid Shot or

Ranged Double-Barreled Blaster Carbine +6 (3d8+2, 2sq  
burst) with double shot or

Ranged Blaster Pistol +6 (3d6+2) or

Ranged Blaster Pistol +4 (4d6+2) with Rapid Shot

Base Atk +3; Grp +6

Atk Options Cunning Attack, Dastardly Strike,

Devastating Attack, Point Blank Shot, Rapid Shot

Special Actions Quick Draw, Trick Step

---

Abilities Str 13, Dex 16, Con 12, Int 12, Wis 10, Cha 13

Special Qualities heightened awareness

Talents Dastardly Strike, Devastating Attack (rifles),  
Trick Step

Feats Cunning Attack, Point Blank Shot, Quick Draw,  
Rapid Shot, Weapon Proficiency (pistols, rifles, simple  
weapons)

Skills Deception +8, Initiative +10, Perception +7 (may  
re-roll), Persuasion +8, Stealth +10

Possessions blaster pistol, double-barreled blaster  
carbine, snap baton, comlink, 2 concealed holsters,  
black business suit, mirrorshades

## CHALLENGE LEVEL 4

### Background Information

Dressed in black business suits and carrying significant firepower, a Rodian enforcer is as slick in appearance as they are deadly in a fight. Most of them don't say much, as they feel that their mere presence speaks volumes, although they can be surprisingly eloquent when the situation warrants it. And while most of them find employment through various crime lords, there are a great many corrupt government officials that find the combination of professionalism, dependability, and discretion to be just as strong a selling point as the enforcer's combat skills.

### Use in Play

The Rodian enforcer can serve as a the lieutenant of an up-and-coming crime lord or as mid-tier talent in the employ of a more established crime lord.

### Build Options

- Change Devastating Attack to apply to pistols and replace the double-barreled blaster carbine with a heavy blaster pistol for a more conventionally armed enforcer.
- In place of Cunning Attack, take Skill Focus in Initiative to make the enforcer that much more likely to succeed when using Trick Step.
- Trade training in Deception for training in Pilot to allow the enforcer to serve as a "wheelman" for other criminal cohorts.
- Give an enforcer that is working with several other NPCs the Dirty Fighting talent instead of Devastating Attack to allow them to weaken an hero, perhaps just enough to let the other NPCs badly injure them.

## **RODIAN SHARPSHOOTER**

Medium Rodian Non-Heroic 6/Soldier 3

Force 1; Dark Side 6

Init +12; Senses Perception +11; low-light vision

Languages Basic, Rodese; 1 unassigned

---

Defenses Ref 17 (flat-footed 14), Fort 16, Will 15  
hp 45; Second Wind +13hp; Threshold 17

---

Speed 6 squares

Melee Unarmed +8 (1d4+2) or

Ranged Sniper Blaster Rifle +11 (3d10+3) or

Ranged Sniper Blaster Rifle +11 (4d10+3) with Deadeye

Base Atk +7; Grp +10

Atk Options Deadeye, Destructive Ambusher, Far Shot,

Point Blank Shot, Precise Shot, Sniper

Special Actions Ambush Specialist

---

Abilities Str 12, Dex 16, Con 13, Int 12, Wis 15, Cha 9

Special Qualities heightened awareness

Talents Ambush Specialist, Destructive Ambusher

Feats Deadeye, Far Shot, Point Blank Shot, Precise

Shot, Skill Training (Stealth), Sniper, Weapon Focus

(rifles), Proficiency (rifles, simple weapons)

Skills Initiative +12, Perception +11 (may re-roll),  
Stealth +12

Possessions modified sniper blaster rifle (improved  
damage, bipod) with targeting scope, non-descript  
jumpsuit

## **CHALLENGE LEVEL 6**

### **Background Information**

Known across the galaxy for their marksmanship, the Rodian sharpshooter has few peers when it comes to long-distance shooting. When they put their minds to it, there are few targets the Rodian sharpshooter can't hit, and the sniper's mantra of "one shot, one kill" is frequently true, as rarely do they require a second shot to hit the mark.

### **Use in Play**

The Rodian sharpshooter can be used as a direct opponent in an encounter, but might be more of a threat if the heroes have to work to protect a friendly NPC from winding up in the sharpshooter's cross-hairs. Alternatively, they could serve as a hazard, taking potshots at the heroes as they work to defeat a separate group of enemies.

### **Build Options**

- Replace the Destructive Ambusher talent with Devastating Attack (rifles) to make the sharpshooter a bigger threat to the condition track of particularly resilient heroes.
- Trade out Far Shot for Assured Attack to provide the sharpshooter a slight boost to damage.
- Instead of Weapon Focus (rifles), take Careful Shot and install the double trigger modification to give the sharpshooter an accuracy boost when aiming.

## **SABER RAKE**

Medium Human Noble 7

Force 3

Init +10; Senses Perception +9

Languages Basic, High Galactic; 2 unassigned

---

Defenses Ref 20 (flat-footed 18, with Flurry 15), Fort 18, Will 20; Dodge

hp 45; Second Wind +12hp; Threshold 18

---

Speed 6 squares

Melee Unarmed +8 (1d4+3) or

Melee Modern Lightfoil +8 (2d6+5) or

Melee Modern Lightfoil +10 (2d6+5) with Flurry

Melee Modern Lightfoil +6 (3d6+5) with Rapid Strike or

Melee Modern Lightfoil +8 (3d6+5) with Flurry and Rapid Strike or

Ranged Sporting Blaster Pistol +7 (3d4+3)

Base Atk +5; Grp +7

Atk Options Face the Foe, Flurry, Rapid Strike

Special Actions Luck Favors the Bold, Personal Affront, Recovering Surge, Silver Tongue

---

Abilities Str 10, Dex 14, Con 12, Int 13, Wis 12, Cha 16

Talents Face the Foe, Luck Favors the Bold, Noble Fencing Style, Personal Affront

Feats Dodge, Flurry, Linguist, Rapid Strike, Recovering Surge, Silver Tongue, Skill Focus (Persuasion), Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Deception +11, Gather Information +11, Initiative +10, Knowledge (bureaucracy) +9, Knowledge (social sciences) +9, Perception +9, Persuasion +16, Pilot +10

Possessions modified modern lightfoil (improved damage, silverplate), modified sporting blaster pistol (silverplate), expensive clothing, concealed holster, personal valet, access to plenty of credits

## **CHALLENGE LEVEL 7**

### **Background Information**

A member of the Tapani Sector's ruling elite, the saber rake is an arrogant and headstrong young noble that has devoted a great deal of time and effort to honing their dueling skills with the lightfoil. Though they may enjoy the thrill of the duel and the rush of danger that comes with wielding such an unreliable weapon, the saber rake also knows that there is more than one way to defeat an opponent, and are just as adept at bringing considerable social pressure to bear on their rivals as they are at making an expert strike with their blade.

### **Use in Play**

The saber rake can provide a worthy challenge to any Jedi heroes that have focused on lightsaber combat; every good hero needs a foil after all. They can also serve as an obstacle in social encounters, one that is just as capable of being a threat in combat as they are outside of a direct fight.

### **Build Options**

- For a saber rake that is more focused on dueling than talking, shift Skill Focus from Persuasion to Initiative.
- Make the saber rake a more calculated duelist by replacing Flurry and Recovering Surge with Melee Defense and Weapon Focus (lightsabers).
- For more of a trickster duelist, shift Skill Focus to Deception and switch Silver Tongue for Combat Trickery.
- Allow the saber rake to cut down their foes with words as well as a blade by exchanging Dodge for Intimidator.

## **SECURITY GUARD**

Medium Non-Heroic 3

Init +7; Senses Perception +6

Languages Basic

---

**Defenses** Ref 13 (flat-footed 12), Fort 11, Will 10  
hp 10; **Threshold** 11

---

**Speed** 6 squares

**Melee** Unarmed +3 (1d4+1) or

**Melee** Baton +3 (1d6+1) or

**Ranged** Blaster Pistol +3 (3d6)

**Base Atk** +2; **Grp** +3

**Special Actions** Coordinated Attack

---

**Abilities** Str 12, Dex 13, Con 12, Int 10, Wis 11, Cha 8

**Feats** Armor Proficiency (light), Coordinated Attack,  
Skill Training (Initiative), Weapon Proficiency (pistols,  
simple weapons)

**Skills** Initiative +7, Perception +6

**Possessions** blaster pistol, baton, blast vest and helmet  
(+2 armor), comlink

## **CHALLENGE LEVEL I**

### **Background Information**

Found anyplace that someone wants someone or something kept safe, a security guard's job is as simple as the thing they are hired to guard is varied, with assignments ranging from remote prison centers, top secret research facilities, shopping centers, public banks, storage depots, and everything else in between.

### **Use in Play**

Security guards are a commonly encountered NPC; pretty much anyplace that has something that needs to be guarded provides a good justification for the presence of a security guard. While a single guard won't be much of a threat, back-up is often a single comlink call away and they frequently have some form of authority to justify attacking intruders.

### **Build Options**

- Replace Coordinated Attack with Point Blank Shot to make the security guard more of a danger to low-level heroes on an individual level.
- Equip the security guard with a stun baton to provide an added means to incapacitate an intruder without having to kill them.



## **SHOCKBOXER**

Medium Non-Heroic 3/Soldier 5

Force 2; Dark Side 1

Init +11; Senses Perception +5

Languages Basic

---

Defenses Ref 20 (flat-footed 16), Fort 20, Will 16  
hp 60; Second Wind +16hp; Threshold 25

---

Speed 6 squares

Melee Shockboxing Gloves +10 (1d8+7) or

Melee Shockboxing Gloves +10 (1d8+7 stun)

Melee Shockboxing Gloves +10 (2d8+7) with Mighty  
Swing or

Melee Shockboxing Gloves +10 (2d8+7 stun) with Mighty  
Swing

Base Atk +7; Grp +10

Atk Options Mighty Swing, Retaliation Jab, Stunning  
Strike, Withdrawal Strike (simple weapons)

Special Actions Shake it Off

---

Abilities Str 16, Dex 14, Con 16, Int 9, Wis 12, Cha 9

Talents Melee Smash, Retaliation Jab, Stunning Strike

Feats Armor Proficiency (light), Improved Damage  
Threshold, Martial Arts I, Martial Arts II, Mighty Swing,  
Shake it Off, Skill Training (Initiative), Weapon  
Proficiency (simple weapons), Withdrawal Strike (simple  
weapons)

Skills Endurance +12, Initiative +11

Possessions shockboxing gloves, shockboxing pads\*

\*see Appendix

## **CHALLENGE LEVEL 6**

### **Background Information**

Due to having spent most of their lives in training to compete at the professional level, the shockboxer is a dangerous opponent in a fist-fight. While most fighters prefer to stick to sanctioned bouts, some try their hands at illegal fights where the winner is the one still breathing at the end.

### **Use in Play**

A shockboxer can be a surprise opponent for the heroes in the form of a cantina patron that they may have accidentally or intentionally offended. They can also be found as bodyguards, often due to being washed-up fighters willing to break a few heads in order to make ends meet.

### **Build Options**

- Replace Mighty Swing with Rapid Strike to get the same damage boost but with a different trade-off.
- Take Weapon Proficiency (pistols) instead of Armor Proficiency (light) and equip the shockboxer with a blaster pistol to give them a method other than their fists to hurt someone out of the ring.
- Instead of Withdrawal Strike, give the shockboxer the Teras Kasi Training feat to give them a better chance to overcome a target's damage threshold.

## **SQUIB NEGOTIATOR**

Small Squib Noble 4

Init +10; Senses Perception +9

Languages Basic, Bocce, Squibbian, Sy Bisti; 3 unassigned

---

Defenses Ref 18 (flat-footed 16), Fort 14, Will 17  
hp 30; Second Wind +10hp; Threshold 14

---

Speed 4 squares

Melee Unarmed +3 (1d3+2) or

Ranged Blaster Pistol +5 (3d6+2)

Base Atk +3; Grp +0

Atk Options Point Blank Shot

Special Actions Recall

---

Abilities Str 10, Dex 14, Con 10, Int 14, Wis 12, Cha 15

Special Qualities natural diplomat, tech savvy

Talents Cast Suspicion, Connections

Feats Expert Briber, Linguist, Point Blank Shot, Recall,

Weapon Proficiency (pistols, simple weapons)

Skills Gather Information +9, Initiative +9, Knowledge

(bureaucracy) +9, Knowledge (galactic lore) +9,

Knowledge (technology) +9 (may re-roll), Perception +8,

Persuasion +9, Stealth +9, Use Computer +9

Possessions blaster pistol, comlink, credit chip

(4d6x500 credits), datapad

## **CHALLENGE LEVEL 4**

### **Background Information**

A born trader, the Squib negotiator is truly a master at the art of haggling, even amongst their fellow Squibs. But as skilled as they are at negotiations, they are also savvy enough to know that a deal can go bad at any given moment, and so have learned to keep an eye open, a hand on their blaster, and tend to have a “friend” or two nearby just in case.

### **Use in Play**

A Squib negotiator can make for an amusing break from more serious interactions given their love of bargaining. They can also be used as a solid contact to enable heroes to acquire goods or services that might otherwise be out of their reach. Or, they can be a frustrating source of competition for a group of heroes that need to purchase something critical to the success of their current objective.

### **Build Options**

- Replace Cast Suspicion with Know Your Enemy to give the Squib negotiator an edge in negotiations by letting them “size up” their opponent.
- Make the negotiator more of a black market dealer by switching Recall for Friends in Low Places.
- For a more personable negotiator, trade Expert Briber for Skill Focus (Persuasion).

## STREET GANG BOSS

Medium Non-Heroic 3/Scoundrel 2

Force 1; Dark Side 6

Init +8; Senses Perception +8

Languages Basic

---

Defenses Ref 16 (flat-footed 15), Fort 14, Will 15  
hp 20; Second Wind +13hp; Threshold 14

---

Speed 6 squares

Melee Unarmed +4 (1d4+2) or

Melee Stun Baton +4 (2d6+2 stun) or

Ranged Heavy Blaster Pistol +4 (3d8+1)

Base Atk +3; Grp +4

Atk Options Find Openings, Point Blank Shot

Special Actions Quick Draw

---

Abilities Str 13, Dex 13, Con 13, Int 10, Wis 12, Cha 14

Talents Find Openings

Feats Improved Defenses, Point Blank Shot, Quick Draw,

Skill Training (Initiative, Perception), Weapon

Proficiency (pistols, simple weapons)

Skills Initiative +8, Perception +8, Persuasion +9

Possessions heavy blaster pistol, stun baton, jacket  
adorned with gang emblems

## CHALLENGE LEVEL 3

### Background Information

Having risen to a position of authority within their gang by virtue of superior muscle and force of personality, the street tough boss is only in charge because none of the other gang members have been able to unseat them from their position of power.

### Use in Play

Usually found with several underlings in tow, the street gang boss can be a deceptively dangerous threat to a group of low-level heroes, or a minor irritant to slow down more experienced heroes.

### Build Options

- Remove Quick Draw and take Intimidator instead to allow the street gang boss to browbeat one of the heroes.
- Trade Find Openings for Fool's Luck to provide the street gang boss either a bonus to attack or defense for the encounter.

## STREET GANG BRUTE

Medium Non-Heroic 3/Soldier 2

Dark Side 4

Init +8; Senses Perception +3

Languages Basic

---

Defenses Ref 14 (flat-footed 13), Fort 16, Will 12  
hp 30; Second Wind +15hp; Threshold 16

---

Speed 6 squares

Melee Unarmed +5\* (1d4+6) or

Melee Heavy Pipe +5\* (1d8+10) or

Ranged Blaster Pistol +5 (3d6+1)

Base Atk +4; Grp +6

Atk Options Pin

Special Actions Melee Assault, Stay Up

---

Abilities Str 16, Dex 13, Con 15, Int 8, Wis 10, Cha 9

Talents Melee Assault

Feats Armor Proficiency (light), Pin, Power Attack, Skill  
Training (Initiative), Stay Up, Weapon Proficiency  
(pistols, simple weapons)

Skills Endurance +9, Initiative +8

Possessions blaster pistol, heavy pipe (treat as mace),  
leather jacket adorned with gang emblems (+2 armor,  
treat as blast vest)

*\*includes 2 points of Power Attack*

## CHALLENGE LEVEL 3

### Background Information

Often the largest and toughest member of a gang of street toughs, the brute often has the fearful respect of their fellow gang members, but rarely leads due to a lack of cunning, as most of their schemes tend to focus on straight-forward mayhem rather than subtler ploys.

### Use in Play

The street gang brute is a straight-forward combat challenge, either using their weapons to bash the heroes' heads in, or engaging a hero in a grapple to prevent them from acting against any other street gang members that are present.

### Build Options

- Replace Pin with Mighty Swing to have the street gang brute focus entirely on melee damage.
- Swap Stay Up for Recovering Surge to enable the street gang brute to move up the condition track rather than just surviving a lucky shot.
- Increase the level of threat presented by replacing Armor Proficiency (light) with Weapon Proficiency (advanced melee weapons) and equipping the street gang brute with a suitable advanced melee weapon.

## **STREET GANG TOUGH**

Medium Non-Heroic 3

Dark Side 2

Init +7; Senses Perception +0

Languages Basic

---

Defenses Ref 13 (flat-footed 12), Fort 11, Will 9  
hp 10; Threshold 11

---

Speed 6 squares

Melee Unarmed +3 (1d4+1) or

Melee Club +3 (1d6+1) or

Ranged Blaster Pistol +3 (3d6)

Base Atk +2; Grp +3

Special Actions Quick Draw

---

Abilities Str 12, Dex 12, Con 12, Int 8, Wis 9, Cha 10

Feats Armor Proficiency (light), Quick Draw, Skill Training (Initiative), Weapon Proficiency (pistols, simple weapons)

Skills Endurance +7, Initiative +7

Possessions blaster pistol, club, leather jacket (+2 armor, treat as a blast vest) adorned with gang emblems

## **CHALLENGE LEVEL I**

### **Background Information**

Consisting of a wide assortment of stereotypes, most street toughs are little more than a hoodlum with a bad attitude and a desire to inflict pain on others. While some may be part of gangs lead by those with a more altruistic bent, those are very rare exceptions.

### **Use in Play**

Street gang toughs are usually little more than a temporary inconvenience, particularly to veteran heroes, and should be used to support a more dangerous NPC such as a street gang leader or brute.

### **Build Options**

- Exchange Quick Draw for Point Blank Shot to make the street gang tough a better shot with their blaster pistols.
- Replace training in Endurance for training in Perception to make the street gang tough more aware of their environment.
- A better equipped street gang tough might have a combat jumpsuit and a heavy blaster pistol, but those are generally the exceptions and are often junior lieutenants to the street gang's boss.

## **STREET GANG TOUGH PACK**

Large Squad Non-Heroic 3

Dark Side 2

Init +7; Senses Perception +0

Languages Basic

---

**Defenses** Ref 12 (flat-footed 11), Fort 11, Will 9  
hp 20; **Threshold** 21

---

**Speed** 6 squares

**Melee** Unarmed +7 (1d4+1) or

**Melee** Club +7 (1d6+1) or

**Ranged** Blaster Pistol +7 (3d6, 1-square splash)

**Base Atk** +2; **Grp** +8

**Special Actions** Quick Draw

---

**Abilities** Str 12, Dex 12, Con 12, Int 8, Wis 9, Cha 10

**Feats** Armor Proficiency (light), Quick Draw, Skill Training (Initiative), Weapon Proficiency (pistols, simple weapons)

**Skills** Endurance +7, Initiative +7

**Possessions** blaster pistol, club, leather jacket adorned with gang emblems (+2 armor, treat as blast vest)

**Squad Traits** - melee attacks are an area attack that affects all squares within reach. Ranged attacks are considered to have 1-square splash. Area attacks deal an extra 2 dice of damage to the squad. Cannot be grabbed or grappled.

## **CHALLENGE LEVEL 3**

### **Background Information**

While a lone street tough isn't much of a threat to anyone with some self-defense training, rarely to street toughs travel alone. Traveling in small packs, both for their own protection and to better gang up on their targets, street tough packs can prove to be a problem even for seasoned law enforcement officers.

### **Use in Play**

As they're generally a slightly scaled-up version of the regular street gang tough, the street gang touch pack should be used in a similar method, providing support to a more dangerous NPC or just being a general nuisance to the heroes.

### **Build Options**

- Many of the build options presented for the single street gang touch work just as well here.

## **STREET URCHIN**

Medium Young Adult Non-Heroic 2

Init +6; Senses Perception +4

Languages Basic; 1 unassigned

---

**Defenses** Ref 11 (flat-footed 10), Fort 10, Will 10  
hp 5; **Threshold** 10

---

**Speed** 6 squares

**Melee** Unarmed +0 (1d4-1) or

**Melee** Knife +0 (1d4-1) or

**Ranged** Sling +2 (1d4)

**Base Atk** +1 **Grp** +2

---

**Abilities** Str 9, Dex 13, Con 10, Int 12, Wis 11, Cha 12

**Feats** Skill Training (Deception, Initiative, Stealth),

Weapon Proficiency (simple weapons)

**Skills** Deception +7, Gather Information +7, Initiative

+7, Perception +6, Stealth +7

**Possessions** knife, sling with 1d6 shots, ragged clothes,  
3d6 credits

## **CHALLENGE LEVEL 0**

### **Background Information**

Left an orphan either by circumstance or tragedy, the street urchin is a rugged survivor of the urban jungle. They've learned to take care of themselves, and are incredibly reluctant to trust anyone for fear of being betrayed or taken advantage of by one of the many predators that haunt the city streets.

### **Use in Play**

The street urchin can either present an unusual source of information for the heroes, or they can be used to show the harsher side of a city. They also

### **Build Options**

- Replace training in Deception for training in Persuasion for a more honest and potentially endearing street urchin.
- Instead of training in Initiative, give the street urchin either Dodge or Improved Defenses to reflect a hard life on the streets.

## **SLICER**

Medium Non-Heroic 3/Scoundrel 3

Init +9; Senses Perception +9

Languages Basic, Binary; 2 unassigned

---

Defenses Ref 18 (flat-footed 15), Fort 13, Will 15  
hp 20; Second Wind +10hp; Threshold 13

---

Speed 6 squares

Melee Unarmed +3 (1d4) or

Ranged Hold-Out Blaster +5 (3d4+1) or

Base Atk +4; Grp +5

Special Actions Gearhead, Gimmick

---

Abilities Str 9, Dex 12, Con 10, Int 16, Wis 12, Cha 10

Talents Gimmick, Trace

Feats Gearhead, Predictive Defense, Skill Focus (Use Computer), Skill Training (Deception, Initiative, Mechanics), Weapon Proficiency (pistols, simple weapons)

Skills Deception +8, Initiative +9, Knowledge (galactic lore) +11, Knowledge (technology) +11, Mechanics +11, Perception +9, Use Computer +16

Possessions hold-out blaster, comlink, forged code cylinder, modified portable computer (mastercraft, memory upgrade), 5 datacards, security kit

## **CHALLENGE LEVEL 4**

### **Background Information**

A wily denizen of the Fringe, the slicer expertly maneuvers through supposedly secured computer systems, collecting whatever data their client is looking for. And with skills such as theirs in high demand, they are never lacking for work, even if some people take offense to having their private files sliced.

### **Use in Play**

The slicer can be used to provide heroes with a degree of technical expertise they might not otherwise have, either on a per-job basis or even as a regular contact. They can also serve as a foe that the heroes will need to outwit rather than outfight.

### **Build Options**

- Give the slicer more well-rounded defenses by replacing Predictive Defense with Improved Defenses.
- Allow the slicer to personally customize their gear by swapping Gearhead with Tech Specialist.
- Make the slicer better at electronic forgeries by trading Gimmick for Electronic Forgery.
- For a more malicious slicer, trade their listed talents for Electronic Sabotage and Virus.



## **SULLUSTAN ENGINEER**

Medium Sullustan Non-Heroic 3/Scout 1

Init +3; Senses Perception +8, darkvision

Languages Basic, Binary, Sullustan; 1 unassigned

---

Defenses Ref 14 (flat-footed 13), Fort 13, Will 12  
hp 15; Second Wind +12hp; Threshold 13

---

Speed 6 squares

Melee Unarmed +3 (1d4+1) or

Ranged Blaster Pistol +3 (3d6)

Base Atk +2; Grp +3

Special Actions Gearhead

---

Abilities Str 12, Dex 13, Con 12, Int 15, Wis 12, Cha 11

Special Qualities expert climber

Talents Jury-Rigger

Feats Gearhead, Scavenger, Skill Focus (Mechanics),  
Skill Training (Perception), Weapon Proficiency (pistols,  
simple weapons)

Skills Climb +3 (may take 10), Knowledge (technology)  
+9, Mechanics +14, Perception +8 (may re-roll), Use  
Computer +9

Possessions blaster pistol, handsfree comlink, datapad,  
tool kit, utility droid

## **CHALLENGE LEVEL 2**

### **Background Information**

Far more at ease around droids and technology, the Sullustan engineer is a technical savant that can get all but the most badly damaged piece of equipment up and working in no time, but are woefully lacking when it comes to interpersonal skills.

### **Use in Play**

The Sullustan engineer can be a ready source of repairs for the heroes' ship or equipment, or they can serve as a technology-based opponent that uses traps and explosives to level the playing field. They might even be recruited to serve as a co-pilot on a starship crewed by less tech savvy characters.

### **Build Options**

- Exchange Jury-Rigger for Barter to make the engineer better able to haggle for their work.
- Alternatively, take Traceless Tampering to make the engineer more of a saboteur than a repairman.
- Trade out Gearhead and instead take Tech Specialist to reflect a Sullustan engineer that really knows their tech and how to get the most out of it.

## **SULLUSTAN FREE TRADER**

Medium Sullustan Scoundrel 3

Force 1

Init +7; Senses Perception +9, darkvision

Languages Basic, Bocce, Sullustan; 1 unassigned

---

Defenses Ref 16 (flat-footed 15), Fort 13, Will 15;

Vehicular Combat

hp 25; Second Wind +10hp; Threshold 13

---

Speed 6 squares

Melee Unarmed +2 (1d4+1) or

Ranged Blaster Pistol +3 (3d6+1)

Base Atk +2; Grp +3

Attack Options Point Blank Shot

Special Actions Knack (1/day), Oafish

---

Abilities Str 11, Dex 13, Con 10, Int 14, Wis 12, Cha 13

Special Qualities expert climber

Talents Knack, Oafish

Feats Disarming Charm, Point Blank Shot, Skill Training (Pilot), Vehicular Combat, Weapon Proficiency (pistols, simple weapons)

Skills Climb +1 (may take 10), Gather Information +7, Initiative +7, Knowledge (bureaucracy) +8, Knowledge (galactic lore) +8, Perception +7 (may re-roll), Persuasion +7, Pilot +7

Possessions blaster pistol, comlink, datapad (basic), 3000 credits in various trade goods, stock light freighter

## **CHALLENGE LEVEL 4**

### **Background Information**

An admitted rarity on the space lanes, the Sullustan free trader really is an honest merchant. A capable pilot and negotiator, the Sullustan free trader often prefers to stick with legal cargo rather than running contraband or engage in smuggling, and in many instances their word really is their bond... although having credits on hand to pay up front never hurts.

### **Use in Play**

The Sullustan free trader makes for an excellent contrast to the more rough-and-tumble smuggler archetype, and can certainly be hired by heroes in order to provide transport to their destination

### **Build Options**

- Make the free trader more of a shifty character by replacing training in Knowledge (bureaucracy) for training in Deception.
- Instead of Disarming Charm, give the free trader the Expert Briber feat to make them really, really good at bargaining, or just Skill Focus (Persuasion) to make them incredibly personable.

## **SWOOP GANG LEADER**

Scoundrel 3/Noble 3

Force 2; Dark Side 3

Init +10; Senses Perception +9

Languages Basic, Huttese; 2 unassigned

---

**Defenses** Ref 20 (flat-footed 18), Fort 17, Will 19;  
Vehicular Combat

hp 40; **Second Wind** +12hp; **Threshold** 17

---

**Speed** 6 squares

**Melee** Unarmed +5 (1d4+4) or

**Melee** Big Knife +5 (1d6+4) or

**Ranged** Heavy Blaster Pistol +6 (3d8+3)

**Base Atk** +4; **Grp** +6

**Atk Options** Point Blank Shot, Running Attack,  
Skirmisher

**Special Actions** Inspire Confidence, Intimidator,  
Presence, Quick Draw

---

**Abilities** Str 12, Dex 15, Con 12, Int 14, Wis 12, Cha 14

**Talents** Improved Skirmisher, Inspire Confidence,  
Presence, Skirmisher

**Feats** Intimidator, Linguist, Point Blank Shot, Quick  
Draw, Running Attack, Skill Focus (Pilot), Vehicular  
Combat, Weapon Proficiency (pistols, simple weapons)

**Skills** Gather Information +9, Initiative +10, Mechanics  
+10, Perception +9, Persuasion +9, Pilot +15

**Possessions** heavy blaster pistol, big knife (treat as  
short sword), Mobquet Flare-S swoop (tFU pg111)

## **CHALLENGE LEVEL 6**

### **Background Information**

Smarter than the average swoop gang member and even more skilled than the veteran riders, that's how the swoop gang leader rose to their current position. They maintain their high station by pitting potential rivals against each other while keeping their devoted followers within easy reach.

### **Use in Play**

As the ruler of their particular turf, the swoop gang leader can either be a threat the heroes need to take down for the benefit of the residents, or they might be an influential figure in the local crime scene that the heroes need the assistance of. And no matter why the heroes need to interact with them, the swoop gang leader should never be without a cadre of flunkies on hand.

### **Build Options**

- Make the swoop gang leader less of an ace pilot and more of a bully by switching Skill Focus from Pilot to Persuasion.
- Replace training in Persuasion and the Intimidator feat with training in Deception and the Combat Trickery feat to enable the swoop gang leader to make use of underhanded tricks to get the drop on their opponents.
- Trade out Presence for Rant to allow the swoop gang leader to impair a hero's ability to act on their next turn.
- Swap Inspire Confidence for Anticipate Movement to enable the swoop gang leader to keep his gang on the move and on top of other fast-moving heroes.
- Equip the swoop gang leader's ride with a ranged weapon, such as a heavy blaster rifle. This will provide them with a damaging ranged attack that they will be very skilled at shooting with.

## **SWOOP GANG PUNK**

Medium Non-Heroic 6

Init +10; Senses Perception +8

Languages Basic

---

**Defenses** Ref 12 (flat-footed 10), Fort 10, Will 10  
hp 15; **Threshold** 10

---

**Speed** 6 squares

**Melee** Unarmed +5 (1d4+1) or

**Melee** Knife +5 (1d4+1) or

**Ranged** Blaster Pistol +6 (3d6)

**Base Atk** +4; **Grp** +6

**Special Actions** Dodge, Running Attack

---

**Abilities** Str 12, Dex 14, Con 11, Int 9, Wis 10, Cha 11

**Feats** Dodge, Running Attack, Skill Training  
(Perception, Pilot), Weapon Proficiency (pistols, simple  
weapons)

**Skills** Initiative +10, Perception +8, Pilot +10

**Possessions** blaster pistol, knife, Zephyr-G swoop (tFU  
pg112)

## **CHALLENGE LEVEL 2**

### **Background Information**

Part of a group of ruffians that ride together on beefed-up swoops for little reason other than having nothing else to do and no desire to do anything productive. For many of them, the swoop gang is the closest thing they have to a family, and rarely do they travel alone, sticking to the old adage of strength in numbers.

### **Use in Play**

Swoop gang punks can present a challenge to heroes on foot simply for the fact that they are far more mobile and can dart in and out of combat range very easily. They can also be used to harass heroes during a chase sequence, either as a hazard to make things tougher on the heroes or as an integral part of the chase sequence itself.

### **Build Options**

- Replace Dodge with Vehicular Combat to give the swoop gang punk a chance to avoid the heroes' attacks and last longer in a fight.
- Instead of Skill Training in Perception, give the swoop gang punk the Momentum Attack feat and equip them with a mace or club.

## **SWOOP GANG VETERAN**

Medium Non-Heroic 3/Scoundrel 3

Force 1; Dark Side 1

Init +11; Senses Perception +8

Languages Basic; 1 unassigned

---

**Defenses** Ref 18 (flat-footed 15), Fort 14, Will 14;  
Vehicular Combat

hp 25; **Second Wind** +12hp; **Threshold** 14

---

**Speed** 6 squares

**Melee** Unarmed +5 (1d4+2) or

**Melee** Baton +5 (1d6+2) or

**Ranged** Heavy Blaster Pistol +7 (3d8+1)

**Base Atk** +4; **Grp** +7

**Atk Options** Point Blank Shot, Running Attack,  
Skirmisher

---

**Abilities** Str 12, Dex 16, Con 12, Int 12, Wis 10, Cha 11

**Talent** Find Openings, Skirmisher

**Feats** Point Blank Shot, Running Attack, Skill Focus  
(Pilot), Skill Training (Pilot, Perception), Vehicular  
Combat, Weapon Proficiency (pistols, simple weapons)

**Skills** Initiative +11, Mechanics +9, Perception +8, Pilot

+16

**Possessions** baton, heavy blaster pistol, Nebulon-Q  
swoop racer (TotG 99)

## **CHALLENGE LEVEL 4**

### **Background Information**

Having ridden with the gang for several years, the veterans are a mix of impatient arrogance and keen survival instincts, serving as the leaders of smaller swoop gangs or the skilled lieutenants of larger gangs. Often seen as both respected elders and tiresome fogies by younger gang members, the veterans can easily prove their dominance in the gang based on riding skill and sheer, reckless bravado.

### **Use in Play**

Swoop gang veterans can often be used to lead a group of swoop gang punks. Though they may not much of a leader, the swoop gang veteran can be a daunting foe in a fight due to their piloting skills and ability to dart around the heroes with ease.

### **Build Options**

- Give the swoop gang veteran a bit more social savvy by replacing training in Mechanics with training in Persuasion.
- Enable the swoop gang veteran to be able to customize their rides by replacing Running Attack with Tech Specialist, usually favoring the Increased Speed modification.
- Equip the swoop gang veteran's ride with a ranged weapon, such as a heavy blaster rifle. This will provide them with a damaging ranged attack that they will be very skilled at shooting with.

## **THEELIN BODYGUARD**

Medium Near-Human Scout 1/Soldier 4

Force 1; Dark Side 2

Init +9; Senses Perception +8

Languages Basic

---

Defenses Ref 21 (flat-footed 17), Fort 18, Will 16  
hp 50; Second Wind +13hp; Threshold 18

---

Speed 6 squares

Melee Unarmed +6 (1d8+4) or

Ranged Blaster Pistol +6 (3d6+2)

Base Atk +4; Grp +8

Attack Options Throw, Trip

Special Actions Harm's Way, Shake it Off

---

Abilities Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 14

Special Qualities visually striking

Talents: Blend In, Expert Grappler, Harm's Way

Feats Armor Proficiency (light), Martial Artist I, Martial

Arts II, Shake it Off, Teras Kasi Training, Throw, Trip,

Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +8, Initiative +9, Perception +8,

Stealth +9, Treat Injury +8

Possessions blaster pistol, combat gloves, concealed  
holster, stylish clothing

## **CHALLENGE LEVEL 5**

### **Background Information**

Taking full advantage of their startling looks, the Theelin bodyguard can be an unwelcome surprise to anyone looking to harm those under their watch. Preferring to use their advanced hand-to-hand combat training, the Theelin bodyguard is perfectly capable of keeping a would-be threat to their charge under firm control.

### **Use in Play**

The Theelin bodyguard can easily be employed to provide extra support to the key opponent in an encounter with the heroes, and may very well be able to take the heroes by surprise due to their ability to blend in, particularly if the fight takes place in a public area.

### **Build Options**

- Replace Trip and Throw with Pin and Crush to allow the Theelin bodyguard to completely suppress the actions of an opponent with a grapple.
- Instead of being a Theelin, choose to make the bodyguard one of any number of Near-Human races, replacing the visually striking quality with any of the choices found on page 18 of Unknown Regions. Some suggestions would be Heightened Awareness, Natural Armor, Natural Weapon, or Naturally Acrobatic.

## TRANDOSHAN BODYGUARD

Medium Trandoshan Non-Heroic 3/Soldier 3

Force 1

Init +9; Senses Perception +9, darkvision

Languages Basic, Dosh; 1 unassigned

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Defenses Ref 18 (flat-footed 16), Fort 18, Will 15  
hp 40; Second Wind +15hp; Threshold 18

---

Speed 6 squares

Melee Unarmed +8 (1d6+4) or

Melee Stun Baton +8 (2d6+4 stun) or

Ranged Blaster Pistol +6 (3d6+1)

Base Atk +5; Grp +8

Attack Options Entangler

Special Actions Harm's Way

---

Abilities Str 16, Dex 12, Con 15, Int 12, Wis 12, Cha 8

Special Qualities limb regeneration

Talents Entangler, Harm's Way

Feats Armor Proficiency (light), Improved Defenses,

Martial Arts I, Recovering Surge, Skill Training

(Endurance, Persuasion), Toughness, Weapon

Proficiency (pistols, simple weapons)

Skills Endurance +10, Initiative +9, Perception +9,

Persuasion +7

Possessions blaster pistol, stun baton, comlink, clothing appropriate to the situation

## CHALLENGE LEVEL 4

### Background Information

Like many of their species, the Trandoshan bodyguard believes in might makes right. However, they differ in that they put their physical might to use by serving as bodyguards to those in need of the added protection that only a giant razor-toothed saurian can provide. Unlike many of their species, the Trandoshan bodyguard adopts a veneer of civilization, a contrast to their brutal, no-holds-barred approach of doing anything and everything to protect their client.

### Use in Play

The Trandoshan bodyguard provides an excellent way to ensure that a major antagonist isn't taken out in the first couple rounds of combat, and can tie up a hero for a round or two by grabbing them.

### Build Options

- Instead of one big surge of hit points from a second wind, take the Regenerative Healing feat instead of Recovering Surge, providing a steady stream of hit points as long as the bodyguard is still standing.
- Replace Entangler with Expert Grappler and Martial Arts I with either Pin or Trip to enable the bodyguard to really tie up a hero in combat.

## TRANDOSHAN MERC

Medium Trandoshan Scout 1/Soldier 5

Force 2; Dark Side 4

Init +9; Senses Perception +10, darkvision

Languages Basic, Dosh

---

Defenses Ref 20 (flat-footed 19), Fort 25, Will 16  
hp 75; Second Wind +18hp; Threshold 25

---

Speed 6 squares

Melee Unarmed +8 (1d4+6) or

Melee Bayonet +8 (1d8+9) or

Ranged Heavy Blaster Rifle +7 (3d10+3) or

Ranged Heavy Blaster Rifle +5 (4d10+3) with Rapid Shot  
or

Ranged Heavy Blaster Rifle +2 (3d10+3) with autofire or

Ranged Frag Grenade +6 (4d6+3, 2-square burst)

Base Atk +5; Grp +8

Attack Options autofire (heavy blaster rifle), Autofire  
Sweep, Comrades in Arms, Dirty Fighting, Point Blank  
Shot, Rapid Shot

Special Actions Shake it Off, Spotter

---

Abilities Str 16, Dex 13, Con 16, Int 11, Wis 10, Cha 8

Special Qualities limb regeneration

Talents Armored Defense, Comrades in Arms, Dirty  
Fighting, Spotter

Feats Armor Proficiency (light), Autofire Sweep, Point  
Blank Shot, Rapid Shot, Shake it Off, Thick Skin,  
Toughness, Weapon Focus (rifles), Weapon Proficiency  
(pistols, rifles, simple weapons)

Skills Endurance +11, Initiative +9, Knowledge (tactics)  
+8, Perception +10, Survival +8

Possessions modified heavy blaster rifle (extra power  
source) with attached bayonet and targeting scope, frag  
grenade, modified light powered battle armor (+5  
armor, +2 equipment, vacuum seals), visual wrist comm

## CHALLENGE LEVEL 6

### Background Information

Devoted to a life of violence and carnage, the Trandoshan merc is one of the best warriors credits can buy. Ruthless and pragmatic, the Trandoshan merc will fight only as long as their employer can meet their price, although a sudden change in loyalty to a higher bidder is not unheard of.

### Use in Play

The Trandoshan merc makes an excellent hired gun for heroes to face at mid-levels, and can be used to help bolster a party by providing extra muscle in combat.

### Build Options

- Enable the merc to serve double-duty as a bodyguard by trading Dirty Fighting for Harm's Way.
- Replace Spotter with Evasion to better protect the merc from area effect attacks.
- Instead of a heavy blaster rifle, equip the merc with a light repeating blaster, enabling them to make better use of autofire attacks, and replace Rapid Shot with the Autofire Assault feat.
- For increased damage at expense of accuracy, trade Weapon Focus (rifles) and Rapid Shot for Weapon Proficiency (heavy weapons) and Burst Fire.



## TRANDOSHAN SLAVER

Medium Trandoshan Non-Heroic 4/Scout 2

Force 1; Dark Side 5

Init +9; Senses Perception +9, darkvision

Languages Basic, Dosh

---

Defenses Ref 18 (flat-footed 17), Fort 16, Will 13  
hp 35; Second Wind +14hp; Threshold 16

---

Speed 6 squares

Melee Unarmed +6 (1d4+3) or

Melee Stun Baton +6 (2d6+3 stun) or

Ranged Blaster Carbine +5 (3d8+1) or

Ranged Blaster Carbine +0 (3d8+1) with autofire or

Base Atk +4; Grp +6

Atk Options autofire (blaster carbine), Brink of Death,  
Point Blank Shot

---

Abilities Str 15, Dex 13, Con 14, Int 9, Wis 12, Cha 11

Special Qualities limb regeneration

Talents Barter

Feats Armor Proficiency (light), Brink of Death, Point  
Blank Shot, Skill Training (Initiative, Survival),  
Toughness, Weapon Proficiency (pistols, rifles, simple  
weapons)

Skills Initiative +9, Perception +9, Survival +9

Possessions blaster carbine (no stock), stun baton, light  
combat armor (+4 armor, +1 equipment), 3 meters of  
chain, 3 slave collars

## CHALLENGE LEVEL 3

### Background Information

Considered to be amongst the most despicable beings in the galaxy, the Trandoshan slaver makes their living through the capture and sale of other sentient beings. Known for having few scruples, they will trade in any species, although given the long history of racial enmity they take great pride in enslaving Wookiees.

### Use in Play

Trandoshan slavers can either provide extra muscle to a slaving operation, or they can be independent small-time operators just looking to make some easy credits at the expense of the helpless.

### Build Options

- Trade out Weapon Proficiency (pistols) for Recovering Surge to allow the slaver to recover both their hit points and their condition track on the same action.
- Replace Barter with Blast Back to enable the slaver to make a retaliatory strike against at least one of the heroes.
- Exchange Brink of Death for Rapid Shot to allow the slaver to deal more damage with each shot.

## TUSKEN RAIDER

Medium Tusken Raider Non-Heroic 3/Scout 1/Soldier  
2

Init +9; Senses Perception +9

Languages Tusken

---

Defenses Ref 16 (flat-footed 15), Fort 16, Will 14  
hp 35; Second Wind +14hp; Threshold 16

---

Speed 6 squares

Melee Unarmed +7 (1d4+3) or

Melee Unarmed +7 (2d4+3) with Mighty Swing

Melee Gaderffii +7 (2d4+5) or

Melee Gaderffii +7 (3d4+5) with Mighty Swing

Melee Gaderffii +2/+2 (2d4+5) or

Ranged Slugthrower Rifle +5 (2d8+1)

Base Atk +4; Grp +6

Atk Options Dual Weapon Mastery, Mighty Swing

---

Abilities Str 14, Dex 13, Con 14, Int 9, Wis 13, Cha 8

Special Qualities sneaky, survival instinct

Talents Melee Assault, Watchful Step

Feats Dual Weapon Mastery, Mighty Swing, Skill Training

(Stealth, Survival, Ride), Weapon Focus (simple  
weapons), Weapon Proficiency (rifles, simple weapons)

Skills Initiative +9, Perception +9, Ride +9, Stealth +9  
(may re-roll), Survival +9 (may re-roll)

Possessions gaderffii, slugthrower rifle, Sand people  
robes and mask

## CHALLENGE LEVEL 4

### Background Information

Roaming the deserts of Tatooine, the Sand People are a constant threat. Raiding and pillaging the outlying settlements, these savage warriors have no mercy for their victims, willing to spill the blood of others without hesitation.

### Use in Play

Should the heroes find themselves venturing into the wastes of Tatooine, having them encounter with Tusken Raiders is almost required. They can also be used to represent groups of warlike primitive nomads on other worlds as well.

### Build Options

- Make the Tusken Raider more of a crazed melee brute by trading Weapon Focus (simple weapons) for Powerful Charge.
- Instead of being trained in Ride, give the Tusken Raider training in Endurance.
- Exchange Melee Assault for Devastating Attack, selecting either rifles or simple weapons to make the Tusken Raider's attacks more of a danger to the heroes.
- For a tribal shaman, replace Dual Weapon Mastery, Mighty Swing and Skill Training in Stealth for Force Sensitivity, Force Training, and Skill Training in Use the Force, selecting Force powers that will aid the shaman's fellow raiders.

## **Twi'lek Aristocrat**

Medium Twi'lek Non-Heroic 4/Noble 3

Init +4; Senses Perception +12, low-light vision

Languages Basic, High Galactic, Ryl; 2 unassigned

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**Defenses** Ref 15 (flat-footed 14), Fort 15, Will 16  
hp 20; **Second Wind** +11hp; **Threshold** 15

---

**Speed** 6 squares

**Melee** Unarmed +4 (1d4) or

**Ranged** Hold-Out Blaster +6 (3d4+1)

**Base Atk** +5; **Grp** +6

**Special Actions** Arrogant Bluster, Double Agent, Silver Tongue

---

**Abilities** Str 9, Dex 12, Con 11, Int 13, Wis 13, Cha 15

**Special Qualities** deceptive

**Talents** Arrogant Bluster, Double Agent

**Feats** Cut the Red Tape, Linguist, Silver Tongue, Skill Training (Perception, Persuasion), Wary Sentries,

Weapon Proficiency (pistols, simple weapons)

**Skills** Deception +10 (may re-roll), Gather Information +9, Knowledge (bureaucracy) +9, Perception +12 (take 10), Persuasion +10

**Possessions** hold-out blaster, comlink, credit chip (5d6x1000 credits), expensive wardrobe

## **Challenge Level 4**

### **Background Information**

Leaders within their own clans and able to exert significant influence on local events, the Twi'lek aristocrat relies on cunning, misdirection, and a wide array of underhanded methods to accomplish their goals, which can vary as much as the skin tones of their kind, from magnanimous to predatory, but most frequently the only goals the aristocrat is concerned with are the ones that most benefit themselves.

### **Use in Play**

The Twi'lek aristocrat can serve as an obstinate community leader blocking the heroes from their goal, but can also function as a crooked politician that is either in league with a local crime syndicate or is actually leads the syndicate from behind the scenes.

### **Build Options**

- Replace Linguist with Point Blank Shot to make the aristocrat a more capable combatant should the heroes opt for "aggressive negotiations."
- Instead of Double Agent, give the aristocrat the Connections talent to reflect a broad web of business contacts, legitimate or otherwise.
- Trade Silver Tongue for Intimidator to give the aristocrat another weapon in their social arsenal.

## **Twi'lek Assassin**

Medium Female Twi'lek Scoundrel 4

Force 1; Dark Side 4

Init +9; Senses Perception +8, low-light vision

Languages Basic, Huttese, Ryl

---

Defenses Ref 18 (flat-footed 16), Fort 16, Will 16  
hp 30; Second Wind +11hp; Threshold 16

---

Speed 6 squares

Melee Unarmed +5 (1d4+2) or

Melee Vibrodagger +5 (2d4+2 plus poison) or

Ranged Hold-Out Blaster +5 (3d4+2)

Base Atk +3; Grp +5

Atk Options Cunning Attack, Point Blank Shot, Sneak  
Attack +1d6

Special Actions Combat Trickery, Malkite Techniques

---

Abilities Str 10, Dex 15, Con 11, Int 12, Wis 12, Cha 15

Special Qualities deceptive

Talents Malkite Techniques, Sneak Attack

Feats Combat Trickery, Cunning Attack, Point Blank  
Shot, Weapon Finesse, Weapon Proficiency (advanced  
melee weapons, pistols, simple weapons)

Skills Acrobatics +9, Deception +9 (may re-roll),  
Initiative +9, Perception +8, Stealth +9

Possessions hold-out blaster, vibrodagger, 2 concealed  
holsters, slave girl costume

## **CHALLENGE LEVEL 4**

### **Background Information**

Playing on the expectations of others, the Twi'lek assassin looks to be nothing more than another enslaved dancing girl, which in seeder districts draws only a modicum of attention. Beneath the docile image is the heart of a ruthless killer, able to kill her mark with either of her hidden weapons, though she favors usage of the dagger. If the first strike doesn't end the target's life, then the poison usually does.

### **Use in Play**

The Twi'lek assassin is an excellent way to play on the sympathies of the more idealistic heroes, as the first time they encounter the assassin they won't be expecting a poisoned knife in the back.

### **Build Options**

- Switch out Sneak Attack for Dastardly Strike to enable the assassin to make her target all the more vulnerable to her poisoned attacks.
- Replace Combat Trickery for Skill Focus (Deception) to make the assassin's deceptive appearance or feints that much more difficult to see through.
- Instead of relying on poison, drop Malkite Techniques for another instance of Sneak Attack to make that first surprise attack incredibly painful.

## **Twi'lek Bodyguard**

Medium Twi'lek Non-Heroic 3/Soldier 5

Force 1; Dark Side 1

Init +12; Senses Perception +12, low-light vision

Languages Basic, Ryl; 1 unassigned

---

Defenses Ref 20 (flat-footed 16), Fort 20, Will 16  
hp 45; Second Wind +13hp; Threshold 20

---

Speed 6 squares

Melee Unarmed +10 (1d6+4) or

Melee Unarmed +8 (2d6+4) with Rapid Strike or

Melee Force Pike +11 (2d8+5) or

Melee Force Pike +9 (3d8+5) with Rapid Strike or

Ranged Sporting Blaster +10 (3d4+2)

Base Atk +7; Grp +10

Attack Options Rapid Strike, Stunning Strike

Special Actions Harm's Way

---

Abilities Str 13, Dex 16, Con 13, Int 12, Wis 12, Cha 14

Special Qualities deceptive

Talents: Harm's Way, Melee Smash, Stunning Strike

Feats Martial Artist I, Rapid Strike, Skill Training

(Acrobatics, Deception), Weapon Finesse, Weapon

Focus (advanced melee weapons), Weapon Proficiency

(advanced melee weapons, pistols, simple weapons)

Skills Acrobatics +12, Deception +11 (may re-roll),

Initiative +12, Perception +10

Possessions force pike, sporting blaster, comlink

## **Challenge Level 6**

### **Background Information**

As capable in combat as they are attractive, the Twi'lek bodyguard is a popular choice for the wealthy when seeking a personal protector that won't give a bad impression. The bodyguard is capable of trouncing foes with either ranged fire or potent close-combat techniques while putting their lovely bodies between danger and their employer, and managing to look good while doing it.

### **Use in Play**

The Twi'lek bodyguard can serve as deceptively dangerous eye candy, and can lead to judgmental heroes dismissing them as a threat based solely on appearances. Like any good bodyguard, they should be committed to protecting their charge, making them an excellent means to prolong the existence of a stylish antagonist.

### **Build Options**

- Instead of Weapon Finesse, take Acrobatic Strike to make use of the Twi'lek bodyguard's speed and agility to attack freely in melee while still protecting their charge.
- If working in tandem with another bodyguard, replace Melee Smash and Stunning Strike with Comrades in Arms and Melee Assault to enable the pair of them to seriously injure a hero in short order.

## **TWI'LEK DANCING GIRL**

Medium Female Twi'lek Non-Heroic 2

Init +3; Senses Perception +1, low-light vision

Languages Basic, Ryl

---

**Defenses** Ref 12 (flat-footed 10), Fort 12, Will 10  
hp 5; Threshold 12

---

**Speed** 6 squares

**Melee** Unarmed +0 (1d4-1)

**Base Atk** +1; **Grp** +3

---

**Abilities** Str 9, Dex 14, Con 10, Int 11, Wis 10, Cha 16

**Special Qualities** deceptive

**Feats** Skill Focus (Persuasion), Skill Training  
(Acrobatics, Deception), Weapon Proficiency (simple  
weapons)

**Skills** Acrobatics +8, Deception +9 (may re-roll),  
Persuasion +14

**Possessions** dancer's costume

## **CHALLENGE LEVEL 0**

### **Background Information**

Often found in cantinas and criminal entourages, Twi'lek dancing girls often began their careers as children sold into slavery and trained in the arts of dance and seduction, frequently serving their masters as both entertainers and consorts. Their immodest attire and provocative movements make them a favorite amongst crime lords and lonely spacers; although the latter group of admirers often has to settle for just watching the girls sway and gyrate on stage.

### **Use in Play**

For the most part, a Twi'lek dancing girl is just going to be an appealing piece of scenery, but they can be used to provide a distraction to the heroes or as living shields by an unscrupulous enemy.

### **Build Options**

- Move Skill Focus from Persuasion to Deception to reflect a dancing girl that is better suited to trickery than entertaining an audience.
- Instead of being trained in Acrobatics, give the dancing girl training in Perception to make her an unexpected spy, or Gather Information to reflect the news and rumors she might overhear from admirers.

## **Twi'lek Scoundrel**

Medium Twi'lek Scoundrel 4

Force 2; Dark Side 4

Init +9; Senses Perception +7, low-light vision

Languages Basic, Huttese, Ryl

---

Defenses Ref 18 (flat-footed 16), Fort 16, Will 15  
hp 30; Second Wind +10hp; Threshold 16

---

Speed 6 squares

Melee Unarmed +4 (1d4+3) or

Melee Vibroblade +4 (2d6+3) or

Ranged Blaster Pistol +5 (3d6+2)

Base Atk +3; Grp +5

Atk Options Cunning Attack, Point Blank Shot, Sneak

Attack +1d6

Special Actions Combat Trickery, Quick Draw

---

Abilities Str 12, Dex 15, Con 10, Int 12, Wis 10, Cha 13

Special Qualities deceptive

Talents Gambler, Sneak Attack

Feats Combat Trickery, Cunning Attack, Point Blank Shot, Quick Draw, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Deception +9 (may re-roll), Gather Information +9, Initiative +9, Perception +7, Stealth +9

Possessions blaster pistol, vibroblade, concealed holster

## **CHALLENGE LEVEL 4**

### **Background Information**

Sly, cunning, and self-serving to the extreme, the Twi'lek scoundrel only takes interest in the things that directly benefit themselves, and have no moral scruples about using whatever means are needed to accomplish their goals.

### **Use in Play**

The Twi'lek scoundrel can serve as a tricky leader of a group of lesser minions, or a henchbeing to a more powerful figure. If a fight breaks out, they should always be looking for a way to gain the advantage in a fight, no matter how dirty the tactic needed.

### **Build Options**

- Replace Gambler with Backstabber to allow the scoundrel to get the drop on a flanked foe with alarming ease.
- Drop the Quick Draw feat in favor of Skill Training (Acrobatics) to provide more mobility options to the scoundrel.
- Swap Weapon Proficiency (advanced melee weapons) for proficiency in an exotic weapon to give the scoundrel an extra bit of flair when they attack.

## UBESE HUNTER

Medium Scout 3/Soldier 2

Force 2; Dark Side 1

Init +9; senses Perception +9

Languages Basic, Ubeninal, Ubese, Huttese

---

Defenses Ref 19 (flat-footed 17), Fort 20, Will 17  
hp 50; Second Wind +12hp; Threshold 20

---

Speed 6 squares

Melee Combat Gloves +5 (1d4+4) or

Ranged Blaster Carbine +6 (3d8+2) or

Ranged Blaster Carbine +1 (3d8+2) with autofire or

Ranged Blaster Carbine +4 (4d8+2) with Rapid Shot or

Ranged Frag Grenade +6 (4d6+2, 2-square burst)

Base Atk +4; Grp +6

Atk Options autofire (blaster carbine), Point Blank

Shot, Rapid Shot, Running Attack

Special Actions Shake it Off

---

Abilities Str 13, Dex 15, Con 12, Int 12, Wis 14, Cha 9

Special Qualities aggressive

Talents Acute Senses, Armored Defense, Expert Tracker

Feats Armor Proficiency (light), Informer, Point Blank

Shot, Rapid Shot, Running Attack, Shake it Off, Skill

Focus (Perception), Weapon Proficiency (pistols, rifles,

simple weapons)

Skills Endurance +8, Gather Information +14 (may re-

roll), Initiative +9, Knowledge (galactic lore) +8,

Perception +14 (may re-roll), Stealth +9, Survival +9

(may re-roll)

Possessions blaster carbine, combat gloves, frag

grenade, Ubese environmental suit (+4 armor, +2

equipment), 2 binder cuffs, utility belt

## CHALLENGE LEVEL 5

### Background Information

Having left the blasted ruins of their homeworld behind, a Ubese hunter is willing to hire themselves out to anyone who meets their price. Determined and relentless, the Ubese hunter will not give up the chase until they or their target are incapacitated.

### Use in Play

The Ubese hunter provides a contrast to the more traditional bounty hunter, being just as capable as tracking their prey as they are at taking them down. They can also serve double duty as assassins in the employ of a ruthless enemy of the heroes.

### Build Options

- Replace Informer and training in Stealth for Vehicular Combat and training in Pilot to allow the Ubese hunter to challenge the heroes in vehicle-scale combat as well.
- Exchange Expert Tracker for Watchful Step and training in Initiative for another skill of your choice to make the Ubese very quick to react to trouble.



## WOOKIEE BRAWLER

Medium Wookiee Scout 2/Soldier 7/Martial Arts Master 1

Force 5; Dark Side 2

Init +11; Senses Perception +10

Languages Basic (understand only), Shyriiwook; 1 unassigned

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Defenses Ref 26 (flat-footed 22), Fort 28, Will 20  
hp 110; Second Wind +27hp; Threshold 28;  
extraordinary recuperation

---

Speed 6 squares

Melee Unarmed +13 (2d10+12) or

Melee Unarmed +17 (2d10+12) with Hammerblow

Base Atk +9; Grp +13

Attack Options Aggressive Surge, Hammerblow, Melee Defense, Power Attack, Retaliation Jab, Withdrawal Strike, Wrrusshi Training

Special Actions Commanding Presence, Feared Warrior, rage (1/day), Shake it Off

---

Abilities Str 18, Dex 12, Con 18, Int 13, Wis 11, Cha 10

Special Qualities expert climber, intimidating

Talents Aggressive Surge, Commanding Presence, Feared Warrior, Hammerblow, Retaliation Jab, Teras Kasi Basics

Feats Armor Proficiency (light), Maniacal Charge, Martial Arts I, Martial Arts II, Martial Arts III, Melee Defense, Power Attack, Shake it Off, Weapon Proficiency (pistols, rifles, simple weapons),

Withdrawal Strike (simple weapons), Wrrusshi Training

Skills Climb +9 (may take 10), Endurance +14, Initiative +11, Perception +10, Persuasion +10 (re-roll to intimidate), Survival +10

Possessions modified combat gloves (improved damage)

## CHALLENGE LEVEL 10

### Background Information

Trained in the devastating native martial art of their species, the Wookiee brawler can put most opponents on their hind-quarters with a single, well-aimed punch. And having survived in the perilous shadowed forests of Kashyyyk, there is little that frightens them, making an even more daunting foe to face off against.

### Use in Play

The Wookiee brawler is a high-end threat to lower level heroes, and can easily adjust their unarmed attack bonus and Reflex Defense in reaction to the heroes' own fighting styles.

### Build Options

- Trade Teras Kasi Basics for Wrrusshi Expertise, losing a dice of unarmed damage but gaining the ability to restrict the target's actions on their next turn as well as a powerful ability that triggers upon scoring a critical hit.
- Replace Withdrawal Strike with Powerful Charge to make the brawler's charge attacks that much more devastating.
- If working in tandem with other opponents, consider trading Feared Warrior for Melee Assault to boost up the Wookiee brawler's damage output.

## WOOKIEE COMMANDO

Medium Wookiee Non-Heroic 3/Soldier 5

Init +10; Senses Perception +10

Languages Basic (understand only), Shyriiwook; 1 unassigned

---

Defenses Ref 17 (flat-footed 16), Fort 20, Will 16  
hp 60; Second Wind +16hp; Threshold 20;  
extraordinary recuperation

---

Speed 6 squares

Melee Unarmed +10 (1d4+5) or

Melee Unarmed +14 (1d4+9) with Powerful Charge or

Melee Vibro-Ax +10 (2d10+8)

Melee Vibro-Ax +14 (2d10+12) with Powerful Charge or

Ranged Bowcaster +8 (3d10+2) or

Ranged Frag Grenade +8 (4d6+2, 2-square burst)

Base Atk +7; Grp +10

Attack Options Devastating Attack, Point Blank Shot,  
Powerful Charge

Special Actions rage (1/day), Tough as Nails

---

Abilities Str 17, Dex 12, Con 16, Int 12, Wis 12, Cha 8

Talents Devastating Attack (advanced melee weapons),  
Tested in Battle, Tough as Nails

Feats Point Blank Shot, Powerful Charge, Resurgent

Vitality, Skill Training (Initiative, Survival), Stay Up,  
Weapon Proficiency (advanced melee weapons, rifles,  
simple weapons)

Skills Climb +7 (may take 10), Endurance +12, Initiative  
+10, Perception +10, Persuasion +3 (re-roll to  
intimidate), Survival +10

Possessions bowcaster, vibro-ax, 2 frag grenades,  
bandolier, spare power pack and bowcaster quarrel

## CHALLENGE LEVEL 6

### Background Information

While the average Wookiee is a daunting opponent to most species, the Wookiee commando is a breed apart. Fully embracing their instinctive rage, the Wookiee commando charges into the fray, forcing their enemies to either give ground or be slaughtered in the wake of their overwhelming ferocity.

### Use in Play

The Wookiee commando makes an excellent shock trooper, either for the heroes to face off against or to use as allies against a common foe.

### Build Options

- If fight as part of a group, replace Tough as Nails with Melee Brute to allow the commando's allies to get their own shots in their target.
- Drop Point Blank Shot and take Dreadful Rage to make the commando more of a melee berserker in battle.
- Take Persuasion as a trained skill in place of being trained in Survival to better enable the commando to demonstrate just how fearsome of a warrior they are to their foes.
- If using the above suggestion, also consider dropping Point Blank Shot in favor of Maniacal Charge to make the Wookiee commando's charge attacks that much more dangerous.

## WOOKIEE EXPLORER

Medium Wookiee Scout 4

Force 1

Init +15; Senses Perception +15

Languages Basic (understand only), Shyriiwook

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Defenses Ref 17 (flat-footed 16), Fort 18, Will 15  
hp 50; Second Wind +16hp; Threshold 18;  
extraordinary recuperation

---

Speed 6 squares

Melee Unarmed +6 (1d4+5) or

Melee Axe +6 (1d8+5) or

Ranged Sporting Blaster Carbine +4 (3d8+2)

Base Atk +3; Grp +6

Attack Options Point Blank Shot

Special Actions Fast Surge, Hunt the Hunter, rage  
(1/day), Running Attack, Shake it Off

---

Abilities Str 16, Dex 13, Con 16, Int 10, Wis 12, Cha 8

Special Qualities expert climber, intimidation

Talents Hunt the Hunter, Watchful Step

Feats Fast Surge, Point Blank Shot, Running Attack,  
Shake it Off, Skill Focus (Perception), Weapon  
Proficiency (pistols, rifles, simple weapons)

Skills Climb +5 (may take 10), Endurance +10, Initiative  
+15, Perception +15, Persuasion +1 (re-roll to  
intimidate), Pilot +8, Stealth +8, Survival +8

Possessions axe, sporting blaster carbine, comlink  
(long-range)

## CHALLENGE LEVEL 4

### Background Information

Curious by nature, Wookiee explorers are always interested in seeing what's just over the next hill or beyond the next rise. Having learned to handle themselves in the dangerous wilds of their native Kashyyyk, these Wookiees are quite able to take care of themselves should they encounter a violent situation. While most travel from world to world, they often spend years learning as much about a planet as they can before moving on, and can be considered the local experts when it comes to avoiding the native hazards.

### Use in Play

The Wookiee explorer can assist the heroes as a guide through treacherous terrain they might otherwise fall victim to, or they can help an opposing group of NPCs spring a nasty ambush on the heroes as they attempt a similar trek

### Build Options

- If working as part of a group, replace Hunt the Hunter with Spotter to give the Wookiee explorer and their allies a bonus to attack one enemy.
- Trade Running Attack for Improved Defenses to boost the Wookiee explorer's defense scores.
- Instead of Skill Focus (Perception) and Hunt the Hunter, take Skill Focus (Stealth) and Hidden Attacker to make the explorer a capable sniper.
- Replace Hunt the Hunter for Trailblazer to enable the explorer to allow multiple allies greater mobility through difficult terrain.

## **WROONIAN ROGUE**

Medium Wroonian Scoundrel 6

Init +15; Senses Perception +9

Languages Basic, Wroonian; 1 unassigned

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**Defenses** Ref 21 (flat-footed 18), Fort 16, Will 20  
hp 35; **Second Wind** +10hp; **Threshold** 16

---

**Speed** 6 squares

**Melee** Unarmed +7 (1d4+4) or

**Melee** Short Sword +7 (1d6+4) or

**Ranged** Blaster Pistol +7 (3d6+3)

**Base Atk** +4; **Grp** +7

**Atk Options** Cunning Attack, Point Blank Shot, Sneak Attack +1d6, Zero Range

**Special Actions** Oafish, Quick Draw, Trick Step

---

**Abilities** Str 12, Dex 16, Con 10, Int 13, Wis 12, Cha 14

**Special Qualities** persuasive

**Talents** Oafish, Sneak Attack, Trick Step

**Feats** Cunning Attack, Point Blank Shot, Quick Draw, Skill Focus (Initiative), Skill Training (Pilot), Weapon Finesse, Weapon Proficiency (pistols, simple weapons), Zero Range

**Skills** Acrobatics +11, Deception +10, Initiative +16, Persuasion +10 (may re-roll), Pilot +11

**Possessions** modified blaster pistol (spring-loaded), short sword, comlink, 2 hip holsters, flashy clothes

## **CHALLENGE LEVEL 6**

### **Background Information**

Looking for excitement in all the wrong places, the Wroonian rogue is often vying to be the center of attention, which invariably leads them to picking fights with all sorts of unsavory types and hanging around with those that are impressed with the rascalion's sense of style and flair for the dramatic.

### **Use in Play**

The Wroonian rogue can show up any place where there is an illicit profit to be made, and their use of charm and audacity to pull off their capers should be played up for all its worth.

### **Build Options**

- Replace Sneak Attack with Dastardly Strike to ensure the Wroonian rogue's target is penalized when the attack hits.
- Trade out Zero Range for proficiency with advanced melee weapons and the short sword for a vibroblade to make the Wroonian rogue more of a melee threat.
- Drop Weapon Finesse for Lightning Draw to allow the rogue to go from a non-threat to surprise combatant in the blink of an eye.

## **YUZZEM BRUTE**

Large Yuzzem Non-Heroic 6/Soldier 3

Dark Side 4

Init +10; Senses Perception +4; scent

Languages Yuzz

---

Defenses Ref 16 (flat-footed 14), Fort 19, Will 14  
hp 60; Second Wind +16hp; Threshold 24

---

Speed 6 squares

Melee Unarmed +11 (1d6+5) or

Melee Claw +11 (1d8+5 slashing) or

Melee Bite +11 (1d8+5 piercing) or

Ranged Blaster Pistol +8 (3d6+1)

Fighting Space 2x2; Reach 1 square

Base Atk +7; Grp +16

Attack Options Bantha Rush, Dirty Fighting, Ruthless,  
Trip

---

Abilities Str 18, Dex 13, Con 16, Int 8, Wis 11, Cha 6

Special Qualities expert climber, physical intimidation

Talents Dirty Fighting, Ruthless

Feats Bantha Rush, Improved Defenses, Martial Arts I,  
Recovering Surge, Skill Training (Endurance, Initiative),  
Trip, Weapon Proficiency (pistols, simple weapons)

Skills Climb +8 (may take 10), Endurance +12, Initiative  
+10, Persuasion +7 (+13 to intimidate), Stealth +0

Possessions blaster pistol

## **CHALLENGE LEVEL 5**

### **Background Information**

A collection of the worst traits and exemplar of the worst beliefs of their kind, the Yuzzem brute is a loud, crude, and repugnant thug, taking what they want by force with little concern for others.

### **Use in Play**

The Yuzzem brute is just a straight-forward thug that can be used to rough up a hero or their allies for no sensible reason beyond the Yuzzem's nasty disposition and a petty excuse to start a fight.

### **Build Options**

- Instead of Trip, select Improved Bantha Rush to push the Yuzzem brute's opponent even further back with each attack.
- Replace Recovering Surge with Stay Up to allow the Yuzzem brute to lessen the effect of a powerful blow that might otherwise incapacitate it.
- If the brute is working in tandem with one or more other brutes, give them all Melee Assault and Melee Brute in place of Dirty Fighting and Ruthless.

## ZABRAK MERC

Medium Zabrak Scout 2/Soldier 3

Force 2; Dark Side 4

Init +16; Senses Perception +5

Languages Basic, Zabrak; 1 unassigned

---

Defenses Ref 20 (flat-footed 18), Fort 22, Will 17  
hp 55; Second Wind +14hp; Threshold 22

---

Speed 6 squares

Melee Combat Gloves +6 (1d4+5) or

Melee Bayonet +6 (1d8+6) or

Ranged Heavy Blaster Rifle +6 (3d10+2) or

Ranged Frag Grenade +6 (4d6+2, 2-square burst)

Base Atk +4; Grp +6

Atk Options autofire (heavy blaster rifle), Devastating Attack, Focused Warrior, Point Blank Shot, Precise Shot, Zero Range

Special Actions Quick Draw, Shake it Off, Sizing Up

---

Abilities Str 14, Dex 14, Con 14, Int 12, Wis 13, Cha 11

Talents Devastating Attack (rifles), Focused Warrior, Sizing Up

Feats Armor Proficiency (light), Point Blank Shot, Precise Shot, Quick Draw, Shake it Off, Weapon

Proficiency (pistols, rifles, simple weapons), Zero Range

Skills Endurance +9, Initiative +9, Knowledge (tactics)

+8, Perception +8 (may re-roll), Pilot +9, Stealth +9

Possessions combat gloves, heavy blaster rifle with mounted bayonet and targeting scope, 4 frag grenades, modified light battle armor (+5 armor, +2 equipment, vacuum seals, ready harness), utility belt

## CHALLENGE LEVEL 5

### Background Information

A seasoned veteran of far too many battles for them to be bothered recounting, the Zabrak merc is a hard-bitten warrior that's only interested in making sure that they survive to live another day, usually by making sure the guy on the other side doesn't.

### Use in Play

The Zabrak merc is an easy source of no-nonsense firepower to bolster up the forces of a major NPC antagonist, and can do quite well mixing it up in melee as they can when shooting from a distance.

### Build Options

- Replace Quick Draw with Improved Defenses to further increase the Zabrak merc's defense scores.
- Instead of Devastating Attack (rifles), take Improved Suppression Fire to enable the Zabrak merc to keep one or more heroes from being quite as effective in combat as they might be otherwise.
- Swap out Focused Warrior for Mercenary's Grit to allow the Zabrak merc to back a last ditch attack if they are pushed far enough down the condition track.

## ZABRAK PUGILIST

Medium Zabrak Non-Heroic 3/Soldier 5

Force 1; Dark Side 2

Init +16; Senses Perception +5

Languages Basic, Zabrak; 1 unassigned

---

Defenses Ref 21 (flat-footed 17), Fort 20, Will 17  
hp 50; Second Wind +15hp; Threshold 20

---

Speed 6 squares

Melee Combat Gloves +9 (1d8+5) or

Melee Combat Gloves +7 (2d8+5) with Rapid Strike or

Ranged by weapon +9

Base Atk +7; Grp +9

Atk Options Cantina Brawler, Defensive Jab, Rapid

Strike, Retaliation Jab, Withdrawal Strike

Special Actions Combat Reflexes

---

Abilities Str 15, Dex 14, Con 14, Int 13, Wis 12, Cha 9

Talents Cantina Brawler, Defensive Jab, Retaliation Jab

Feats Combat Reflexes, Martial Arts I, Martial Arts II,

Rapid Strike, Skill Focus (Initiative), Skill Training

(Initiative), Weapon Proficiency (pistols, simple

weapons), Withdrawal Strike (simple weapons)

Skills Acrobatics +11, Initiative +16, Perception +5 (may  
re-roll), Persuasion +8

Possessions combat gloves (improved damage), simple  
clothes, enough credits for a couple of strong drinks

## CHALLENGE LEVEL 6

### Background Information

Well-versed in the finer points of fisticuffs, the Zabrak pugilist prefers to let their fists do the talking, and are more than capable of cleaning out a room in short order, particularly when faced with fighters that are not as skilled as they are.

### Use in Play

The Zabrak pugilist can be used as brutish thug in the employ of a minor crime lord, as the leader or a pack of petty legbreakers, or as a bouncer working in a sleazy cantina. They can also serve as a good wake-up call for heroes that come to view unarmed melee fighters as weak or unthreatening.

### Build Options

- Replace Defensive Jab with Counterpunch to make the pugilist's opponents pay for taking a swipe at them in melee.
- Swap out Rapid Strike for Mighty Swing to enable the pugilist to make powerful strikes without sacrificing accuracy.
- Or for a more defensively-minded pugilist, trade Rapid Strike for Melee Defense to enable the pugilist to whittle down their foe while being difficult to strike back in return.

## ZABRAK TECH SPECIALIST

Medium Zabrak Scoundrel 3

Force 1

Init +7; Senses Perception +6

Languages Basic, Binary, Zabrak; 2 unassigned

---

Defenses Ref 17 (flat-footed 16), Fort 14; Will 15  
hp 25; Second Wind +10hp; Threshold 14

---

Speed 6 squares

Melee Unarmed +3 (1d4+2) or

Melee Hydrospanner +3 (1d6+2) or

Ranged Blaster Pistol +3 (3d6+1)

Base Atk +2; Grp +3

Atk Options Point Blank Shot

Special Actions Fast Repairs, Gearhead, Gimmick

---

Abilities Str 12, Dex 12, Con 10, Int 16, Wis 10, Cha 11

Talents Fast Repairs, Gimmick

Feats Gearhead, Point Blank Shot, Skill Focus  
(Mechanics), Tech Specialist, Weapon Proficiency  
(pistols, simple weapons)

Skills Initiative +7, Knowledge (galactic lore) +9,  
Knowledge (technology) +9, Mechanics +14, Perception  
+6 (may re-roll), Persuasion +6, Use Computer +9

Possessions blaster pistol, hydrospanner (treat as club),  
bandolier, comlink, modified datapad (mastercraft),  
2d6 datacards, roll of mesh tape, tool kit, utility droid

## CHALLENGE LEVEL 3

### Background Information

More interested in practical applications of technology than theory, the Zabrak Tech Specialist sells their skill at fixing and upgrading machinery to whoever can pay their fees. Frequently not caring what purpose the devices they work on are put to use, they enjoy a reputation as the “go-to” people for those custom modifications that authorities frequently frown upon.

### Use in Play

The Zabrak tech specialist can serve as a support character to a group of heroes lacking in technical expertise, or as a point of contact for heroes looking to get their equipment customized. They might also be working for a villainous NPC, or be a high-tech villain themselves, using their technical know-how to foil the heroes' efforts.

### Build Options

- Replace either of the Zabrak tech specialist's talents with Personalized Modifications to make them more of a threat with their ranged attacks.
- Change Skill Focus to apply to Use Computer to give the tech specialist more of a focus on computers rather than just machines in general.
- If they are working with a group of NPC opponents, give those NPCs a bonus tech specialist upgrade to their weapons to reflect the customized gear that the Zabrak has provided to them.



## ZELTRON ENTERTAINER

Medium Zeltron Non-Heroic 6/Noble 3

Force 2

Init +5; Senses Perception +5

Languages Basic; 3 unassigned

---

Defenses Ref 16 (flat-footed 15), Fort 14, Will 20  
hp 25; Second Wind +10hp; Threshold 14

---

Speed 6 squares

Melee Unarmed +6 (1d4) or

Ranged Hold-Out Blaster +6 (3d4+1)

Base Atk +5; Grp +6

Special Actions Double Agent, Silver Tongue

---

Abilities Str 8, Dex 12, Con 10, Int 10, Wis 11, Cha 18

Special Qualities empathy, pheromones

Talents Connections, Double Agent

Feats Force of Personality, Improved Defenses, Silver Tongue, Skill Focus (Persuasion), Skill Training (Acrobatics, Initiative), Weapon Proficiency (pistols, simple weapons)

Skills Acrobatics +10, Deception +13, Persuasion +18

Possessions hold-out blaster, comlink, musical instrument, loyal entourage of 2d4 fans, extravagant clothing

## CHALLENGE LEVEL 5

### Background Information

Found anyplace in where there are people, Zeltron entertainers make good use of their species' reputation as hedonistic pleasure-seekers, performing in venues as varied as the local spaceport cantina to the upscale theater houses of the more affluent worlds. Skilled in several artistic styles, a Zeltron entertainer is quite skilled at boosting the morale of others.

### Use in Play

The Zeltron entertainer can simply serve as a colorful backdrop to a scene, or a means of employment for heroes, serving as bodyguards to keep rabid stalkers at bay, or even a social antagonist should the heroes do something that offends the entertainer's sensibilities.

### Build Options

- Give the Zeltron entertainer a stronger offensive option by replacing Connections and Double Agent with the Inspire Loyalty and Punishing Protection talents, using the Aggressive Follower template to reflect a loyal bodyguard.
- Replace Skill Training in Initiative for Skill Focus in Deception to make Double Agent more likely to succeed as well as making the entertainer a very convincing actor.
- Swap Connections for Inspire Confidence to make the entertainer as inspiring as they are fun to be around.

## ZELTRON THRILL-SEEKER

Medium Zeltron Scoundrel 4/Soldier 2

Init +10; Senses Perception +3

Languages Basic; 1 unassigned

---

**Defenses** Ref 20 (flat-footed 18), Fort 19, Will 17  
hp 45; **Second Wind** +12hp; **Threshold** 19

---

**Speed** 6 squares

**Melee** Unarmed +7 (1d4+4) or

**Melee** Vibroblade +7 (2d6+4) or

**Melee** Vibroblade +5 (3d6+4) with Rapid Strike or

**Ranged** Heavy Blaster Pistol +7 (3d8+3)

**Base Atk** +5; **Grp** +7

**Atk Options** Cunning Attack, Fleche, Point Blank Shot,

Running Attack

**Special Actions** Fool's Luck, Trick Step

---

**Abilities** Str 12, Dex 14, Con 12, Int 12, Wis 10, Cha 15

**Special Qualities** empathy, pheromones

**Talents** Fool's Luck, Nimble Dodge, Trick Step

**Feats** Armor Proficiency (light), Cunning Attack, Fleche, Point Blank Shot, Rapid Strike, Running Attack, Weapon Finesse, Weapon Proficiency (advanced melee weapon, pistols, simple weapons)

**Skills** Acrobatics +10, Initiative +10, Knowledge

(galactic lore) +9, Persuasion +10, Pilot +10

**Possessions** heavy blaster pistol, vibroblade, comlink, stylish clothes, a charmingly insincere smile

## CHALLENGE LEVEL 6

### Background Information

Given their species' nature as unabashed hedonists, the Zeltron thrill-seeker is out cruising the galaxy in search of the next great time, be it a high society ball, an underground rave, an illegal swoop race, or even just stirring up as much trouble with the locals as possible.

### Use in Play

The Zeltron thrill-seeker can be used to spice up any encounter by having them suddenly barge their way into the scene. They might do this by leaping into a combat to assist the underdog, be it the heroes or their opponents, or simply start charming the pants off any prospective paramours a hero has set their sights on.

### Build Options

- Replace the thrill-seeker's proficiency in advanced melee weapons with either proficiency in lightsabers or Exotic Weapon Proficiency (blastsword) to give them a bit more flair in melee combat.
- Swap Fool's Luck for Gambler and give the thrill-seeker a passion for games of chance, perhaps even having them take side bets on the heroes' actions, the more outrageous the better.
- Instead of Fleche, take Maniacal Charge instead, only instead of the thrill-seeker's foes being terrified they are instead awed or flabbergasted at the Zeltron's flamboyance and audacity.

# DROIDS

## ASSASSIN DROID

Large Droid (4<sup>th</sup> Degree) Non-Heroic 3/Soldier 7  
Model MerenData Terminax TX-1138 Series "Terminax"  
Assassin Droid  
Init +13; Senses Perception +12; darkvision  
Languages Basic, Binary; 1 unspecified

---

Defenses Ref 21 (flat-footed 18), Fort 24, Will 17  
hp 65; Second Wind +16hp; Threshold 34  
Immune droid traits

---

Speed 8 squares (walking)  
Melee Unarmed +14 (1d6+8) or  
Melee Vibroblade +14 (2d6+8) or  
Ranged Heavy Repeating Blaster +11 (3d10+3) with  
braced autofire or  
Ranged Heavy Repeating Blaster +11 (5d10+3) with  
braced Burst Fire or  
Ranged Missile Launcher +13 (6d6+3, 2-square burst)  
Fighting Space 2x2 squares; Reach 1 square  
Base Atk +9; Grp +19  
Attack Options autofire (heavy repeating blaster),  
Autofire Sweep, Burst Fire, Destructive Ambusher,  
Devastating Attack (heavy weapons), Point Blank Shot  
Special Actions Ambush Specialist, brace (heavy  
repeating blaster), Tested in Battle

---

Abilities Str 20, Dex 16, Con n/a, Int 11, Wis 11, Cha 8  
Talents Ambush Specialist, Destructive Ambusher,  
Devastating Attack (heavy weapons), Tested in Battle  
Feats Armor Proficiency (light, medium), Autofire  
Sweep, Burst Fire, Point Blank Shot, Skill Training  
(Endurance, Initiative), Weapon Focus (heavy weapons),  
Weapon Proficiency (advanced melee weapons, heavy  
weapons, simple weapons)  
Skills Endurance +10, Initiative +13, Knowledge (tactics)  
+10, Perception +12, Stealth +3  
Accessories walking locomotion, 2 claw appendages, 2  
stabilized tool appendages, 2 tool appendages, heuristic  
processor, vocabulator, locked access, darkvision,  
improved sensor package, hardened systems (x2),  
durasteel battle armor (+8 armor)  
Possessions heavy repeating blaster, missile launcher  
with 4 missiles, 2 vibroblades  
Availability Illegal; Cost 100,000 credits

## CHALLENGE LEVEL 8

### Background Information

Designed as a military droid, when no military would pay the hefty price tag to field them, MerenData opted to modify the original design in an attempt to recoup their development costs. The final product was a heavily armed and armored droid that was willing to kill whomever it was told to, able to adapt to the complex and shifting situations common to assassination work. If the Terminax series has a fault, it is that it develops personality traits at an accelerated rate, often leading them becoming philosophical about their function or depressingly gloomy.

### Use in Play

The assassin droid can make a terrifying threat to the heroes, especially low-level ones. Unlike most organics, it's hard to reason with an assassin droid that has been ordered to terminate you.

### Build Options

- Replace the missile launcher with a blaster cannon to provide an alternate form of area attack, doing splash damage instead of a burst attack.
- Exchange Devastating Attack (heavy weapons) with Keep it Going to enable the assassin to dish out extensive damage to more than one target during an encounter.
- Or, take Weapon Specialization (heavy weapons) in place of Destructive Ambusher to provide a slight boost to damage against all targets, not just the assassin droid's primary target.
- For a coldly tactical assassin droid, swap Tested in Battle for Battle Analysis so that it can opt to focus on the most badly injured target.

## ATTENDANT DROID

Medium Droid (3<sup>rd</sup> Degree) Non-Heroic 1/Noble 1

Model LeisureMech BD-3000 Attendant Droid

Init +2; Senses Perception +6

Languages Basic, Binary; 3 unassigned

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Defenses Ref 13 (flat-footed 12), Fort 10, Will 13

hp 5; Second Wind +1hp; Threshold 10

Immune droid traits

---

Speed 6 squares (walking)

Melee Unarmed +0 (1d3-1)

Base Atk +0; Grp +1

---

Abilities Str 8, Dex 12, Con n/a, Int 13, Wis 11, Cha 16

Talents Etiquette

Feats Linguist, Skill Focus (Persuasion), Skill Training (Knowledge [bureaucracy], Knowledge [galactic lore], Knowledge [social sciences])

Skills Knowledge (bureaucracy) +7, Knowledge (galactic lore) +7, Knowledge (social sciences) +7, Perception +6, Persuasion +14

Accessories walking locomotion, 2 hand appendages, heuristic processor, translator unit (DC 10), vocabulator

Possessions audio recorder

Availability Licensed; Cost 25,000 credits

---

**Pleasing Aesthetics** - When attempting to change the attitude of any Human, Near-Human, or Human-like creature, the droid receives a circumstance bonus equal to its Charisma modifier to the Persuasion check.

## CHALLENGE LEVEL I

### Background Information

Designed to compete against CybotGalactica's line of protocol droids, the BD-3000 series was marketed to the wealthy social elite of the galaxy, most notably those of the Core Worlds. Although its linguistic skills are not quite up to par with a dedicated protocol droid, the BD-3000 was intended to be used in a number of roles, having numerous onboard expansion slots to allow for customization, in addition to being programmed with extensive personality matrices, allowing for a variety of feminine personality profiles to suit the owner's desires. They were very popular prior to the rise of the Empire, due more to its remarkable aesthetics than its well-rounded feature set. Rumors abound of after-market upgrade packages that enable the BD-3000 to be more "compatible" with male owners, although LeisureMech insists that such upgrades were never intended on their part, and that installation of such things automatically voids all warranties.

### Use in Play

The attendant droid can make a nice change of pace from the more typical protocol droid, particularly for those heroes or villains concerned with style.

### Build Options

- Replace Linguist with Rapport to make the attendant droid more of an assistant than an interpreter.
- Exchange Skill Focus in Persuasion for Skill Training in Deception to make the attendant droid a capable liar that heroes may not think twice about.
- If used with a group of other NPCs, think about replacing Etiquette with Inspire Confidence for a surprising source of a boost to actions of the attendant droid's allies.
- Or swap in Castigate in place of Etiquette to allow the attendant droid to cuckold the heroes on behalf of their master.

## COMBAT DROID

Medium Droid (4<sup>th</sup> Degree) Non-Heroic 4/Soldier 1  
Model MerenData K-12 Series Combat Droid  
Init +9; Senses Perception +8; low-light vision  
Languages Basic, Binary

---

Defenses Ref 17 (flat-footed 15), Fort 15, Will 10  
hp 20; Second Wind +5hp; Threshold 15  
Immune droid traits

---

Speed 6 squares (walking)  
Melee Claw +6 (1d4+2) or  
Ranged Forearm Blaster +6 (3d8) or  
Ranged Forearm Blaster +1 (3d8) with autofire  
Base Atk +4; Grp +6  
Atk Options autofire (forearm blaster), Point Blank  
Shot, Targeting Package

---

Abilities Str 14, Dex 15, Con n/a, Int 8, Wis 9, Cha 9  
Talents Targeting Package  
Feats Armor Proficiency (light), Point Blank Shot, Skill  
Training (Perception), Toughness, Weapon Proficiency  
(rifles, simple weapons)  
Skills Initiative +9, Perception +8  
Accessories walking locomotion, 2 claw appendages,  
stabilized tool appendage, basic processor, integrated  
comlink, locked access, improved sensor package,  
durasteel shell (+4 armor), vocabulator  
Possessions forearm blaster (treat as blaster carbine)  
Availability Restricted; Cost 3,500 credits

## CHALLENGE LEVEL 2

### Background Information

Built to provide plenty of armored muscle, the K-12 Series Combat Droid is a reliable if uninspired tactical asset. Its straight-forward programming matrix prohibits creative interpretation of orders or battlefield conditions, making the K-12 surprisingly easy to outwit with even minor alterations to standard battlefield tactics. Still, the K-12 is very effective at its function, making the design popular with small-scale military units such as planetary militias and criminal outfits in need of reliable hired guns. Among career military soldiers, particularly the Mandalorians, the K-12 has the dubious honor of being viewed as “elite target practice.”

### Use in Play

The combat droid easily fits the mold of a “mindless minion” that heroes can gleefully demolish without having to worry about concerns of morality. Given their low price, just about any NPC villain can afford to have one or two combat droids on hand for added muscle during an encounter, and particularly wealthy villains might field an entire army of combat droids to stand between them and the heroes.

### Build Options

- Replace Point Blank Shot with Coordinated Attack and Targeting Package with Combined Fire if the combat droid is working with other NPCs.
- Exchange Point Blank Shot for Improved Damage Threshold and Targeting Package for Harm’s Way to enable the combat droid to pull double-duty as a bodyguard.
- Instead of using a blaster carbine as the basis for the combat droid’s forearm blaster, instead equip them with a heavy blaster rifle for increased damage.
- Give the heroes a nasty surprise by equipping the combat droid with a self-destruct system.

## ERADICATOR DROID

Large Droid (4<sup>th</sup> Degree) Non-Heroic 10

Model Colicoid Eradicator Series Battle Droid

Init +12; Senses Perception +5

Languages Basic (understand), Binary

---

Defenses Ref 16 (flat-footed 14), Fort 14, Will 10  
hp 45; SR 10; Threshold 24; Immune droid traits

---

Speed 4 squares (walking)

Melee Tool mount +11 (1d4+4) or

Ranged Heavy Blaster Rifle +10 (3d10) or

Ranged Heavy Blaster Rifle +5 (3d10) with autofire or

Ranged 2 Heavy Blaster Rifles +8/+8 (3d10) or

Ranged Ion Rifle +10 (3d8 ion) or

Ranged 2 Ion Rifles +8/+8 (3d8 ion)

Fighting Space 2x2 squares; Reach 1 square

Base Atk +7; Grp +16

Attack Options autofire (heavy blaster rifles), Point  
Blank Shot

---

Abilities Str 18, Dex 15, Con n/a, Int 6, Wis 10, Cha 6

Feats Armor Proficiency (light), Dual Weapon Mastery I,  
Dual Weapon Mastery II, Point Blank Shot, Weapon  
Focus (rifles), Weapon Proficiency (rifles, simple  
weapons)

Skills Initiative +12, Stealth +2

Accessories walking locomotion, 2 stabilized tool  
appendages, 2 tool appendages, basic processor,  
quadanium plating (+5 armor), locked access, hardened  
systems (x2), shield generator (SR 10)

Possessions 2 heavy blaster rifles, 2 ion rifles

Availability Military; Cost 23,000 credits

## CHALLENGE LEVEL 3

### Background Information

Predecessor to the lethal Destroyer Droid, the Eradicator Droid can be just as deadly an opponent as its infamous cousin. At nearly 3 meters in height, these droids mount twin heavy blaster and ion rifles with a low-grade shield generator designed to ablate enemy fire. Unlike the more well-known Droidekas, the Eradicator comes equipped with an internal processor, although its intelligence is rather lacking compared to that of most droid models, limiting its usage to simple combat missions with clear-cut objectives.

### Use in Play

Much like the Destroyer Droid, the Eradicator Droid is meant to be serious threat to low-level heroes while still being a respectable challenge to groups of mid-level heroes or a lone high-level hero.

### Build Options

- Swap out Point Blank Shot for Rapid Shot to enable the Eradicator droid to cause greater damage with their barrage of attacks.
- Trade accuracy for even more attacks per round with a full attack action by replacing Weapon Focus (rifles) with Double Attack (rifles)
- Turn the Eradicator droid into a melee monster by replacing Point Blank Shot, Weapon Focus (rifles), and Weapon Proficiency (rifles) with Power Attack, Weapon Focus (advanced melee weapons) and Weapon Proficiency (advanced melee weapons), then replacing the heavy blaster rifles with vibro-axes and the ion rifles with stun batons.
- Bolster the droid's defenses by exchanging Point Blank Shot and Weapon Focus (rifles) for Droid Shield Mastery and Improved Defenses.

## GUARD DROID

Small Droid (4<sup>th</sup> Degree) Non-Heroic 4

Model Arakyd Industries G-2RD Series Guard Droid

Init +9; Senses Perception +10; low-light vision

Languages Basic (understand), Binary

---

Defenses Ref 15 (flat-footed 14), Fort 11, Will 11  
hp 10; Threshold 11; Immune droid traits

---

Speed 6 squares (hovering)

Melee Claw +4 (1d3+1) or

Melee Stun Baton +4 (1d6+1) or

Melee Stun Baton +4 (2d6+1 stun) or

Ranged Blaster Pistol +5 (3d6)

Base Atk +3; Grp +0

Attack Options Point Blank Shot

---

Abilities Str 12, Dex 14, Con n/a, Int 12, Wis 12, Cha 7

Feats Armor Proficiency (light), Point Blank Shot,  
Unswerving Resolve, Weapon Proficiency (pistols,  
simple weapons)

Skills Initiative +9, Perception +10

Accessories hovering locomotion, 1 claw appendage, 2  
tool appendages, basic processor, quadanium shell (+3  
armor), internal comlink, locked access, improved  
sensor package

Possessions blaster pistol, stun baton

Availability Licensed; Cost 7,500 credits

## CHALLENGE LEVEL I

### Background Information

The G-2RD was designed by Arakyd to be tenacious and uncompromising, providing security at various locations while remaining steadfast in adhering to its programming. While the designers felt the droid's staid personality was a plus, those that worked with the G-2RD unit found their unflinching adherence to regulations to be an annoying trait. Due to the large production numbers, these droids can be found anywhere from the armies of petty criminals to Imperial detention blocks, and in many cases operates alone, though reinforcements are rarely more than a quick comlink chirp away.

### Use in Play

The guard droid makes for a capable sentry, particularly against low-level heroes, and can be found serving in any number of locations. Heroes might even choose to purchase a guard droid or two to keep watch over their own belongings.

### Build Options

- Instead of Point Blank Shot, select Weapon Focus (simple weapons) to make the guard droid better at subduing a target.
- Put a greater focus on the subdual aspect of the guard droid's programming by replacing the blaster pistol with a stun pistol to allow it to make stun attacks from a much greater range.
- If working in conjunction with a few other guard droids, consider replacing Unswerving Resolve with Wary Sentries to make heroes have to work that much harder to avoid detection.

## **JUNK GOLEM**

Huge Droid (4<sup>th</sup> Degree) Beast 9

Init +11; Senses Perception +6; darkvision, low-light vision

Languages Basic (understand), Binary

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Defenses Ref 19 (flat-footed 17), Fort 20, Will 12  
hp 100; SR 10; Threshold 50

Immune droid traits

---

Speed 8 squares (walking)

Melee Claw +12\* (1d8+18 slashing) or

Melee Claw +16\* (1d8+26 slashing) with Powerful Charge or

Melee 2 Claws +12\*/+12\* (1d8+18 slashing) or

Melee Slam +12\* (1d8+18 bludgeoning) or

Melee Slam +16\* (1d8+26 bludgeoning) with Powerful Charge

Fighting Space 3x3 squares; Reach 2 squares

Base Atk +6; Grp +26

Atk Options Fatal Hit, Power Attack, Powerful Charge

---

Abilities Str 30, Dex 14, Con n/a, Int 4, Wis 14, Cha 6

Special Qualities fast healing 5

Feats Fatal Hit, Power Attack, Powerful Charge, Skill Training (Endurance)

Skills Endurance +9, Initiative +11

Accessories walking locomotion (4 legs), 2 claw appendages, basic processor, secondary battery, hardened systems (x3), comlink (internal), locked access, darkvision, improved sensor package, shield generator (SR 10)

Availability Rare; Cost Not for sale

*\*includes 4 points of Power Attack*

## **CHALLENGE LEVEL 8**

### **Background Information**

Despite its cobbled-together appearance, the Junk Golem is a fearsome combat unit. With its basic cognitive functions set just above animalistic instinct, the Junk Golem makes for a frighteningly effective guard, especially if able to fight in an area that allows it to move about freely, and its heavy plating and internal shield generator give the droid an amazing capacity to shrug off damage, with high-yield anti-vehicular weapons required to neutralize it quickly.

### **Use in Play**

The junk golem can be used as a nasty surprise for heroes that are investigating ruined sites where technology is prevalent, such as Raxus Prime or Korriban. They might be ancient guardians of a long-dead civilization or patchwork constructs built by a deranged tech specialist; either way they can spell trouble for an unwary party.

### **Build Options**

- Replace Fatal Hit with Extra Second Wind to provide the junk golem with some extra staying power during combat in addition to what their fast healing trait gives them.
- Rather than Power Attack, give the junk golem the Mighty Swing feat and have it make frequent use of charge attacks for lots of damage.
- Or give the junk golem control of the battlefield by replacing Fatal Hit and Power Attack with Bantha Rush and Improved Bantha Rush, the latter of which will also better enable the junk golem to charge its prey.

### **Author Note**

To be honest, this NPC is a bit of a cheat, using droid rules but giving it levels in Beast instead of using the Non-Heroic class, and as such includes 9 points of natural armor. I normally would stick pretty close to the rules for a general-usage NPC build, but using the Beast class just made more sense for this one.



## **MOUSE DROID**

Tiny Droid (5<sup>th</sup> Degree) Non-Heroic 2

Model Rebexan Columni MSE-6 Series Droid

Init +4; Senses Perception +6, low-light vision

Languages Basic (understand), Binary

---

Defenses Ref 15 (flat-footed 12), Fort 7, Will 8

hp 5; Threshold 7

Immune droid traits

---

Speed 6 squares (wheeled)

Melee Claw -3 (0)

Base Atk -3; Grp -12

---

Abilities Str 4, Dex 16, Con n/a, Int 11, Wis 6, Cha 6

Feats Skill Training (Perception, Mechanics; 1

unspecified), Weapon Proficiency (simple weapons)

Skills Perception +6, Mechanics +6, Use Computer +6

Accessories wheeled locomotion, claw appendage, tool  
appendage, basic processor, internal storage (1kg),  
improved sensor package

Availability Licensed; Cost 2000 credits

## **CHALLENGE LEVEL 0**

### **Background Information**

Produced in huge numbers during the final years of the Old Republic, this droid is small, squeaky, and incredibly timid, to the point that it will flee at the slightest threat, making it a grand annoyance. Often programmed to perform a single function, the mouse droid carries out that function with a single-minded zeal.

### **Use in Play**

Mouse droids make for lousy opponents, but can serve as interactive background elements or even an unconventional means of delivering a message.

### **Build Options**

- Select just about any skill to serve as the mouse droid's unchosen Skill Training, allowing to assist in just about any function you can think of.
- Alternatively, replace Skill Training with Skill Focus in one of the mouse droid's trained skills to make it really good at one particular skill.
- Equip the mouse droid with a specialized processor (SGtD pg117) to really allow them to excel in one particular skill.

## REPAIR DROID

Small Droid (3<sup>rd</sup> Degree) Non-Heroic 3

Model Kalibac Industries NR-5 Series Repair Droid

Init +1; Senses Perception +8

Languages Basic, Binary; 3 unassigned

---

Defenses Ref 11 (flat-footed 11), Fort 10, Will 12  
hp 7; Threshold 10; Immune droid traits

---

Speed 4 squares (tracked)

Melee Claw +3 (1d3+1) or

Melee Electroshock Probe +3 (1d8+1 ion) or

Melee Circular Saw +3 (1d8+1 slashing) or

Melee Sonic Welder +3 (1d8+1 sonic) or

Base Atk +2; Grp -2

---

Abilities Str 10, Dex 11, Con n/a, Int 16, Wis 14, Cha 7

Feats Gearhead, Skill Focus (Knowledge [technology]),

Skill Training (Perception), Tech Specialist, Weapon  
Proficiency (simple weapons)

Skills Knowledge (physical sciences) +9, Knowledge  
(technology) +14, Perception +8, Mechanics +9, Use  
Computer +9

Accessories tracked locomotion, claw appendage, 2  
telescopic tool appendages, 2 tool appendages, basic  
processor, diagnostics package, secondary battery,  
vocabulator

Possessions tool kit

Availability Licensed; Cost 2200 credits

## CHALLENGE LEVEL I

### Background Information

Considered to be the perfect maintenance droid upon its introduction to the galactic market, the NR-5 is intelligent and skilled enough to carry out a wide variety of tasks, but not curious enough to get itself into trouble, not to mention its square head and round body are seen by some as “cute.” Famous for their determination, some NR-5s refuse to leave their current job until it has been completed. Designed more for the clean environment of a starship, the NR-5 doesn’t perform as well in the harsh conditions of many Outer Rim worlds, but despite this drawback the droid remains a popular seller.

### Use in Play

The repair droid can be a more affordable option to an astromech for heroes in need of help keeping their gear and ship in good repair.

### Build Options

- Change Skill Focus to either Mechanics or Use Computer to make the repair droid either a much better mechanic or a capable slicer.
- Replace Gearhead with Tool Frenzy to enable the repair droid to make a surprisingly capable attack on an unwary opponent.
- Make the repair droid part of a repair team by replacing Tech Specialist with Technical Experts, providing a substantial boost to Mechanics checks.

## **SEEKER DROID**

Small Droid (4<sup>th</sup> Degree) Non-Heroic 8/Scout 1

Model Arakyd Industries Mark VII "Inquisitor" Series

Seeker Droid

Init +13; Senses Perception +13; darkvision, low-light vision

Languages Basic, Binary; 2 unassigned

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Defenses Ref 19 (flat-footed 15), Fort 11, Will 14

hp 35; Threshold 9

Immune droid traits

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Speed 6 squares (hovering)

Melee Slam +4 (1d4-2) or

Ranged Blaster Pistol +10 (3d6)

Base Atk +6; Grp +5

Atk Options Point Blank Shot

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Abilities Str 6, Dex 18, Con n/a, Int 14, Wis 14, Cha 12

Talents Fade Away

Feats Armor Proficiency (light), Improved Defenses, Point Blank Shot, Skill Training (Initiative, Survival), Toughness, Weapon Proficiency (pistols, simple weapons)

Skills Initiative +13, Perception +13, Persuasion +10, Stealth +18, Survival +11

Accessories hovering locomotion, 1 stabilized tool appendage, basic processor, vocabulator, comlink (internal), locked access, improved sensor package, darkvision

Possessions blaster pistol, audio recorder

Availability Restricted; Cost 7500 credits

## **CHALLENGE LEVEL 3**

### **Background Information**

Designed and built to hunt down a target and either return, interrogate, or kill it, the Mark VII Seeker Droid generally follows the designated prey from out of sight, recording the target's conversations. Once it has verified the target's identity and recorded enough incriminating evidence, it then proceeds to attack, either killing the target or forcing it to a safe location at gunpoint to begin interrogation.

### **Use in Play**

Seeker droids are often utilized by government agencies, with the Galactic Empire have deployed numerous seeker droids to track down Rebel agents. The seeker droid provides an excellent way for an NPC foe to keep tabs on the heroes without raising too much immediate concern, particularly if they buy into the "droids are no big deal" mindset.

### **Build Options**

- Replace Point Blank Shot with Informer to enable the seeker droid to actively pursue leads on its quarry independent of its owner's instructions.
- Swap Skill Training (Initiative) and Fade Away for Skill Focus (Perception) and Watchful Step to make the seeker incredibly quick to perceive and react to whatever threats it might encounter.
- Enable the seeker droid to more actively hunt down its quarry by replacing Fade Away with Hunt the Hunter.
- Trade out the blaster pistol for a DX-2 disruptor pistol to turn the seeker droid into a capable assassin. This modification increases changes the droid's availability to Illegal and adds 3000 credits to the droid's base cost.

## TANK DROID

Huge Droid (4<sup>th</sup> Degree) Non-Heroic 12

Model Telosian Tank Droid

Init +13; Senses Perception +8; darkvision, low-light vision

Languages Basic, Binary

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Defenses Ref 18 (flat-footed 16), Fort 20, Will 10

hp 110; Threshold 60

Immune droid traits

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Speed 8 squares (walking)

Melee Unarmed +19 (1d6+10) or

Ranged Blaster Cannon +12 (3d12, splash) or

Ranged 2 Blaster Cannons +7/+7 (3d12, splash) or

Ranged Heavy Repeating Blaster [braced] +10 (3d10) or

Ranged Heavy Repeating Blaster [braced] +10 (5d10)

with Burst Fire

Ranged Missile Launcher +12 (6d6, 2-square burst)

Ranged Flamethrower +11 (3d6, 6-square cone)

Base Atk +9; Grp +29

---

Abilities Str 30, Dex 14, Con n/a, Int 8, Wis 10, Cha 6

Feats Armor Proficiency (light, medium), Burst Fire,

Dual Weapon Mastery I, Exotic Weapon Proficiency

(flamethrower), Weapon Focus (heavy weapons),

Weapon Proficiency (heavy weapons, simple weapons)

Skills Initiative +13, Stealth -2

Accessories walking locomotion, 3 tool appendages, 1

gyro-stabilized tool appendage\*, basic processor,

comlink (internal), hardened systems (x4), locked

access, darkvision, improved sensor package, secondary

battery, duranium plating (+8 armor)

Possessions 2 blaster cannons, heavy repeating blaster,

flamethrower (20 shots), missile launcher (20 shots)

Availability Rare, Military; Cost 130,000 credits

\*see Appendix

## CHALLENGE LEVEL 6

### Background Information

A massive hulk of a droid, the Telosian Tank Droid is viewed as an outmoded design by the time of the Clone Wars, but there is no denying the droid's brutal effectiveness at its primary function. Heavily armed and armored, the tank droid is a formidable presence on the field of battle, although its sheer size makes it unsuited for anything outside of combat on open terrain, although there are tales of old military bases hiding one or more of these technological behemoths to be used as a last-ditch deterrent for thievery.

### Use in Play

The tank droid is not a subtle threat by any means, and can primarily be used as to attempt to deter heroes from venturing someplace they're really not welcome, or as a dangerous surprise while exploring an ancient or abandoned (or both!) military base.

### Build Options

- Drop Exotic Weapon Proficiency (flamethrower) for Autofire Assault to provide the same spread with an area attack for much greater damage.
- Replace Burst Fire with Rapid Shot for a means to increase the tank droid's damage output with all of their attacks instead of just one.
- Add a SR 15 shield generator to make the tank droid even more of an implacable opponent.

## **TORTURE DROID**

Small Droid (4<sup>th</sup> Degree) Non-Heroic 3/Scoundrel 3  
Model Arakyd Industries IT-3 Series Droid  
Init +4; Senses Perception +12; low-light vision  
Languages Basic, Binary, 2 unassigned

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Defenses Ref 17 (flat-footed 16), Fort 12, Will 16  
hp 20; Threshold 11; Immune droid traits

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Speed 4 squares (hovering)  
Melee Claw +5 (1d3) or  
Melee Electroshock Probe +5 (1d8 ion) or  
Melee Hypodermic Needle +5 (1d2 piercing) or  
Melee Laser Scalpel +5 (2d4 energy and slashing) or  
Melee Power Shears +5 (2d6 slashing)  
Base Atk +4; Grp +0  
Atk Options Sneak Attack +1d6

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Abilities Str 8, Dex 12, Con n/a, Int 14, Wis 15, Cha 15  
Talents Dastardly Strike, Sneak Attack  
Feats Intimidator, Skill Focus (Persuasion), Skill  
Training (Deception, Treat Injury), Weapon Finesse,  
Weapon Proficiency (advanced melee weapons, pistols,  
simple weapons)  
Skills Deception +10, Knowledge (life sciences) +10,  
Perception +12, Persuasion +15, Stealth +9, Treat Injury  
+10  
Accessories hovering locomotion, basic processor, 1  
telescopic claw appendage, 3 telescopic tool mounts,  
tool mount, basic processor, vocabulator, compartment  
space (1kg), locked access improved sensor package  
Possessions audio recorder, electroshock probe,  
hypodermic needle loaded with various truth serums  
(favorable circumstance bonus to Perception checks to  
sense deception), laser scalpel, power shears, video  
recorder  
Availability Illegal; Cost 5500 credits

## **CHALLENGE LEVEL 4**

### **Background Information**

Frequently used by the Emperor's Inquisitors as well as the equally fearsome Darth Vader, the IT series is a half-meter sphere bristling with instruments of torture, it's black shell sporting a glossy shine - all the better for victims of the droid's cruel attentions to see the reflections of what is being done to them. Although not standard in earlier models, by the time of the Empire most have been upgraded to include a vocabulator that is programmed to speak Basic in a pleasant, mothering tone, with the intent that an interrogator that spoke in a soothing voice as it did its grisly work would be far more unnerving to victims.

### **Use in Play**

A torture droid rarely operates on its own, and is often found in the usage of Imperial forces, though different eras would have their own variations, enabling the torture droid to be employed by crime bosses and Sith Lords alike.

### **Build Options**

- Change Skill Focus to Treat Injury and replace Sneak Attack with the Interrogator talent to make the torture droid just as good at putting people back together as it is at dissecting them.
- Dispense with the medical skills take and Skill Focus in Perception in place of Skill Training in Treat Injury, making the torture droid more adept at spotting any attempts at deception from its subject.
- Replace either the electroshock probe or power shears with a stunner (TotG pg146) to give the torture droid a nasty little ranged attack.
- By taking Outsider's Eye instead of Sneak Attack, the torture droid will be able to more accurately judge which of its victims is most likely to break.

## UTILITY DROID

Small Droid (2<sup>nd</sup> Degree) Non-Heroic 2

Model Duwani Mechanical Products T9-series Utility Droid

Init +2; Senses Perception +8; darkvision

Languages Basic (understand), Binary; 3 unassigned

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Defenses Ref 13 (flat-footed 11), Fort 8, Will 10  
hp 5; Threshold 8; Immune droid traits

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Speed 6 squares (wheeled), 4 squares (tracked)

Melee Circular Saw +0 (1d8-1 slashing) or

Melee Electroshock Probe +0 (1d8-1 ion) or

Melee Electric Arc Welder +0 (2d6-1 energy) or

Base Atk +1; Grp -2

---

Abilities Str 8, Dex 14, Con n/a, Int 16, Wis 11, Cha 8

Feats Skill Focus (Mechanics, Use Computer), Skill Training (Endurance), Weapon Proficiency (simple weapons)

Skills Endurance +6, Knowledge (technology) +9,

Mechanics +14, Perception +8, Use Computer +14

Accessories wheeled locomotion, tracked locomotion, magnetic feet, 5 tool appendages, 1 claw appendage (telescoping), scomp link, heuristic processor, diagnostics package, improved sensor package, darkvision

Possessions circular saw, computer probe, electroshock probe, fire extinguisher, electric arc welder, holorecorder.

Availability Licensed; Cost 3500 credits

## CHALLENGE LEVEL 0

### Background Information

Trying to recapture the success of the vintage T3 model, the T9 Utility Droid has proven to be just as reliable and versatile as its predecessor, making them popular with a broad spectrum of consumers for a wide range of tasks, running the gamut from janitorial duties to complex mechanical repairs and maintenance. The T9 series has only enough modifications to update the design. Unfortunately, the release of the R-series astromech by Industrial Automaton spelled the end for the T-series Utility Droid, although some models are still being used even during the time of the Clone Wars, particularly amongst owners that prefer their droids to not be as prone to idiosyncrasies as an astromech droid.

### Use in Play

The utility droid makes a viable substitute for heroes that might be interested in something other than an astromech for a droid companion that can still cover the technical skills they might otherwise not have access to.

### Build Options

- Give the Utility Droid a bit of an espionage focus by turning one of its empty tool mounts into a concealed tool mount and equipping a security kit to it.
- Really surprise your players by equipping this otherwise humble little droid with a blaster pistol, enabling it to attack from surprise, and perhaps even quite literally when the heroes' backs are turned.

## **VALET DROID**

Medium Droid (3<sup>rd</sup> Degree) Non-Heroic 4

Model Serv-O-Droid BT7-series Valet Droid

Init +0; Senses Perception +0

Languages Basic, Binary, High Galactic; 2 unassigned

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Defenses Ref 10 (flat-footed 10), Fort 9, Will 11  
hp 10; Threshold 9; Immune droid traits

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Speed 6 squares (walking)

Melee Unarmed +2 (1d3-1)

Base Atk +3; Grp +3

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Abilities Str 9, Dex 11, Con n/a, Int 14, Wis 12, Cha 13

Feats Linguist, Skill Training (Knowledge [bureaucracy],

Knowledge [social sciences], Pilot)

Skills Knowledge (bureaucracy) +8, Knowledge (galactic  
lore) +9, Knowledge (social sciences) +9, Perception +8,  
Persuasion +8, Pilot +7

Accessories walking locomotion, 2 hand appendages,  
basic processor, translator unit (DC 10), vocabulator,  
courier compartment (torso), internal comlink, internal  
storage (4kg)

Possessions audio recorder

Availability Licensed; Cost 1500 credits

## **CHALLENGE LEVEL I**

### **Background Information**

As part of the long line of personal assistant droids produced by Serv-O-Droid, the BT-series valet droids have frequently been marketed and priced as an alternative to the Cybot Galactica series of protocol droids, having much the same programming without the perceived prissiness. Quite popular with up-and-coming business execs and the newly wealthy, the BT7 valet droid is a dependable aide, able to track a full day's itinerary while providing useful advice on a number of social mores that their owners might otherwise be unaware of. Sadly, the aggressive pricing gives the BT7 a negative reputation amidst the old money crowds such as the Core World nobles and the Great Houses of the Tapani Expanse.

### **Use in Play**

The valet droid is a very capable substitute for a protocol droid at half the cost. It makes a fine assistant for an NPC that is either low-level or low on funds, and can be a helpful acquisition for a group of rough-and-tumble heroes that need some cheap help in ensuring they don't offend the local high-rollers too much.

### **Build Options**

- Replace training in Pilot with training in Deception to enable the valet droid to provide a believable cover story for any unseemly behaviors its owner might be up to.

## **APPENDIX: NEW EQUIPMENT**

### **NEW WEAPONS**

#### **THROWING KNIFE**

The throwing knife is well-balanced, enabling it to hit targets further away with greater accuracy than a standard knife while also being just as capable of being used in hand-to-hand combat as a regular knife, making it popular with both assassins and special forces members.

**Cost:** 75 credits; **Damage:** 1d4 (Piercing); **Size:** Tiny; **Weight:** 0.8kg; **Availability:** Licensed

**Special:** This weapon is accurate when thrown.

### **NEW ARMOR**

#### **REINFORCED LEATHER ARMOR**

Primitive by any standard, this armor is made of stiffened animal hides, and is frequently found on backwater worlds where the residents rarely have access to anything better, and some protection is better than nothing.

**Cost:** 750 credits; **Category:** Light; **Armor Bonus:** +3; **Max Dex Bonus:** +2; **Weight:** 4kg; **Availability:** Common

**Special:** This armor provides a +1 equipment bonus to the wearer's Fortitude Defense.

#### **STORM COMMANDO ARMOR**

Similar to the armor worn by scout troopers, the black armor worn by this elite stormtrooper branch makes them all but invisible to their opponents until it is much too late.

**Cost:** 8,500 credits; **Category:** Light; **Armor Bonus:** +4; **Max Dex Bonus:** +3; **Weight:** 9kg; **Availability:** Rare, military

**Special:** Provides a +2 equipment bonus to Fortitude Defense, and comes equipped with a helmet package (SECR pg140) and shadowskin (S&V pg47).

### **NEW EQUIPMENT**

#### **SHOCKBOXING PADS**

Resembling light armor padding, these pads help to insulate a shockboxer from the stunning effects of their opponent's punches, ensuring the spectators get their credits' worth out of the fight.

**Cost:** 800 credits; **Weight:** 4kg; **Availability:** Licensed

**Special:** Provides a +2 equipment bonus to the wearer's damage threshold, but only when resisting the effects of stun damage.

### **NEW DROID EQUIPMENT**

#### **GYRO-STABILIZED APPENDAGE**

Used predominately in massive combat droids, this specialized tool appendage allows the droid to brace an autofire-only weapon that is of the same size category or smaller than the droid by spending only a single swift action on its turn. The cost and weight of this mount is ten times the cost of a standard tool appendage.



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