

The cover art is a dynamic, painterly illustration. In the foreground, a character with dark skin and a beard, wearing a dark tunic, is shown from the chest up, looking intently at the viewer. A bright green lightsaber is held in his right hand, its blade glowing and extending towards the left. To his left, another character with dark skin and a beard, wearing a dark tunic with a red collar, is shown from the chest up, looking towards the first character. In the background, a third character, a Jedi Master with a long white beard and a blue robe, is shown from the waist up, holding a glowing green lightsaber. The background is a dark, rocky landscape with a large, glowing yellow light source, possibly a sun or a large fire, creating a dramatic, high-contrast scene. The overall style is reminiscent of classic Star Wars movie posters.

# STAR WARS

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ROLEPLAYING GAME

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DARK FORCES CAMPAIGN GUIDE

PHILLIP KRZEMINSKI

# STAR WARS®

ROLEPLAYING GAME

## DARK FORCES SAGA

FAN WEB ENHANCEMENT

PHILLIP KRZEMINSKI



# CREDITS

## DESIGNER

Phillip Krzeminski

## WRITER

Phillip Krzeminski

## EDITORS

Phillip Krzeminski

## WEB PRODUCTION

Phillip Krzeminski

## ORIGINAL ARTWORK

Phillip Krzeminski,  
Dark Forces MOD team

## OFFICIAL ARTWORK

LucasArts, LucasFilm  
LTD., Sony Online  
Entertainment

## COVER DESIGN

John Krzeminski,  
Phillip Krzeminski

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# INTRODUCTION





The *Dark Forces Campaign Guide* differs from other campaign guides in that it does not focus on a specific era. Although this book will focus on the characters, creatures, equipment and events seen in the Dark Forces and Jedi Knight video games, it also offers insights into how build a Dark Forces game and incorporate Dark Forces elements into your existing campaign.

The *Dark Forces Campaign Guide* offers game mechanics, plot hooks and equipment for characters of all persuasions, focusing primarily on Rebels, Imperials, the Fringe and Master Skywalker's New Jedi Order. The eras covered span from the Dark Times all the way into the later years of the New Republic.

## DARK FORCES THEMES

### One Sentient's War

The Dark Forces saga is largely centered around Kyle Katarn's private war against the Empire and those who killed his father. Galactic politics and events serve as a backdrop for a Dark Forces campaign and characters can certainly become embroiled in them, but the over-arching goals of the campaign should be personal and character driven.

Kyle Katarn fights with the upstart Rebel Alliance against the Galactic Empire and even gets drawn into major galactic events, such as the destruction of the first Death Star and the Dark Trooper project. However, his motivation for fighting the Empire is personally motivated. Even his Jedi training is initially motivated by the desire to bring his father's murder to justice.

In such a setting, players should have well developed goals and motivations for their characters and group. A session should challenge PCs not only with combat, skill checks and puzzles, but with tough decisions and moral conundrums.

### One Being Against a Galaxy

Another key aspect of Kyle Katarn's vendetta is the scope of his quest. His enemy is the Galactic Empire itself: a galaxy spanning empire boasting military might of a hitherto unprecedented scale.

Dark Forces campaigns should emphasize the scale of the heroes undertaking. During the course of an adventure, characters should face seemingly insurmountable odds and high stakes outcomes hinged upon their actions. These challenges reinforce the theme that a small group of individuals can have a profound effect on a galactic scale.

## The Adventure of a Lifetime

The immensity of Kyle's undertaking is such that it takes years to unfold. This kind of storytelling is unique in its ability to showcase the long term effects of a character's early choices as well as long term character development.

The passage of years can have a profound effect on a group of PCs and the game master should focus heavily on providing opportunities for character growth. The aforementioned focus on tough moral and life-changing decisions should have long term effects on both a character and the galaxy he lives in.

A Dark Forces campaign is perfect for the kind of developments that take years. During the course of his tale, Kyle Katarn transitions from a Imperial officer to a tough-as-nails mercenary to Jedi Knight, who succumbs to the dark side, returning to his mercenary roots before becoming one of the first Jedi Masters of the New Order.

## Shifting Allegiances

The final theme of a Dark Forces campaign, is the fluidity of one's affiliation to various factions. Kyle Katarn changes sides several times over the course of his lifetime. He begins his story as an Imperial officer and eventually goes mercenary. He allies himself more and more with the Rebel Alliance over the years, but occasionally returns to his mercenary roots and finally settles on the New Jedi Order.

For the purposes of a Dark Forces campaign, these factions are broken down to Imperial, Rebel/New Republic and the Fringe. Details on these factions can be found in Chapter I - Heroic Traits under the Galactic Factions section.

PCs in a Dark Forces campaign follow personal goals over any political affiliation and will occasionally change their affiliations to suit the pursuit of their agenda. However, this can cause the game master a great deal of trouble if left unchecked. Changing sides can have dire repercussions on both a personal and galactic scale.

If, for example, if a PC decides to quit the Rebellion to pursue his personal agenda during a major battle or before delivering crucial information, they could suffer a crippling defeat that could alter the fate of the galaxy. At the very least, he will likely find himself unwelcome or even attacked by his former allies.

**"THE DARK SIDE? I'VE  
BEEN THERE. DO YOUR  
WORST."**

**-KYLE KATARN**

## KYLE KATARN'S TALE

The following is a brief overview and time line of Kyle Katarn's epic.

### Soldier for the Empire (23-1 BBY)

Kyle was born on Sulon, the colony moon of Sullust, to the farmers Morgan and Patricia Katarn. Following an accident that resulted in the death of a mother, Kyle enrolled in the Imperial Academy on Cardia. He performed well in the academy and his education culminated with his Omega Exercise-leading a Stormtrooper assault on the Rebel comm center AX-456. Katarn performed admirably, leading his troops against an entrenched and numerically superior Rebel force.

It was during this battle that Katarn encountered Jan Ors for the first time, sparing her life along with many other Rebels, despite the protests of his men. Following his final exercise and graduation, Kyle learned of his father's death in a suspected Rebel raid on his homeworld.

### Rebel Agent (1 BBY-5 ABY)

Before receiving his first commission as an Imperial officer, Katarn took a pleasure cruise aboard the *Star of the Empire* to deal with his grief and recover from injuries sustained in his Omega Exercise. It was on this cruise that Kyle met Lando Calrissian and ran into Jan Ors for the second time.

After chasing down and brawling with Jan's rebel accomplices, Kyle was convinced by Jan to hear her out. She presented Kyle with evidence that the attack which killed his father was in fact staged by the Imperials to discredit the Rebel Alliance. After seeing the evidence, Kyle defected and went mercenary. He left the *Star of the Empire* and went to work for the Rebel Alliance as a spy.

Following his mission to Danuta, during which he stole the plans to an Imperial superweapon, Kyle was deployed to the Talay system to investigate the sudden destruction of the Rebellion's Tak Base. His investigation on Talay revealed the Dark Trooper Project, headed up by General Rom Mohc.

Katarn followed the clues, leading him to Anoat, where he captured Moff Rebus, an infamous Imperial weapons engineer. After raiding a testing facility for phrik on the planet Fest, Katarn was led to the Gromas system, where said mineral was being mined and the first stage of the Dark Trooper was manufactured. After destroying the facility, Katarn had to rescue Crix Madine from an Imperial detention center on Orinackra and traveled to the Ramsees Hed docking port on Cal-Seti. There, he was able to track a smuggling ship that was making runs to the frozen planet of Anteevy, where the second stage of Dark Trooper construction was being completed.

Katarn destroyed the facility on Anteevy and was led to Nar Shaddaa, where he located a nav card describing the activities of all the smugglers involved in the Dark Trooper project. Upon leaving the planet, though, Ors and he were briefly captured by Jabba the Hutt. However, Katarn managed to fight

his way through Jabba's pets and hired guns rescuing Jan and recovering the nav card during his escape.

In order to decode the nav card, Katarn and Ors infiltrated the ISO building on Coruscant. After a battle with Boba Fett, Kyle used the data from the card to track down and hijack one of the smuggling ships involved in order to infiltrate the *Executor*. Kyle stole the location of the *Arc Hammer* from the Star Dreadnought's databanks. Kyle subsequently tracked down, boarded, and destroyed the manufacturing facility and killed General Mohc in a fierce battle- ending the threat of the Dark Trooper Project.

**"I'M NO JEDI; I'M JUST A  
GUY WITH A LIGHTSABER  
AND A FEW QUESTIONS."  
-KYLE KATARN**

### Path of the Jedi (5-10 ABY)

Shortly after learning the identity of his father's killer, the dark jedi Jerec, Kyle is drawn into a race for the legendary Valley of the Jedi. Jerec seeks the Valley for its power and killed Kyle's father to learn its location. Kyle returns home to Sulon to find it ransacked by Jerec's men, who have stolen Morgans maps to the Valley.

However, Kyle did find his family's old droid, WeeGee, as well as a recording of his father which explained Kyle's destiny and presented him the with Lightsaber of the Jedi master Qu Rahn. Guided by the Force spirit of Rahn, Kyle took his first steps on the path to become a Jedi.

He began by hunting down the droid 8t88, who had betrayed him to Jerec, and deciphered the maps to the Valley. Kyle battled and defeated Jerec's dark disciples one-by-one until he had recovered the map and travelled to the heart of the Valley to confront the Dark master himself. Mastering his anger, Kyle managed to defeat his opponent and free the trapped spirits of the Valley.

### Fall from Grace (10-12 ABY)

Kyle would struggle years following his confrontation with Jerec, however it was no longer his anger that impeded his path to becoming a Jedi but the fear of succumbing to the Dark Side. Kyle entered into an informal mutual apprenticeship with Mara Jade during this time and worked with the New Republic on Altyr V. for a time.

While repelling an Imperial assault on the newly formed base, Kyle learned of the secret Sith ruins on Dromund Kaas. While investigating the ruins, Kyle's fears drove him to the Dark Side. Mara, sensing he was in danger, sought him out and duelled him to a standstill. Jade, realizing that she was just fueling the darkness within Katarn, lowered her guard; Kyle could not bring himself to strike her down and was redeemed. Following his brush with the Dark Side, Katarn swore off the Force and returned to his life as a mercenary and spy.

### Triumphant Return (12-14 ABY)

Katarn spent years avoiding anything to do with the Force, but his destiny would catch up with him when he accepted a mission to Kejim to investigate a possible Imperial Remnant base there. Katarn uncovered the operation there and succeeded at shutting it down. However, during the operation Jan was captured and apparently killed by the fallen Jedi, Desann, and his student, Tavion Axmis.

Kyle was easily defeated by the Force-weilding Chistori and in an act of rage and desperation, Kyle travelled to the Valley of the Jedi to reconnect himself to the Force. However, Jan's apparent death was nothing but a ruse to trick Katarn into leading him to the valley. After reconnecting to the force and recovering his lightsaber from Luke Skywalker's Jedi Praxeum, Kyle set off to Nar Shaddaa to track down Desann.

Kyle rescued his old friend Lando Calrissian and got a lead on Desann's whereabouts from the databanks of the crimelord, Reelo Baruk. The trail led the pair to Bespin, where Desann's pupil was overseeing the shipment of cortosis armor for their Shadow Trooper project. Kyle defeated Axmis and sparred her life when she revealed Jan was still alive. Kyle proceeded to follow the cortosis ore back to Desann's Cairn Installation where he infiltrated Desann's flagship, the Doomgiver- which was built to unleash Desann's Reborn army upon the Jedi Academy.

In flight, Kyle worked with Rouge Squadron to bring down the flagship and rescue Ors. Upon descending to the surface, Kyle fought through the jungles of Yavin IV- helping to defend the Academy from the Reborn warriors and eventually defeating Desann himself below the Massassi ruins.

### Passing the Torch (14+ ABY)

After Desann's defeat, Katarn was promoted to Jedi Master and continued in the ways of the Force as an instructor at Skywalker's Academy.[1] Katarn took on two students, Jaden Korr and Rosh Penin to train in the ways of the Jedi. Both students were talented, progressing quickly under Katarn's tutelage.

When a new threat, a Dark Jedi cult known as the Disciples of Ragnos, began threatening the galaxy, Katarn and his apprentices investigated numerous worlds on the trail of the Disciples. Their investigations spanned the galaxy, from Deep Core worlds such as Byss to Outer Rim Territories worlds such as Vjun.

Rosh would eventually fall to the Dark Side only to be later redeemed by Jaden Korr. Jaden was promoted to Jedi Knight and went on to defeat Tavion Axmis, her disciples, and even the Sith spirit of Marka Ragnos. Katarn would go on to become the Academy's foremost lightsaber instructor and train many other Jedi Knights.



# CHAPTER I

## HEROIC TRAITS





A Dark Forces Campaign offers numerous opportunities for characters of all backgrounds to fulfill their destinies. A central theme of the setting is on individuals struggle against monolithic odds, as typified by Kyle Katarn's struggle against the Galactic Empire.

What is most important in such a campaign is development; as characters confront their destiny they grow as individuals, gaining the experience and skills necessary to either fulfill or turn away from the challenges set before them.

Heroes of this setting come from all walks of life - farmers, rebels, Imperials and criminals can all find themselves embroiled in galactic politics and war. Those who manage to thrive amongst the galaxies adversity often find that they can rely only on themselves and possibly a few other like-minded sentients.

This cynicism typifies the Dark Forces hero, and as a result, they tend to be rather well-rounded individuals who are capable of handling whatever the galaxy throws at them. Multi-classing is common and versatility is valued over specialization.

## **GALACTIC FACTIONS**

### **PLAYING A REBEL**

The Rebel Alliance represents what may be the ultimate galactic underdog. This ragtag group faces down a monolithic foe who controls the majority of the galaxies minds, resources and wealth. Besides the Alliance to Restore the Republic, there are numerous smaller insurgent groups such as the Sullustan Resistance Movement and other local groups that lack the support of the greater Rebel Alliance.

Rebel characters vary widely in background and motivation. The following represent some of the more common archetypes found in the Rebellion as well as their backgrounds and motivations:

#### **The Avenger**

Some Rebels are driven by revenge for some atrocity perpetrated by the Galactic Empire. These individuals are common, but sometimes unstable elements in the Rebel military, as they often put their own vendettas above the commands of their superiors or the ideals of the Alliance. Kyle Katarn and Tycho Celchu could be considered avengers.

#### **The Defector**

Sometimes one must witness the atrocities of war first hand in order to see the errors of their ways. These characters tend fall into one of the other categories as well, usually defining the reason they left Imperial service, but deserve their own grouping due to the unique nature of their situation. Defectors tend to join the Empire for one of the reasons

mentioned above, and fail to find what they are looking for and seek it out in the Alliance. These figures tend to have better training than other Rebels and a more grim outlook. Crix Madine and Kyle Katarn are typical examples of the defector.

### The Idealist

The Alliance itself was formed based on high ideals and morals. Several of the Rebellion's greatest heroes came from humble backgrounds armed with nothing more than courage and unshakable idealism. These individuals tend to become the leaders or heart of a group, serving as a moral compass and energetic example of what the Rebellion is fighting for. Princess Leia and Morgan Katarn are both good examples of the idealist.

### The Outcast

During the Dark Times and much of the Galactic Civil War, many worlds are annexed, alien species subjugated and families destroyed. Many of the Rebellions recruits join simply because they have nowhere else to go. Among these are freed slaves, war refugees and orphans. Many alien species in the galaxy find their entire homeworld annexed by the Empire and cannot return home, one of the reasons that a large part of the Alliance is made up of non-humans. Chewbacca and Wedge Antilles are examples of outcasts in the Rebellion.

### The Outlaw

The outlaws reasons for joining are usually very similar to those of the outcast, but the specifics on the circumstances are often less than innocent. Many criminals with deathmarks on their heads find the Alliance to be a safe haven from Imperial patrols and bounty hunters. They often lack the ideals and conviction that the Rebel Alliance is looking for, but will often make exceptions due to personnel shortages and the general need for competent fighters. Han Solo and Juno Eclipse are examples of individuals who joined the Rebellion while on the run.

### The Romantic/ The Thrill-seeker

Enraptured by holovids and the notion of fighting in the greatest war since the Clone Wars, the romantic joins up for the adventure of the lifetime. These individuals quickly find that the life of a resistance fighter is far from glamorous. In the end, these recruits tend to learn harsh lessons and rise to become true heroes or request a transfer to a less dangerous and adventuresome desk job. Luke Skywalker as of Episode IV and Deena Shan are good examples of the Romantic.

## PLAYING AN IMPERIAL

Although many rebel against the Galactic Empire, the majority of the known galaxy remains loyal and even enthusiastic about the New Order and its policies. Although it has incredible military might, the Empire actually maintains control of the galaxy through tight control of the media and extensive propaganda campaigns. Most Humans thrive under the Emperor's Humanocentric policies and most Core-dwellers are taken in by the peace

and prosperity brought about by the Empire. Most of the Empire's more draconian policies are viewed as unfortunate necessities to combat the various rebel terrorist cells and most of its worst atrocities are covered up or blamed on the Rebel Alliance.

Imperial characters tend to come from more narrow backgrounds and are almost universally Human but have widely varying motivations. The following represent some of the more common archetypes found in Imperial service as well as their motivations:

### The Clone

At the time of the first Death Stars destruction, about one-third of the Stormtrooper Corps was made up of clones. These soldiers are bred for war, but are generally less stable and well trained than their Clone Wars predecessors, owing to lower quality cloning facilities. These beings are programmed for loyalty, but occasionally a clone does overcome his genetic programming and. Examples of clones in the Empires service include Major Grodin Tierce and Kir Kanos.

### The Dutiful

Many of the fleets finest officers joined the military out of a sense of duty, often to their homeworld or family. These individuals can trace their families military history back to the Clone Wars and beyond, and are expected to add to that heritage. These recruits have often spent their entire youth preparing for the entrance exams to the Imperial Academy, and have known little else. Grand Moff Wilhuff Tarkin and Admiral Natasi Daala are prime examples of the dutiful archetype.

### The Conscript

A frighteningly large portion of the Imperial military is made up of conscripts, most of which were indoctrinated into Imperial service following the subjugation of their homeworld. Conscripts vary in loyalty but most fall prey to the massive amount of propaganda, indoctrination and brainwashing that they undergo during training. Maarek Stele began his career as a conscript.

### The Idealist

Just as with the Rebels, many Imperials serve based on their ideals. These individuals see the Imperial military as a peacekeeping force which is defending the New Order and galactic civilization. They justify the heavy handedness of their military actions as being necessary to maintain peace and prevent another galactic civil war. Many of these individuals become disillusioned and often make up the largest number of defectors. Lieutenant Janek Sunber is a textbook example of an idealist in the Imperial military.

## PLAYING A FRINGER

For those who live on the fringe of galactic civilization, little changes over the course of a Dark Forces campaign. The Galaxy is at war almost constantly from the onset of the Separatist Crisis until the end of the



Second Galactic Civil War– nearly sixty years of warfare. During this time there is a constant demand for nefarious individuals: pirates, bounty hunters, smugglers, scavengers and other seedy individuals. The only thing that does change for these sentients is who is paying their fee.

Fringe characters can be of any number of species, backgrounds or professions. The following represent a few of the more common archetypes regarding their motivations and attitudes towards the rest of the galaxy:

### The Apathetic

These beings either don't care who runs the galaxy or refuse to let politics interfere with business. To these individuals, all governments are the same when you live on the wrong side of the law and only seek to continue making credits and live out their lives free from the various policies of galactic powers. Talon Karrde and Schurk-Heren typify those of the fringe that care little for galactic politics beyond their own agendas.

### The Escapist

Like the apathetic, the escapist unvaryingly wants to be left out of political struggles and galactic warfare. Unlike the apathetic, these individuals tend to actively avoid civilization, rather than to feed on its excess. These individuals include scouts, former Imperials or Clones and even former Jedi. Crys Taanzer and Bomo Greenbark are both examples of sentients seeking to live their lives free from political oppression.

### The Mercenary

Most fringers fall into this group. These beings only swear allegiance to the all-mighty credit, and are usually only loyal as long as their employers credit account remains full. Fringers of this persuasion typically find themselves with few allies and even fewer friends, as they sell them out and are sold out in turn. Dash Rendar and Tem Merkon fall into this category of Rogue.

## NEW SPECIES

The following species are notable examples of those prominent in a Dark Forces campaign. Species of this setting are typically tough and can capable of scratching out an existence in an all-too-unfriendly galaxy.

### SPECIES CHARACTERISTICS

Your character's species determines some of his or her qualities.

#### Ability Adjustments

Find your character's species on Table 1.1: Species Ability Adjustments and apply the appropriate adjustments to your character's ability scores. Use the following two tables to help determine your characters age, height and weight.

**TABLE 1-1: SPECIES ABILITY ADJUSTMENTS**

SPECIES	ABILITY ADJUSTMENTS
Boltrunian	+2 Strength, -2 Dexterity
Ugnaught	+2 Constitution, -2 Charisma

**TABLE 1-2: AGE BY SPECIES**

SPECIES	CHILD	YOUNG ADULT	ADULT	MIDDLE AGE	OLD	VENERABLE
Boltrunian	1-5	6-12	13-300	301-400	401-500	501+
Ugnaught	1-10	11-19	20-75	76-120	121-160	161+

**TABLE 1-3: AVERAGE HEIGHT AND WEIGHT**

SPECIES	HEIGHT	WEIGHT
Boltrunian	1.8 meters	95 kg
Ugnaught	1.2 meters	35 kg

## BOLTRUNIAN

Boltrunians are a near-human species that developed on the Outer Rim world, Boltrunia. The planets high-gravity forced the Boltrunians to develop massive strength and endurance in order to survive and flourish. As a result, Boltrunian society is a perfect example of survival of the fittest, creating a people who respect strength and disdain weakness. Boltrunians have little compassion for those who cannot pull their weight and will often leave weak and infirm to their deaths.



**MAW, A BOLTRUNIAN DARK JEDI**



**Personality:** Boltrunians are a powerful species, owing their strength to the high gravity environment of their homeworld. They tend to be a cold and practical people with little use for compassion or sentimentality.

**Physical Description:** Every inch of a Boltrunian's body is pure, rippling muscle designed to withstand the pressures of their high-gravity homeworld. They have humanoid builds, but are characterized by a sharp set of bottom teeth, heavy brow ridges and their hairless and craggy skin. They are two sub-species of Boltrunian - one with green-hued skin and large ears and the other with beige skin and without external ears.

**Homeworld:** Boltrunia, a harsh and high-gravity world in the Outer Rim.

**Languages:** Boltrunians have their own guttural language which they use amongst their own kind. Most Boltrunians also speak basic, which they use when addressing non-Boltrunians.

**Example Names:** Maw, Shabba, Warto.

**Adventurers:** Boltrunians are renowned for their strength and their coarse nature. Boltrunians often leave their inhospitable homeworld looking for a better life but their bold and bossy nature rarely endears them to other sentients. Boltrunians are often employed as thugs, mercenaries or other violent professions. However, many Boltrunians are happy to make an honest credit working as a freight loader or other profession where their strength is an asset. Most are just happy to be rid of their harsh homeworld.

## BOLTRUNIAN SPECIES TRAITS

**Ability Modifiers:** +2 Strength, -2 Dexterity. Due to the high-gravity of their homeworld, Boltrunian physiques tend to be sluggish and powerful.

**Medium Size:** As Medium creatures, Boltrunians have no special bonuses or penalties due to their size.

**Speed:** Boltrunian base speed is 6 squares.

**Bonus Feat:** Boltrunians gain Extra Second Wind as a bonus feat at 1st level.

**High-Gravity Native:** Being native to a high-gravity world, Boltrunians do not suffer any penalties to attack rolls in a high-gravity environment.

**Imposing:** Boltrunians may add their Strength modifier in place of their Charisma for Intimidate application of the Persuasion skill.

**Automatic Languages:** Basic and Boltrunian.

## UGNAUGHT

Ugnaughts are a hardy and hardworking species that hails from the Outer Rim world, Gentes. They numbered among the most oppressed and exploited species in the galaxy, frequently being targeted by slavers and corrupt corporations for use as a subjugated workforce. As a result, Ugnaughts can be found all over the galaxy, despite their anti-social tendencies and lack of inclination to join galactic society.

Ugnaught society is based upon the concept of "blood profession", with Ugnaught parents teaching their children their family trade. If the number of young Ugnaughts in a given profession exceeded the needed, a blood duel was called for. These fights were held to the death, with the victor winning the right to inherit their blood profession and place in society.

**Personality:** Ugnaught society tends to produce meticulous individuals who have the discipline to master a trade. Ugnaughts are renowned for their stoicism and tend to shy away from prolonged exposure to other species.

**Physical Description:** Ugnaughts are stout humanoids with vaguely porcine features. Adults typically stand at about 1.0 to 1.6 meters in height.

**Homeworld:** Gentes, located in the Anoat system in the Outer Rim.

**Languages:** The Ugnaught language consists of grunts, squeals and chattering sounds. The language is very difficult for outsiders to understand and takes years to master. Ugnaughts typically invest little energy into learning Basic or other languages with the exception of clan leaders, who typically serve as the voice of their people.

**Example Names:** Alby, Ars, Lekk, Onicrop, Ozz, Pordy, Rachott, Scizzic, Ugarte, Ugloste, Ugnor, Ukert, Vurd, Yoxgit.

**Adventurers:** Ugnaughts encountered off Gentes are likely slaves, former slaves or outcast who refused to participate in a blood duel for their blood profession. These Ugnaughts typically make their way in the galaxy using their natural cleverness, enduring nature and the skills of their blood profession. Some Ugnaughts show sensitivity to the Force, but rarely pursue training, as it would detract from their blood profession.



A TYPICAL UGNAUGHT WORKER

## UGNAUGHT SPECIES TRAITS

**Ability Modifiers:** +2 Constitution, -2 Charisma. Ugnoughts tend to be hardy and stoic people.

**Small Size:** As Small creatures, Ugnoughts have a +1 bonus to their Reflex Defense and a +5 bonus on Stealth checks. However, their lifting limits are three-quarters of those of Medium characters.

**Speed:** Ugnought base speed is 4 squares.

**Blood Profession:** Ugnought culture centers around the mastery of a trade. Ugnoughts gain the Skill Focus feat for one skill in which they are trained at 1st level. Eligible skills include: Gather Information, Any Knowledge, Mechanics, Pilot, Ride, Survival, Treat Injury and Use Computer.

**Enduring Nature:** Ugnoughts may reroll any Endurance check but must keep the second result, even if it is worse.

**Automatic Languages:** Ugnought.

## NEW TALENTS

The talents presented here supplement those found in the *Saga Edition Core Rulebook* and are suitable for all eras of play.



JEDI READY

## NEW JEDI TALENTS

The following talents are meant to be used with the Jedi class:

### Jedi Guardian Talent Tree

The following new talents belong to the Jedi Guardian talent tree, which is available to members of the Jedi class (*Saga Edition Core Rulebook*, page 40).

**Jedi Ready:** You can spend a swift action when you are fighting defensively to gain a +2 competence bonus on attacks of opportunity as well as Use the Force checks to activate the Block and Deflect talents.

## NEW SCOUNDREL TALENTS

The following talents are meant to be used with the Scoundrel class:

### Cowardice Talent Tree

You are a coward at heart- willing to flee from conflict, beg for your life and throw those who show you mercy to the Rancors. Your pride takes a backseat when your life is on the line.

**Cowards Flight:** Once per encounter, as move action, you may move a number of squares equal to half your movement + your Charisma modifier. This movement does not provoke attacks of opportunity.

**Craven Appeal:** Once per encounter, as standard action, you may make a Persuasion check and use the result of the roll in place of your Reflex Defense until the beginning of your next turn.

*Prerequisite:* Not in the Face.

**Feign Harmlessness:** You may substitute your Persuasion skill modifier for your Deception skill modifier in order to activate the Feint application of the Deception skill.

**Harmless Distraction:** When you successfully Feint an opponent, you may designate one ally within 12 squares. Your ally treats the target as flat-footed until the beginning of your next turn.

*Prerequisite:* Feign Harmlessness.

**Not in the Face:** Once per encounter, as a reaction to being attacked by an opponent, you may make a Persuasion check and use the result of the roll in place of your Reflex Defense.

## NEW FORCE TALENTS

The following talents are meant to supplement those found on page 100 of the *Saga Edition Core Rulebook*. When a character with the Force Sensitive feat gains a talent, he or she may choose from among those found in the *Saga Edition Core Rulebook* or those found here.

### Control Talent Tree

The following new talents belong to the Control talent tree.

**Force Absorb:** Whenever you successfully negate a Force power using the rebuke power, you immediately gain one temporary force point which can only be used to regain one spent Force power or to activate a Force talent.

## NEW FEATS

The feats presented here supplement those found in the *Saga Edition Core Rulebook* and are suitable for all eras of play.

### Abject Cowardice

You value survival over valor and are not afraid to run from a fight or beg for your life.

**Prerequisites:** Dodge.

**Benefit:** When you use a full-round action to run, you gain a +2 competence bonus to Reflex Defense until the beginning of your next turn. Additionally, you gain a +2 circumstance bonus on all Persuasion or Deception checks to beg for your life.

**Special:** Due to your cowardice, you are always treated as helpless for the purposes of the Intimidate application of the Persuasion skill.

## LIGHTSABER STYLE FEATS

The following feats represent the mastery of the three styles that were taught to the students at Luke Skywalker's Jedi Praxeum. The three styles were based on the principle of the Three Rings of Defense and developed by Kam Solusar, one of the Praxeums first students.

### Fast Style

Consisting of short and quick motions with the blade that could be chained and combined almost indefinitely, this style allowed for multiple attacks at an extremely fast pace.

**Prerequisites:** Rapid Strike, Weapon Proficiency (lightsabers).

**Benefit:** Whenever you miss while making an attack using the Rapid Strike feat, you still deal damage to the target equal to your Dexterity modifier.

Once per encounter, when you fight defensively as a standard action you gain a +2 competence bonus on all Use the Force checks to activate the Block and Deflect talents.

You must be wielding a lightsaber to gain the advantages of this feat.

**Special:** If you have the Ataru talent (page 218 of the *Saga Edition Core Rulebook*), Once per encounter, when you are damaged by an opponent within your reach, you may make an immediate lightsaber attack against the target dealing your base lightsaber damage with no bonus to the damage roll from your Strength, Dexterity or Heroic Level.

### Medium Style

The medium style was based on a perfect equilibrium between speed and power, allowing the practitioner to attack and defend while conserving energy for prolonged battles.

**Prerequisites:** Constitution 13, Melee Defense, Weapon Proficiency (lightsabers).

**Benefit:** Once per round, when you make a successful lightsaber attack, you gain a number of bonus hit points equal to your Constitution modifier. Damage is subtracted from these hit points first, and any bonus hit points remaining at the end of the encounter are lost. Bonus hit points do not stack.

Once per encounter when you score a critical hit, you gain a +2 competence bonus to one of your Defenses until the end of your next turn.

You must be wielding a lightsaber to gain the advantages of this feat.

**Special:** If you have the Shii-cho talent (page 219 of the *Saga Edition Core Rulebook*), once per encounter you may add your bonus from the Melee Defense feat to your first Use the Force check to activate the Block or Deflect talent.

### Strong Style

The strong style was based primarily on powerful strikes to batter through an opponent's defense, sacrificing speed for unrivaled power.

**Prerequisites:** Mighty Swing, Weapon Proficiency (lightsabers).

**Benefit:** When you use the Mighty Swing feat, you target suffers a -2 penalty to Use the Force checks to activate the Block or Primitive Block talents.

Once per encounter, when you damage an opponent with a lightsaber attack you can immediately make a lightsaber attack against the target's Fortitude Defense as a free action. If successful, you knock the target to the ground (prone) in its current square, provided that the target is no more than one size category larger than you.

You must be wielding a lightsaber to gain the advantages of this feat.

**Special:** If you have the Djem So talent (page 218 of the *Saga Edition Core Rulebook*), when you score a critical hit with a lightsaber attack your target takes a penalty to attack rolls against you equal to your Strength modifier until the end of his next turn.

## FORCE POWERS

The Force powers presented here supplement those found in the *Saga Edition Core Rulebook*. These powers are available to any Force sensitive character who has taken the Force Training feat. They represent those seen in use during the Dark Forces Saga but are suitable for all eras of play.

### DEADLY SIGHT [DARK SIDE]

You focus your hatred into deadly energy, inflicting pain and injury upon your foes merely by looking at them. **Time:** Standard Action **Targets:** All creatures within a 6 square cone and line of sight.

**Make a Use the Force check.** The result of the check determines the effect, if any.

**DC 15:** Until the end of your next turn, any creature that starts its turn in the affected area takes 1d8 Force damage and takes a -1 to all attack rolls.

**DC 20:** As DC 15, except the damage increases to 2d8.

**DC 25:** As DC 20, except the damage increases to 3d8.

**DC 30:** As DC 25, except the damage increases to 4d8.

**Special:** You can maintain *deadly sight* from round to round, extending the normal duration. Maintaining the *deadly sight* power is a swift action, and you must make a new Use the Force check each round. If you take damage while maintaining *deadly sight*, you must succeed on a Use the Force check (DC=15 + damage taken) to continue maintaining the power.

You can spend a Force Point to increase the damage dealt by +1d8.



## DEADLY SIGHT



### DESTRUCTION [DARK SIDE]

You are able to draw massive amounts of energy from the dark side of the Force, and discharge it using your own body as a conduit. The resulting blast could inflict massive damage and throw the targets asunder. **Time:** Standard Action **Targets:** One creature within 12 squares and line of sight.

**Make a Use the Force check.** Compare the result to the target's Reflex Defense. If the roll equals or exceeds the target's Reflex Defense, the target takes 6d6 damage (half damage if it has the Evasion talent) and half damage if it misses (no damage if it has the Evasion talent). Any creature or object adjacent to the target takes half damage if the attack hits (none if it has the Evasion talent) and no damage if it misses. Additionally, all targets hit by the attack are pushed one square outward from the blast.

**Special:** You can spend a Force Point to increase the number of squares the targets are pushed to equal your Charisma modifier.

### LIGHTSABER FORM POWERS

These powers are available to any Force sensitive character who has taken the Force Training feat. They represent the ancient lightsaber techniques utilized by the Jedi armies during the days of the Old Republic. However, these abilities are suitable for all eras of play with the GM's permission.

#### FALLING LEAF STRIKE [LIGHTSABER FORM]

You spin your feet, mid-air, to deliver a powerful blow from your lightsaber. **Time:** Standard Action **Targets:** One enemy within reach.

**Make a Use the Force check.** The result of the check determines the effect, if any.

**DC 20:** You can make a single melee attack with a lightsaber against the target. If your attack hits, compare the attack roll to the target's Fortitude Defense. If result equals or exceeds the target's Fortitude Defense, your attack moves the target -1 step down the condition track in addition to the

normal effects of the attack's damage.

**DC 25:** As DC 20, and you gain a +1 Force bonus on the attack roll.

**DC 30:** As DC 25, and you gain a +2 Force bonus on the attack roll.

**Lightsaber Form (Ataru):** If you have the Ataru talent, you can use this power in the place of a melee attack roll at the end of a charge. You gain the benefits of the Powerful Charge feat if you use the power in this way.

**Special:** You can spend a Force point to add +1 die of damage to the lightsaber attack's damage result.

#### FLOWING WATER CUT [LIGHTSABER FORM]

When your opponent withdraws his saber from a block, you can follow through, cutting into his body. **Time:** Standard Action **Targets:** You plus one enemy within reach.

**Make a Use the Force check.** The result of the check determines the effect, if any.

**DC 15:** You can make a single melee attack with a lightsaber against the target. Your opponent takes a -2 penalty on Use the Force checks to block the attack, as per the Block and Primitive Block talents.

**DC 20:** As DC 15, except the penalty increases to -5.

**DC 25:** As DC 20, except the penalty increases to -10.

**DC 30:** As DC 25, except the target cannot use the Block talent to negate the attack.

**Lightsaber Form (Djem So):** If you have the Djem So talent, after successfully activating this power you gain one temporary Force Point which can only be used to activate the Djem So talent. If this temporary Force Point is not used by the end of the encounter, it is lost.

**Special:** You can spend a Force Point to treat your opponent as flat-footed for the purposes of your lightsaber attack.



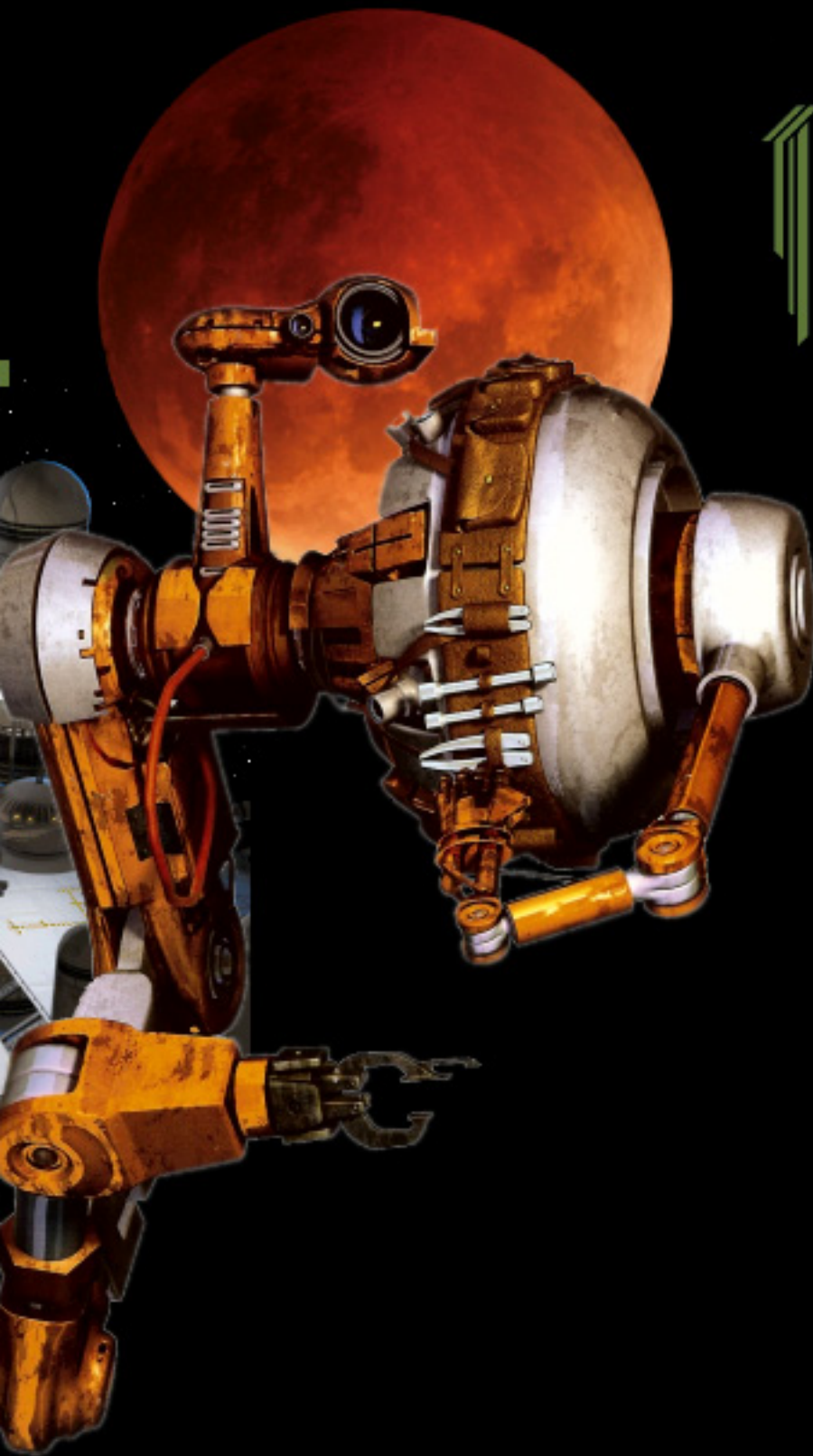
FALLING LEAF STRIKE



# CHAPTER II

## DROIDS & EQUIPMENT





The Clone Wars led to great advancements in weapons technology as the entire galaxy was engulfed in war. During this time weapons designs became obsolete before they even made it into production. In the years following, massive amounts of military hardware flooded the market, making it easy for mercenaries, pirates and terrorist groups to arm themselves, albeit with somewhat outdated weaponry.

Upon the onset of the Galactic Civil War, the forces of the Empire and the Rebel Alliance once again returned to the race for technological superiority. The Empire's greatest minds set to work churning out hundreds of "super weapons" for their Emperor while the Rebel Alliance armed itself primarily with the cast aside weapons of Clone Wars vintage.

A Dark Forces campaign walks the line between the dilapidated and the cutting edge - The Bryar pistol versus the Dark Trooper assault cannon. Frequently, a Rebel or even New Republic PC group will have to make do with outdated, refitted and recycled technology against a foe equipped with the latest prototype off the factory floor.

However, as the Empire learns, technology isn't everything. Repeatedly, a small group of outnumbered and outgunned rebels triumph against the Empire. In the end, the will to fight and win prevails against all odds and armaments throughout the Dark Times and Rebellion Eras.

## ARMS AVAILABILITY

A Dark Forces campaign will take the PCs though the seediest parts of the galaxy, and they must often make due with whatever equipment they can borrow, buy, steal or scrounge.

Under the laws of the New Galactic Order, most weapons have been made restricted or outright illegal. However, there is a booming blackmarket overflowing with Clone Wars era weapons and technology. PCs are likely to find themselves paying top credit for even simple blasters and forged permits.

Independent arms dealers, such as the Sissk gang, amass fortunes illegally selling knockoff and homemade weapons, while smugglers and gunrunners make fortunes supplying illegal military groups such as the Rebel Alliance.

**TABLE 2-1: RANGED WEAPONS**

HEAVY WEAPONS	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Large							
Dark Trooper Assault Cannon <sup>1</sup>	7,500	3d8+3/6d6	-	S	38 kg	Energy / Slashing	Military, Rare
Rail Detonator <sup>1</sup>	2,500	5d6	-	S	6.5 kg	Piercing and Slashing	Military
Stouker Concussion Rifle <sup>1,2</sup>	3,300	5d8	-	S	12 kg	Energy	Military
PISTOLS	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Medium							
Bryar Pistol	1,450	3d8	-	S	1.6 kg	Energy	Rare, Restricted
RIFLES	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Medium							
Imperial Repeater Rifle	2,200	3d8	-	A	5 kg	Energy	Military

- 1 Area attack weapon  
2 Inaccurate weapon

## RANGED WEAPONS

During most eras encompassed by a Dark Forces campaign, the Empire has imposed strict restrictions regarding military technology. Gaining access to ranged weapons during this time is slightly more difficult and often illegal.

Prototype weapons are also very common during these times and the acquisition (or destruction) of a potentially tide-turning weapon technology is often at the very heart of a campaigns objectives.

### BRYAR PISTOL

#### Pistol

A modified Bryar rifle with its stock and muzzle sawed down, a Bryar pistol makes a powerful and accurate sidearm. Although the Bryar is something of an antique, it is still popular with collectors and blaster aficionados. The Bryar serves similarly to a heavy blaster pistol in its sawed-off form, packing the punch of a rifle with the portability of a pistol. Additionally, the pistol is very accurate and does not suffer from the range problems of a normal heavy pistol.

The Bryar pistol requires a power pack to operate. After 50 shots, the power pack must be replaced.

### DARK TROOPER ASSAULT CANNON

#### Heavy Weapon

This massive cannon served as the primary weaponry for Phase II and III Dark Troopers. The cannon itself is over a meter long and too heavy for all but the strongest Humans to wield properly. This weapon represents the height of Imperial weapons technology and was developed by some of the galaxies greatest weapons designers. The weapon has two fire modes- a

light repeating blaster and a missile launcher- which can be toggled as a Swift action. Both of these weapons can be found in Chapter 8 of the *Saga Edition Core Rulebook*.

The assault cannon is functionally two weapons that have received the Dual Gear and Pulse Charger upgrades (see *Scum and Villainy*, page 41 and 43). The weapon cannot be braced for autofire unless the wielder has a Strength of at least 18. These weapons are exceedingly rare and may have all been destroyed with the *Arc Hammer*.

### IMPERIAL REPEATER RIFLE

#### Rifle

The Imperial Repeater was originally developed as a prototype weapon for the Dark Trooper Project by the famed weapons designer, Moff Rebus. Elements of the design were later incorporated into the Dark Trooper assault cannon, but the original design was adopted by the Empire and issued in small numbers to elite Stormtrooper units.

Like all repeating blasters, the Imperial Repeater is an autofire-only weapon (see *Saga Edition Core Rulebook*, page 156). However, the Imperial Repeater also has a secondary-fire mode which allows the wielder to fire three shot bursts. When using the Burst Fire feat at point blank range, the wielder gains a +1 equipment bonus to their attack rolls. Additionally, Jedi take a -2 penalty to all Use the Force checks to activate the Deflect talent to negate a point blank burst fire attack from this weapon.

### RAIL DETONATOR RIFLE

#### Heavy Weapon

Rail detonators use powerful electromagnets to fire rail charges at incredible velocities. These rail guns are one of the many heavy support

weapons favored by the Galactic Empire's elite Stormtrooper divisions. The high velocity allows the rail charges to penetrate and embed themselves into targets, making them especially effective anti-vehicle weapons. The rail detonator treats all vehicle and object damage reduction as if it were 5 points lower for the purposes of determining damage.

The rail detonator is an area-effect weapon. It deals full damage to the target if the attack hits its Reflex Defense (half damage if it has the Evasion talent) and half damage if it misses (no damage if it has the Evasion talent). Any creature or object adjacent to the target takes half damage if the attack hits (none if it has the Evasion talent) and no damage if it misses.

The rail detonator uses special rail charges as ammunition, and can fire three before needing to be reloaded. These rail charges come in sets of three, costing 250 credits and weighing 4kg.

## STOUKER CONCUSSION RIFLE

### Heavy Weapon

Concussion rifles fire a compressed capsule of ionized air towards a target, creating a powerful shock wave upon contact. The Stouker concussion rifle saw heavy use by the Empire, but was also extremely popular among criminal and mercenary groups. The galactic underworld is full of knock-off Stoukers and both real and counterfeit versions fetch a good price on the black market.

The Stouker concussion rifle is an area-effect weapon. It deals full damage to the target if the attack hits its Reflex Defense (half damage if it has the Evasion talent) and half damage if it misses (no damage if it has

the Evasion talent). Any creature or object adjacent to the target takes half damage if the attack hits (none if it has the Evasion talent) and no damage if it misses.

The Stouker concussion rifle requires a power pack to operate. After 5 shots, the power pack must be replaced.

**"MY WEAPONS ARE GONNA PUT A LOT OF HOLES IN A LOT OF REBEL SCUM."**

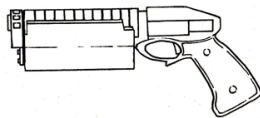
**-MOFF REBUS**

## DROIDS

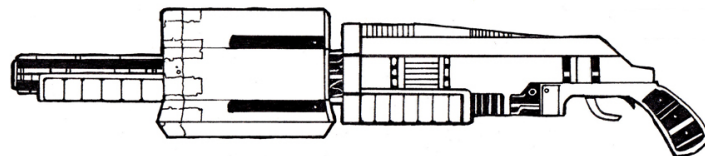
Following the Clone Wars, anti-droid sentiment was at an all time high due to the massive damage inflicted by the Confederate droid armies. The majority of the advancements in droid technology made by the CIS were lost for years as droid sales fell. However, the onset of the Galactic Civil War renewed the Empire's interest in battle droids as they sought an edge against the elusive Rebel Alliance.

## SECOND-DEGREE DROIDS

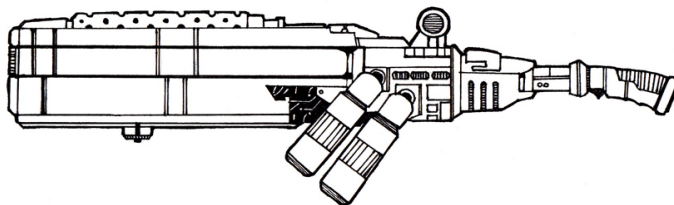
Second-degree droids specialize in mechanical and technical work. Most repair facilities and starships are equipped with at least one second-degree droid to assist with major work or to perform maintenance duties.



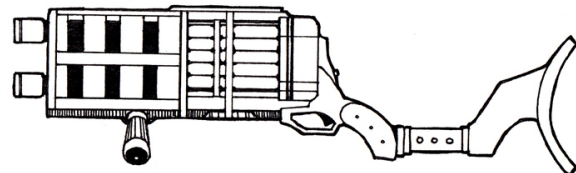
BRYAR PISTOL



RAIL DETONATOR RIFLE



STOUKER CONCUSSION RIFLE



IMPERIAL REPEATER RIFLE



## MSE-6 REPAIR DROID

The MSE-6 repair droid is a simple but incredibly versatile general purpose droid. The droids modular programming circuit only allows it to perform one task at a time, but its applications are only limited to its masters ingenuity. Commonly programmed roles include: maintenance, repair, courier, security, sanitation and guide.

Although originally intended for household or personal use, the MSE-series droids never achieved universal success because they reminded many sentient species of vermin or even prey. Desperate to recover their losses, Rebaxan Columni sold off the entire lot to the Imperial navy to fill its massive need for maintenance droids.

MSE-6 repair droids can be played as droid heroes.

### MSE-6 Repair Droid

CR 0

Diminutive droid (2nd-degree) Nonheroic 1

**Init** +3; **Perception** +5

**Languages** Basic (understand only), Binary

**Defenses** Ref 18 (flat-footed 15), Fort 7, Will 10

**hp** 2; **Threshold** 7

**Immune** droid traits

**Speed** 6 squares

**Base Atk** +0; **Grp** -3

**Abilities** Str 4, Dex 16, Con -, Int 12, Wis 10, Cha 8

**Feats** Skill Focus (Mechanics), Skill Training (Perception, Use Computer)

**Skills** Knowledge (any one) +6, Mechanics +11, Perception +5, Use Computer +6

**Systems** wheeled locomotion, 1 tool appendage, basic processor, internal comlink, internal storage (1 kg)

**Possessions** holorecorder, holoprojector

**Availability** Licensed; **Cost** 2,000 credits

## FOURTH-DEGREE DROIDS

Designed for combat, fourth-degree droids are often found serving as security or battle droids but assassin droids and several other non-combat models with military applications can be found here as well.

## DARK TROOPER PROJECT

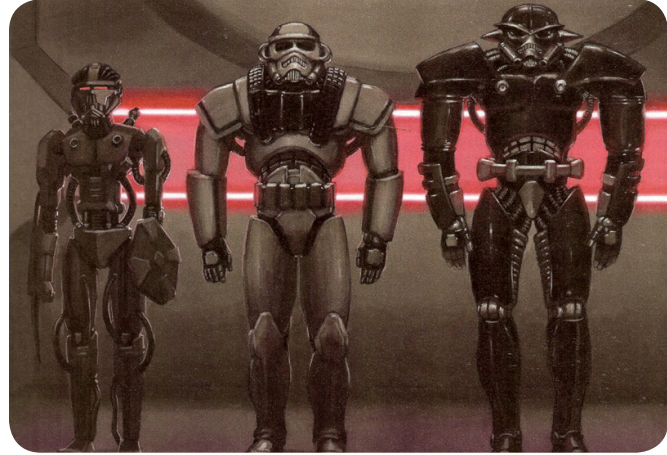
### Dark Trooper Phase I

Built as a preliminary model to test the project's artificial intelligence and body designs, the Phase I dark trooper is little more than a Phrik alloy frame equipped with a vibrosword and a blast shield.

Dispite the simplicity of its design, the Phase I is a deadly opponent. It uses its great speed and strength to charge into melee combat and tear its opponents to shreds. As a swift action, Phase I dark troopers can utilize their special programming and blast shield to gain a +2 deflection bonus to AC against ranged attacks.

Phase I dark troopers cannot be played as droid heroes.

## DARK TROOPER PROJECT: PHASE I, II AND III



### Dark Trooper Phase I

CR 4

Large droid (4th-degree) Nonheroic 10

**Init** +7; **Perception** +12

**Languages** Basic (understand only), Binary

**Defenses** Ref 19 (flat-footed 17), Fort 16, Will 12; Dodge, blast shield

**hp** 45; **Threshold** 26

**Immune** droid traits

**Speed** 8 squares

**Melee** vibrosword +13 (2d8+6)

**Melee** vibrosword +17 (2d8+11) with Powerful Charge

**Base Atk** +7; **Grp** +13

**Fighting Space** 2x2; **Reach** 2 squares

**Atk Options** Cleave, Power Attack, Powerful Charge

**Abilities** Str 23, Dex 14, Con -, Int 12, Wis 14, Cha 8

**Feats** Armor Proficiency (Light, Medium), Cleave, Dodge, Power Attack, Powerful Charge, Weapon Proficiency (Advanced Melee Weapons)

**Skills** Endurance +10, Perception +12

**Systems** walking locomotion, 2 tool appendages, heuristic processor, internal comlink, hardened systems, locked access, phrik alloy frame (+8 armor)

**Possessions** Large vibrosword, blast shield

**Availability** Military, Rare; **Cost** 25,000 credits

### Dark Trooper Phase II

The Phase II dark trooper is the standard model of the series. It has superior programing and mobility as well as more advanced armor and weaponry than the Phase I.

Additionally, the Phase II can be donned as a suit of armor by a Medium humanoid with the Armor Proficiency (Heavy) feat. In this role, it grants a +10 armor bonus, a +2 equipment bonus to strength and perception checks. It has a maximum dexterity bonus of +2.

Phase II dark troopers cannot be played as droid heroes.

**Dark Trooper Phase II****CR 7**

Large droid (4th-degree) Nonheroic 6/Soldier 5

**Init** +7; **Perception** +12**Languages** Basic (understand only), Binary**Defenses** Ref 22 (flat-footed 20), Fort 23, Will 17**hp** 65; **Threshold** 33**Immune** droid traits**Speed** 6 squares, 8 squares (flying)**Melee** unarmed +15 (1d4+6)**Ranged** assault cannon blaster +6 (3d8+7) with autofire**Ranged** assault cannon blaster +9 (3d8+7) with braced autofire**Ranged** assault cannon blaster +6 (5d8+7) with Burst Fire**Ranged** assault cannon blaster +9 (5d8+7) with braced Burst Fire**Ranged** assault cannon missile +11 (6d6+4; 2-square burst)**Fighting Space** 2x2; **Reach** 1 square**Base Atk** +9; **Grp** +15**Atk Options** Autofire Assault, Burst Fire, Point Blank Shot, Strafe**Abilities** Str 22, Dex 15, Con -, Int 13, Wis 14, Cha 8**Talents** Armored Defense, Weapon Specialization (Heavy Weapons, Rifles)**Feats** Armor Proficiency (Light, Medium, Heavy), Autofire Assault<sup>[1]</sup>, Burst Fire, Point Blank Shot, Strafe<sup>[2]</sup>, Weapon Proficiency (Heavy Weapons, Rifles, Simple Weapons)**Skills** Endurance +10, Perception +12**Systems** flying locomotion (limited), walking locomotion, 2 hand appendages, 1 stabilized mount, heuristic processor, internal comlink, hardened systems, locked access, phrik alloy battle armor (+10 armor)**Possessions** Dark Trooper assault cannon**Availability** Military, Rare; **Cost** 85,000 credits<sup>[1]</sup> *Legacy Era Campaign Guide*, Page 34.<sup>[2]</sup> *Force Unleashed Campaign Guide*, Page 35.**Dark Trooper Phase III**

The Phase III dark trooper is the last and most powerful model of the project. The Phase III dwarfed even the Phase II model, and was intended to be the armor of the next generation of stormtroopers.

Additionally, the Phase II can be donned as a suit of armor by a Medium humanoid with the Armor Proficiency (Heavy) feat. In this role, it grants a +12 armor bonus, a +4 equipment bonus to strength and +2 equipment bonus to perception checks. It has a maximum dexterity bonus of +1.

Phase III dark troopers cannot be played as droid heroes.

**Dark Trooper Phase III****CR 10**

Large droid (4th-degree) Nonheroic 6/Soldier 8

**Init** +10; **Perception** +14**Languages** Basic (understand only), Binary**Defenses** Ref 22 (flat-footed 20), Fort 26, Will 20**hp** 93; **Threshold** 41**Immune** droid traits**Speed** 6 squares, 8 squares (flying)**Melee** unarmed +18 (1d4+6)**Ranged** assault cannon blaster +11 (3d8+9) with autofire**Ranged** assault cannon blaster +14 (3d8+9) with braced autofire**Ranged** assault cannon blaster +11 (5d8+9) with Burst Fire**Ranged** assault cannon blaster +14 (5d8+9) with braced Burst Fire**Ranged** missile launchers +16 (6d6+6; 2-square burst)**Fighting Space** 2x2; **Reach** 1 square**Base Atk** +12; **Grp** +18**Atk Options** Autofire Assault, Burst Fire, Point Blank Shot, Strafe**Abilities** Str 22, Dex 16, Con -, Int 13, Wis 14, Cha 9**Talents** Armored Defense, Improved Armored Defense, Weapon Specialization (Heavy Weapons, Rifles)**Feats** Armor Proficiency (Light, Medium, Heavy), Autofire Assault<sup>[1]</sup>, Burst Fire, Point Blank Shot, Strafe<sup>[2]</sup>, Weapon Focus (Heavy Weapons, Rifles), Weapon Proficiency (Heavy Weapons, Rifles, Simple Weapons)**Skills** Endurance +12, Perception +14**Systems** flying locomotion (limited), walking locomotion, 2 hand appendages, 1 stabilized mount, heuristic processor, internal comlink, hardened systems x2, locked access, phrik alloy plating (+12 armor)**Possessions** Light repeating blaster, shoulder mounted missile launchers**Availability** Military, Rare; **Cost** 110,000 credits**LIGHTSABER TRAINING DROID**

Jedi Masters have been instructing students in lightsaber with the help of training droids since the earliest days of the Order. Equipped with training lightsabers, these battle droids allow a Jedi apprentice to gain hands on dueling experience without the danger of injuring another Padawan.

During the rise of the Empire, Darth Vader commissioned Industrial Automation to build him a droid that he could utilize to maintain his formidable lightsaber skills. The ASP-19 utilized the standard ASP body, albeit with greatly enhanced sensors, armor, speed and cognitive ability. The droids were also equipped with a massive database of melee combat techniques from around the galaxy. Years later, Luke Skywalker acquired a number of these droids for his Jedi Praxeum for the purpose of training his many apprentices.

Lightsaber training droids cannot be played as droid heroes.

**ASP-19 Lightsaber Training Droid****CR 5**

Medium droid (4th-degree) Nonheroic 6/Soldier 3

**Init** +7; **Perception** +7**Languages** Basic (understand only), Binary**Defenses** Ref 21 (flat-footed 18), Fort 14, Will 11**hp** 42; **Threshold** 19**Immune** droid traits**Speed** 6 squares**Melee** training lightsaber +11 (2d8+10)**Melee** training lightsaber +11 (3d8+10) with Mighty Swing**Base Atk** +7; **Grp** +11**Atk Options** Melee Defense, Mighty Swing

**Abilities** Str 19, Dex 16, Con –, Int 8, Wis 12, Cha 8

**Talents** Droid Smash<sup>[1]</sup>, Melee Smash

**Feats** Armor Proficiency (Light, Medium), Improved Damage Threshold, Melee Defense, Mighty Swing, Toughness, Weapon Proficiency (Advanced Melee Weapons, Lightsabers, Simple Weapons)

**Skills** Endurance +9

**Systems** walking locomotion, 1 claw appendage, 1 tool appendage, heuristic processor, improved sensor package, durasteel battle armor (+8 armor)

**Possessions** Training lightsaber (2d8 stun)

**Availability** Licensed, Rare; **Cost** 19,000 credits

[2] *Force Unleashed Campaign Guide*, Page 103.

## MARK I AUTOMATED WALKER

The Mark I was developed during the waning years of the Empire for use as a sentry and patrol droid. These droids are highly effective and a much closer in capabilities to a battle droid than a security unit.

After the Empire's collapse, Mark I's were sold with much less discretion. Many ended up serving criminals and mercenaries, but they were also popular among several factions of the Imperial Remnant.

Mark I droid walkers cannot be played as droid heroes.

### Mark I Automated Droid Walker

CR 4

Large droid (4th-degree) Nonheroic 14

**Init** +9; **Perception** +13

**Languages** Basic (understand only), Binary

**Defenses** Ref 22 (flat-footed 20), Fort 14, Will 11

**hp** 60; **Threshold** 34

**Immune** droid traits

**Speed** 8 squares

**Ranged** blaster cannon +12 (3d10)

**Ranged** 2 blaster cannons +10/+10 (3d10) with Dual Weapon Mastery II

**Ranged** concussion grenade launcher +12 (8d6; 2-square splash)

**Fighting Space** 2x2; **Reach** 1 square

**Base Atk** +10; **Grp** +14

**Atk Options** Dual Weapon Mastery II

**Abilities** Str 18, Dex 14, Con –, Int 8, Wis 13, Cha 8

**Feats** Armor Proficiency (Light, Medium, Heavy), Dual Weapon Mastery I, Dual Weapon Mastery II, Weapon Proficiency (Heavy Weapons, Rifles, Simple Weapons)

**Skills** Perception +13

**Systems** walking locomotion, 3 tool appendages, heuristic processor, internal comlink, hardened systems x3, locked access, duranium battle armor (+10 armor)

**Possessions** 2 blaster cannons (treat as heavy blaster rifles), grenade launcher, concussion grenades (*Rebellion Era Campaign Guide*, page 48.)

**Availability** Military; **Cost** 30,000 credits

## SEEKER SENTRY DROID

The Mark I was developed during the waning years of the Empire for use as a sentry and patrol droid. These droids are highly effective and a much closer in capabilities to a battle droid than a security unit.

After the Empire's collapse, Mark I's were sold with much less discretion. Many ended up serving criminals and mercenaries, but they were also popular among several factions of the Imperial Remnant.

Mark I droid walkers cannot be played as droid heroes.

### Seeker-Series Sentry Droid

CR 2

Small droid (4th-degree) Nonheroic 8

**Init** +5; **Perception** +15

**Languages** Binary

**Defenses** Ref 15 (flat-footed 14), Fort 9, Will 11

**hp** 20; **Threshold** 9

**Immune** droid traits

**Speed** 4 squares (hovering)

**Ranged** blaster cannon +8 (3d8)

**Base Atk** +6; **Grp** +5

**Atk Options** Point Blank Shot

**Abilities** Str 8, Dex 12, Con –, Int 8, Wis 13, Cha 6

**Feats** Armor Proficiency (Light), Point Blank Shot, Skill Focus (Perception), Weapon Focus (Rifles), Weapon Proficiency (Rifles)

**Skills** Perception +15

**Systems** hovering locomotion, 1 tool appendage, heuristic processor, internal comlink, locked access, durasteel shell (+4 armor)

**Possessions** blaster cannon (treat as blaster carbine)

**Availability** Military; **Cost** 5,400 credits



MARK I AUTOMATED DROID WALKER

## FIFTH-DEGREE DROIDS

Fifth-degree droids are made up of labor and utility models designed to perform simple tasks and dredge work that most beings in the galaxy prefer to avoid. They generally have limited processors and personality, performing a given task until it is complete.

### GNK-SERIES POWER DROID

Effectively power generators with legs, power droids possess only rudimentary artificial intelligence, allowing them to understand and execute simple orders.

Power droids are typically found on underdeveloped worlds without comprehensive power networks and with mobile military operations. Due to their frequent use with the military, power droids are equipped with heavy armored plating to help protect them from stray blaster bolts.

GNK-series power droids can be played as droid heroes.



## ALPHA-52 STARFIGHTER



### GNK-Series Power Droid

CR 0

Medium droid (5th-degree) Nonheroic 2

**Init** +1; **Perception** +1

**Languages** Basic (understand only), Binary

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

**hp** 7; **Threshold** 12

**Immune** droid traits

**Speed** 4 squares

**Base Atk** +1; **Grp** +3

**Abilities** Str 14, Dex 10, Con —, Int 6, Wis 10, Cha 6

**Feats** Armor Proficiency (Light), Skill Training (Mechanics), Toughness

**Skills** Knowledge (Technology) +4, Mechanics +4

**Systems** walking locomotion, 1 tool appendage, basic processor, durasteel plating (+6 armor)

**Possessions** Power generator

**Availability** Licensed; **Cost** 5,000 credits

## STARSHIPS & VEHICLES

The following starships and vehicles are prevalent or achieved some notoriety during the course of the Dark Forces saga.

### ALPHA-52 STARFIGHTER

Developed during Incom Corporation's reformation, the Alpha-52 was never put into full production. However, several prototypes were produced and sold off to private buyers as a rare collectors item. The reason the fighters

never made it into full production was due to its unusual "kick-stand" engine configuration and large size.

However, they were valued by private owners as personal transports due to the roomy interior and formidable firepower the vessels offered. One notable Alpha-52 was the *Shrike*, owned by Talon Karrde and operated by Mara Jade during the days of the New Republic.

### Alpha-52 Starfighter

CL 11

Gargantuan starfighter

**Init** +7; **Senses** Perception +10

**Defense** Ref 17 (flat-footed 13), Fort 28; +8 armor, Vehicular Combat

**hp** 120; **DR** 10; **SR** 25; **Threshold** 48

**Speed** fly 14 squares (max. velocity 900 km/h), fly 4 squares (starship scale)

**Ranged** heavy laser cannons +9 (see below) and

light concussion missile launcher +9 (see below)

**Fighting Space** 4x4 or 1 square (starship scale); **Cover** total

**Base Atk** +5; **Grp** +38

**Abilities** Str 46, Dex 18, Con —, Int 14

**Skills** Initiative +7, Mechanics +8, Perception +10, Pilot +7, Use Computer +10

**Crew** 1 (expert); **Passengers** 1

**Cargo** 50 kg; **Consumables** 2 days; **Carried Craft** none

**Payload** 6 concussion missiles

**Hyperdrive** x2, navicomputer

**Availability** Military, Rare; **Cost** Unavailable for sale

**Heavy laser cannons** (pilot)

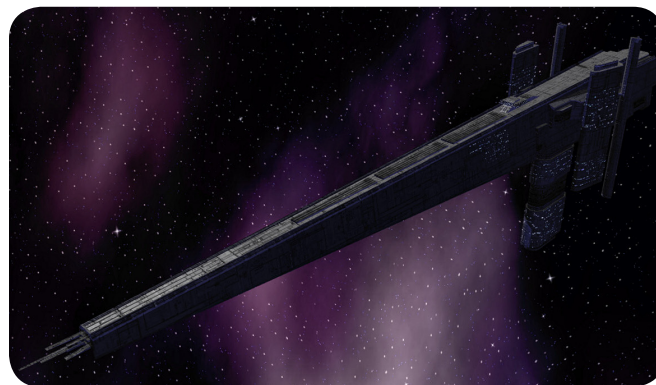
**Atk** +9, **Dmg** 6d10x2

**Light concussion missile launcher** (pilot)

**Atk** +9, **Dmg** 9d10x2, 4-square splash

### ARC HAMMER

The *Arc Hammer* served as the research, manufacturing and deployment facility for the Dark Trooper project. The ship was of a unique design, having the long, dagger-like shape of a Star Destroyer, but much narrower



THE ARC HAMMER



and with four vertical columns protruding from the main hull.

This vessel hosted the entire manufacturing facility for the Dark Troopers and their drop pods, making it immense in size. Despite its intimidating appearance, the *Arc Hammer* was lightly armed for a ship of its bulk; relying on an armada of escort ships for protection.

**Tactical Fire:** The *Arc Hammer's* weaponry serves as a deterrent from direct attack by enemy starships. As a standard action, the *Arc Hammer* can forgo all attacks to provide tactical fire to all squares in a 2-square radius of itself. Enemy ships within that area take a -2 penalties to all attack rolls.

### Arc Hammer

CL 19

Colossal (cruiser) factory ship

**Init** -3; **Senses** Perception +10

**Defense** Ref 17 (flat-footed 16), Fort 45; +16 armor, Vehicular Combat  
**hp** 1,800; **DR** 20; **SR** 150; **Threshold** 235

**Speed** fly 2 squares (starship scale)

**Ranged** 5 turbolaser cannon batteries +10\* (see below) and  
3 ion cannon batteries +10\* (see below) and  
heavy concussion missile battery +12\* (see below)

**Fighting Space** 2x2 (starship scale); **Cover** total

**Base Atk** +2; **Grp** +67

**Abilities** Str 100, Dex 12, Con —, Int 18

**Skills** Initiative -3, Mechanics +6, Perception +10, Pilot -3, Use Computer +10

**Crew** 20,000 (skilled); **Passengers** 5,000 (troops)

**Cargo** 20,000 tons; **Consumables** 2 years; **Carried Craft** 48 TIE fighters, 8 Lambda-class shuttles, dark trooper drop pods

**Hyperdrive** x2 (backup x12), navicomputer

**Availability** Unique; **Cost** Unavailable for sale

*\*Apply a -20 penalty on all attacks against targets smaller than Colossal size.*

**Turbolaser cannon battery** (3 gunners)

**Atk** +10 (-10 against targets smaller than Colossal), **Dmg** 5d10x5

**Ion Cannon battery** (3 gunners)

**Atk** +10 (-10 against targets smaller than Colossal) **Dmg** 3d10x5

**Heavy Concussion missile battery** (4 gunners)

**Atk** +12 (-10 against targets smaller than Colossal), **Dmg** 9d10x5, 4-square splash

### H-1 SHUTTLE

A modest design by Koensayr, the H-1 shuttle produced decent revenue in the early years of the Galactic Civil War. They had spacious interiors that held seating for up to 60 passengers. While uncomfortable for long flights, these shuttles proved popular (and affordable) for short interstellar flights.

It was also possible to remove all the passenger seating for additional cargo (up to 100 tons) or more comfortable long term passenger cabins (holding only 6 passengers). Luke Skywalker requisitioned several of these transports for use by his Jedi Praxeum on Yavin IV. They saw a great deal of use conducting rescue operations and transporting students.

### KOENSAYR H-1 SHUTTLE



### Koensayr H-1 Shuttle

CL 9

Colossal space transport

**Init** -5; **Senses** Perception +6

**Defense** Ref 17 (flat-footed 12), Fort 26; +12 armor

**hp** 120; **DR** 15; **SR** 20; **Threshold** 76

**Speed** fly 12 squares (max. velocity 850 km/h), fly 2 squares (starship scale)

**Ranged** blaster cannon +3 (see below)

**Fighting Space** 1 square (starship scale); **Cover** total

**Base Atk** +0; **Grp** +38

**Abilities** Str 42, Dex 10, Con —, Int 12

**Skills** Initiative -5, Mechanics +5, Perception +6, Pilot -5, Use Computer +6

**Crew** 2 (normal); **Passengers** 60

**Cargo** 20 tons; **Consumables** 2 months; **Carried Craft** none

**Hyperdrive** x2, navicomputer

**Availability** Licensed; **Cost** 88,500 (37,000 used)

**Blaster cannon** (pilot)

**Atk** +3, **Dmg** 3d10x2

### HWK-390 LIGHT COURIER

Corellian Engineering Corporation created the Hwk-390 Light Courier in an attempt to improve upon the designs of earlier Hawk-series vessels. Although previous models such as the Hwk-290 achieved modest success, sales never approached those of CEC's more lucrative brands.

Responding to customer feedback, the new line was equipped with a stock shield generator and modest weapons. In addition to these added features, the ships computers, engines and maneuverability were upgraded.

These vessels functioned admirably as scout ships and couriers but functioned well in a variety of other roles. Most notably, the mercenaries Kyle Katarn and Jan Ors used a modified Hwk-390, the *Ravens Claw*, as a military dropship.

### CEC Hwk-390 Light Courier

CL 9

Colossal space transport

**Init** +7; **Senses** Perception +10

**Defense** Ref 17 (flat-footed 12), Fort 28; +12 armor

**hp** 120; **DR** 15; **SR** 20; **Threshold** 78

**Speed** fly 16 squares (max. velocity 1,100 km/h), fly 4 squares (starship scale)

**Ranged** blaster cannons +5 (see below)

**Fighting Space** 1 square (starship scale); **Cover** total

**Base Atk** +0; **Grp** +38

**Abilities** Str 46, Dex 20, Con —, Int 16

**Skills** Initiative +0, Mechanics +5, Perception +8, Pilot +0, Use Computer +8

**Crew** 2 (normal); **Passengers** 2

**Cargo** 50 tons; **Consumables** 1 month; **Carried Craft** none

**Hyperdrive** x2, navicomputer

**Availability** Licensed; **Cost** 180,000 (75,000 used)

**Blaster cannons** (pilot)

**Atk** +5, **Dmg** 5d10x2

### STAR JEWEL

The Star Jewel was the personal space yacht of Jabba Desilijic Tiure and was as much a floating palace as a starship. The vessel was crewed primarily by droids, but the command crew consisted of two of Jabba's best pilots.

Besides its luxurious accommodations, the Star Jewel boasted a number of additional modifications - heavy shields, hidden weaponry and upgraded engines. In addition to its weapons and shields, the yacht had a complement of 6 Z-95 Headhunters and 2 shuttles to help defend the ship.

### Modified *Minstrel*-class space yacht

CL 13

Colossal (frigate) space transport

**Init** +0; **Senses** Perception +11

**Defense** Ref 16 (flat-footed 14), Fort 33; +14 armor, Vehicular Combat

**hp** 400; **DR** 15; **SR** 75; **Threshold** 133

**Speed** fly 8 squares (max. velocity 800 km/h), fly 3 squares (starship scale)

**Ranged** 6 double turbolaser cannons +8\* (see below) and tractor beam +8\* (see below)

**Fighting Space** 1 square (starship scale); **Cover** total

**Base Atk** +5; **Grp** +48

**Abilities** Str 56, Dex 14, Con —, Int 16

**Skills** Initiative +0, Mechanics +8, Perception +11, Pilot +0, Use Computer +11

**Crew** 10 (expert); **Passengers** 10 (luxury), 50 (basic)

**Cargo** 80,000 tons; **Consumables** 6 months; **Carried Craft** 6 Z-95 Headhunters, 2 shuttles

**Hyperdrive** x2 (backup x12), navicomputer

**Special Qualities** Extreme luxury upgrade (10 passenger compartments), smuggler's compartments (10 tons),

**Availability** Unique; **Cost** Unavailable for sale

\*Apply a -20 penalty on all attacks against targets smaller than Colossal size.

**Turbolaser cannon battery** (gunner)

**Atk** +8 (-12 against targets smaller than Colossal), **Dmg** 4d10x5

**Tractor beam** (gunner)

**Atk** +8 (-12 against targets smaller than Colossal), **Dmg** - (grapple +48)

### TC9 DROPSHIP

The Loratus TC9 transport was a popular vehicle amongst mercenary groups across the galaxy. Capable of breakneck maneuvers and limited space flight, these small ships are fast, nimble and deadly. The stock model was not equipped with weaponry but was designed in a way that it would easily be added, allowing Loratus Manufacturing to market these vessels to paramilitary groups while avoiding major Imperial scrutiny.

Mechanics checks to install weapons on a TC9 gain a +5 circumstance bonus. Most TC9's have been upgraded in this way and the following stat block represents a standard configuration.



### Loratus Manufacturing TC9 Dropship

CL 9

Gargantuan air vehicle (airspeeder)

**Init** +2; **Senses** Perception +7

**Defense** Ref 17 (flat-footed 15), Fort 23; +10 armor, Vehicular Combat

**hp** 140; **DR** 15; **Threshold** 43

**Speed** fly 12 squares (max. velocity 650 km/h), fly 2 squares (starship scale)

**Ranged** blaster cannons +5 (see below)

**Fighting Space** 5x5 or 1 square (starship scale); **Cover** total

**Base Atk** +2; **Grp** +38

**Abilities** Str 36, Dex 14, Con —, Int 14

**Skills** Initiative +2, Mechanics +5, Perception +7, Pilot +2

**Crew** 2 (skilled); **Passengers** 6

**Cargo** 500 kg; **Consumables** 2 days; **Carried Craft** none

**Availability** Military; **Cost** 70,000 (45,000 used)

**Heavy blaster cannons** (pilot)

**Atk** +6, **Dmg** 5d10x2

**Anti-infantry blaster cannon** (copilot)

**Atk** +4, **Dmg** 4d10

# CHAPTER III

## ALLIES & OPPONENTS







Farmboys' fantasies and holovids aside, the Galaxy is not a glamorous place. It is dirty and dangerous and filled with all sorts of treacherous and otherwise unsavory individuals. Every planet has its seedy underside filled with various sentients who would just as soon blast you as look at you. One can imagine that during the course of a beings life, he is likely to make a few enemies along the way.

In a galaxy such as this, one needs all the help one can get. No hero in the history of the galaxy has saved the day all by himself. Even a loner such as Kyle Katarn relies heavily on contacts, allies and advisors to see him safely and successfully through his adventures.

The following chapter details both sides of the credit; both potential allies and opponents that a sentient may run into during the course of his travels. Multiple factions are detailed, ranging from the heroes of the Rebellion to the dregs of the fringe and even deadly beasts one might encounter.

In addition to a dossier of their skills and abilities, a brief description of their history is included. Details of where and when one might encounter these individuals as well as a run-down of the subjects' tactics and strategies are available as well.

## **FROM REBEL ALLIANCE TO NEW REPUBLIC**

The following section details several key individuals who serve or share interests with the Rebel Alliance and the New Republic during their respective eras.

These individuals can serve as excellent contacts and allies to a PC group affiliated with the Alliance to Restore the Republic, or as the enemies for a group of dark side or Imperial aligned characters.



## JADEN KORR

### Jaden Korr, Jedi Apprentice

CR 8

Medium Human Scout 1/Jedi 7

**Destiny** 3; **Force** 4; **Dark Side** 4; Strong in the Force**Init** +11; **Perception** +11**Languages** Basic**Defenses** Ref 23 (flat-footed 21), Fort 21, Will 22; Block, Deflect  
**hp** 88; **Threshold** 24**Speed** 6 squares**Melee** unarmed +9 (1d4+6)**Melee** lightsaber +11 (2d8+10)**Ranged** blaster pistol +9 (3d6+4)**Base Atk** +7; **Grp** +9**Atk Options** Dual Weapon Mastery I**Special Actions** Mobile Combatant, Twin Weapon Style**Force Powers Known** (Use the Force +16) *force thrust, move object, surge***Abilities** Str 15, Dex 14, Con 12, Int 10, Wis 14, Cha 14**Talents** Block, Deflect, Mobile Combatant <sup>[2]</sup>, Redirect Shot, Weapon Specialization (Lightsaber)**Feats** Dual Weapon Mastery I, Force Sensitive, Force Training, Improved Defenses, Skill Focus (Use the Force), Strong in the Force, Weapon Focus (Lightsaber), Weapon Proficiency (Lightsabers, Pistols, Rifles, Simple Weapons)**Skills** Acrobatics +11, Endurance +10, Initiative +11, Perception +11, Pilot +11, Use the Force +16**Possessions** lightsaber (self-built), blaster pistol, comlink, Z-95 Headhunter  
[2] *Galaxy at War*, Page 20.

### Jaden Korr, Jedi Knight

CR 11

Medium Human Scout 1/Jedi 8/Jedi Knight 2

**Destiny** 4; **Force** 5; **Dark Side** 2; Strong in the Force**Init** +12; **Perception** +12**Languages** Basic**Defenses** Ref 26 (flat-footed 24), Fort 25, Will 26; Block, Deflect  
**hp** 95; **Threshold** 25**Speed** 6 squares**Melee** unarmed +12 (1d4+7)**Melee** lightsaber +14 (2d8+11)**Melee** 2 lightsabers +12/+12 (2d8+9) with Dual Weapon Mastery II**Ranged** blaster pistol +12 (3d6+5)**Base Atk** +10; **Grp** +12**Atk Options** Dual Weapon Mastery II**Special Actions** Mobile Combatant, Twin Weapon Style**Force Powers Known** (Use the Force +17) *force thrust, mind trick, move object, rising whirlwind* <sup>[1]</sup>, *twin strike* <sup>[1]</sup>, *surge***Force Techniques** Force Point Recovery**Abilities** Str 15, Dex 14, Con 12, Int 10, Wis 14, Cha 14**Talents** Block, Deflect, Mobile Combatant <sup>[2]</sup>, Redirect Shot, Twin WeaponStyle <sup>[1]</sup>, Weapon Specialization (Lightsaber)**Feats** Dual Weapon Mastery I, Dual Weapon Mastery II, Force Sensitive, Force Training (2), Improved Defenses, Skill Focus (Use the Force), Strong in the Force, Weapon Focus (Lightsaber), Weapon Proficiency (Lightsabers, Pistols, Rifles, Simple Weapons)**Skills** Acrobatics +12, Endurance +11, Initiative +12, Perception +12, Pilot +12, Use the Force +17**Possessions** 2 lightsabers (self-built), blaster pistol, comlink, *Far Wanderer* (Modified Z-95 Headhunter with hyperdrive x2 and R6 Astromech.)[1] *The Jedi Academy Training Guide*, Page 21, 33 and 35.[2] *Galaxy at War*, Page 20.

Fourteen years after the Battle of Yavin, Jaden Korr drew the attention of the New Jedi Order when he inexplicably constructed a lightsaber with no prior Force training or Jedi instruction. He was immediately brought to the Jedi Praxeum on Yavin IV and assigned to Jedi Master Kyle Katarn for training.

Jaden proved to be an exceptional Jedi during the following Disciples of Ragnos Crisis; defeating numerous Reborn and Dark Jedi, as well as bringing Kyle's other apprentice, Rosh Penin, back from the brink of the dark side. Following the defeat of the Disciples, Jaden continued to serve the New Republic and the Jedi Order as a peacekeeper and defender.

### Jaden Korr Encounters

Jaden serves with the Jedi Order during the New Republic and New Jedi Order Eras. He can serve as a peer, mentor or even master to Jedi PCs and makes a great ally for anyone sympathetic to the New Republic.

### Jaden Korr's Tactics

Jaden's combat style is based off of Master Katarn's "medium" style and is well balanced for both attack and defense.

He adopted a second lightsaber after being promoted to Jedi Knight in order to help combat multiple foes.

Jaden maximizes his use of the Mobile Combatant and Twin Weapon Style talents, as well as his lightsaber form powers. Jaden has also learned to use the battlefield to his advantage from Master Katarn.



JADEN KORR

## JAN ORS

### Jan Ors, Rebel Agent

CR 9

Medium Human Scout 3/Scoundrel 3/Soldier 1/Pathfinder 1/Officer 1

**Destiny** 2; **Force** 6**Init** +12; **Perception** +11**Languages** Basic, Bocce, Bothan, Huttese**Defenses** Ref 25 (flat-footed 22), Fort 25, Will 26; Dodge, Evasion**hp** 73; **Threshold** 25**Speed** 6 squares**Melee** unarmed +6 (1d4+4)**Ranged** blaster pistol +9 (3d6+4)**Base Atk** +6; **Grp** +6**Special Actions** Battle Analysis, Deployment Tactics, Point Blank Shot, Safe Zone, Vehicular Combat**Abilities** Str 10, Dex 16, Con 13, Int 16, Wis 14, Cha 12**Talents** Battle Analysis, Deployment Tactics, Evasion, Fringe Savant, Gimmick, Safe Zone<sup>[1]</sup>, Trace**Feats** Armor Proficiency (Light), Dodge, Improved Defenses, Point Blank Shot, Shake it Off, Skill Focus (Deception, Use Computer), Skill Training (Deception), Vehicular Combat, Weapon Proficiency (Heavy Weapons, Pistol, Rifles, Simple Weapons)**Skills** Deception +15, Endurance +10, Initiative +12, Knowledge (Galactic Lore) +12, Knowledge (Tactics) +12, Mechanics +12, Perception +11, Pilot +12, Stealth +12, Use Computer +17 (may substitute for Gather Information)**Possessions** Blaster pistol, comlink, datapad[1] *The Rebellion Era Campaign Guide*, Page 45.

### Jan Ors, New Republic Intelligence Officer

CR 14

Medium Human Scout 3/Scoundrel 3/Soldier 1/Pathfinder 3/Officer 3/Ace Pilot 1

**Destiny** 3; **Force** 6**Init** +15; **Perception** +14**Languages** Basic, Bocce, Bothan, Huttese**Defenses** Ref 34 (flat-footed 29), Fort 30, Will 31; Dodge, Evasion**hp** 107; **Threshold** 30**Speed** 6 squares**Melee** unarmed +10 (1d4+7)**Ranged** blaster pistol +13 (3d6+7)**Base Atk** +10; **Grp** +10**Special Actions** Battle Analysis, Deployment Tactics, Field Tactics, Point Blank Shot, Safe Zone, Vehicular Combat**Abilities** Str 10, Dex 17, Con 13, Int 16, Wis 15, Cha 12**Special Qualities** Command Cover (+1), Create Cover (1 square), Share Talent (Field Tactics)**Talents** Battle Analysis, Deployment Tactics, Evasion, Field Tactics, FringeSavant, Full Throttle, Gimmick, Safe Zone<sup>[1]</sup>, Trace, Zone of Recuperation<sup>[1]</sup>**Feats** Armor Proficiency (Light), Dodge, Improved Defenses, Point Blank

Shot, Precise Shot, Shake it Off, Skill Focus (Deception, Use Computer), Skill Training (Deception), Vehicular Combat, Weapon Proficiency (Heavy, Pistol, Rifles, Simple Weapons)

**Skills** Deception +18, Endurance +13, Initiative +15, Knowledge (Galactic Lore) +15, Knowledge (Tactics) +15, Mechanics +15, Perception +14, Pilot +15, Stealth +15, Use Computer +20 (may substitute for Gather Information)**Possessions** Blaster pistol, comlink, datapad[1] *The Rebellion Era Campaign Guide*, Page 45.

Jan Ors began her career as an intelligence officer and spy for the Justice Action Network, an Alderaanian rebel cell and terrorist organization founded by her parents. She would later join the greater Rebel Alliance, serving as an undercover agent under the alias Jan Strange.

Ors's was also an active recruiter and advocate of rebellion, bringing the likes of Kyle Katarn into the rebellion's fold. She often served as Katarn's mission officer and was instrumental in destroying the Dark Trooper project, the discovery of the Valley of the Jedi and thwarting the Reborn Empire. She and Kyle would later become romantically involved and Jan would continue to defend galactic peace.

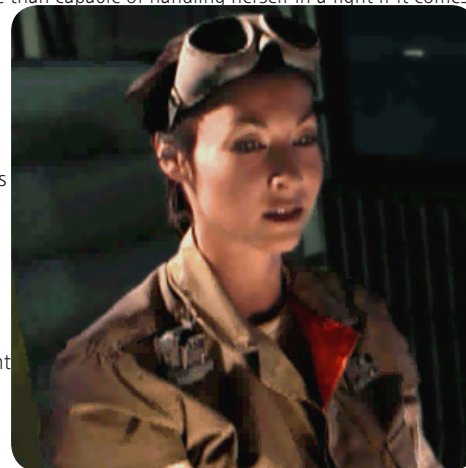
### Jan Ors Encounters

Jan is an excellent contact for all PCs; she serves as a mentor and guide for rebels and attempts to recruit fringers or Imperials. She might be encountered by Imperials during her time as Jan Strange - either as potential rebel recruits or as investigators trying to plug a mysterious information leak.

### Jan Ors's Tactics

Jan generally relies on stealth and deception over martial prowess. However, she is more than capable of handling herself in a fight if it comes to that. Although capable with a blaster, she is much more effective in a leadership role.

She carefully chooses safe zones for her allies while directing their movement and positioning on the battlefield for maximum effect using the Deployment and Field Tactics talents.



JAN ORS

## KYLE KATARN

### Kyle Katarn, Rebel Mercenary

CR 9

Medium Human Soldier 7/Elite Trooper 2

**Destiny** 3; **Force** 7; **Dark Side** 2**Init** +12; **Perception** +10**Languages** Basic, Sullustese**Defenses** Ref 25 (flat-footed 21), Fort 26, Will 20**hp** 107; **DR** 1; **Threshold** 26**Speed** 6 squares**Melee** unarmed +12 (1d6+6)**Ranged** Bryar pistol +12 (3d8+4) or**Ranged** Bryar pistol +10 (4d8+4) with Rapid Shot**Base Atk** +9; **Grp** +12**Atk Options** Rapid Shot**Special Actions** Assured Attack, Dirty Fighting, Focused Warrior, Indomitable, Point Blank Shot, Ruthless, Tough as Nails**Abilities** Str 14, Dex 16, Con 16, Int 13, Wis 13, Cha 12**Special Qualities** Delay Damage, Damage Reduction 1**Talents** Dirty Fighting <sup>[1]</sup>, Focused Warrior <sup>[1]</sup>, Indomitable, Ruthless <sup>[1]</sup>, Tough as Nails**Feats** Armor Proficiency (Light and Medium), Assured Attack <sup>[2]</sup>, Extra Second Wind, Force Sensitive, Martial Arts I, Point Blank Shot, Rapid Shot, Unstoppable Combatant <sup>[2]</sup>, Weapon Proficiency (Heavy Weapons, Pistols, Rifles, Simple Weapons)**Skills** Endurance +12, Initiative +12, Mechanics +10, Perception +10, Use Computer +10**Possessions** Bryar pistol, utility belt, *Moldy Crow*

### Kyle Katarn, Jedi Knight

CR 15

Medium Human Soldier 7/Elite Trooper 2/Jedi 6

**Destiny**\* 5; **Force** 8; **Dark Side** 5**Init** +15; **Perception** +13**Languages** Basic, Hutttese, Sullustese**Defenses** Ref 31 (flat-footed 27), Fort 32, Will 27; Deflect**hp** 161; **DR** 1; **Threshold** 32**Speed** 6 squares**Melee** unarmed +18 (1d6+10)**Melee** lightsaber +19 (2d8+15) or**Melee** lightsaber +17 (3d8+15) with Rapid Strike or**Ranged** Bryar pistol +18 (3d8+7) or**Ranged** Bryar pistol +16 (4d8+7) with Rapid Shot or**Base Atk** +15; **Grp** +18**Atk Options** Melee Defense, Rapid Shot, Rapid Strike**Special Actions** Assured Attack, Dirty Fighting, Focused Warrior, Indomitable, Point Blank Shot, Redirect Shot, Ruthless, Tough as Nails**Force Powers Known** (Use the Force +13) *battle strike*, *mind trick*, *move object*, *surge***Abilities** Str 16\*, Dex 16, Con 16, Int 14, Wis 13, Cha 13**Special Qualities** Build Lightsaber, Delay Damage, Damage Reduction 1**Talents** Deflect, Dirty Fighting <sup>[1]</sup>, Focused Warrior <sup>[1]</sup>, Indomitable, Redirect Shot, Ruthless <sup>[1]</sup>, Tough as Nails, Weapon Specialization (Lightsaber)**Feats** Armor Proficiency (Light and Medium), Assured Attack <sup>[2]</sup>, Extra Second Wind, Force Sensitive, Force Training (2), Martial Arts I, Melee Defense, Point Blank Shot, Rapid Shot, Rapid Strike, Unstoppable Combatant <sup>[2]</sup>, Weapon Focus (Lightsaber), Weapon Proficiency (Heavy Weapons, Lightsabers, Pistols, Rifles, Simple Weapons)**Skills** Endurance +15, Initiative +15, Mechanics +14, Perception +13, Use Computer +14, Use the Force+13**Possessions** Lightsaber, Bryar pistol, utility belt, *Moldy Crow**\* Kyle Katarn is considered to have fulfilled the Destruction destiny (See page 14 of the Saga Edition Core Rulebook).*

### Kyle Katarn, Jedi Master

CR 18

Medium Human Soldier 7/Elite Trooper 2/Jedi 6/Jedi Knight 2/Jedi Master 1

**Destiny**\* 5; **Force** 8; **Dark Side** 0**Init** +15; **Perception** +13**Languages** Basic, Hutttese, Sullustese**Defenses**\* Ref 36 (flat-footed 32), Fort 36, Will 33; Deflect, Focused Warrior **hp** 188; **DR** 1; **Threshold** 36**Speed** 6 squares**Melee** unarmed +21 (1d6+12)**Melee** unarmed +19 (2d6+12) with Rapid Strike**Melee** lightsaber +24 (2d8+17) or**Melee** lightsaber +22 (3d8+17) with Rapid Strike**Ranged** Bryar pistol +21 (3d8+9) or**Ranged** Bryar pistol +19 (4d8+9) w/ Rapid Shot**Base Atk** +18; **Grp** +21**Atk Options** Melee Defense, Rapid Shot, Rapid Strike**Special Actions** Assured Attack, Dirty Fighting, Focused Warrior, Indomitable, Point Blank Shot, Redirect Shot, Ruthless, Tough as Nails**Force Powers Known** (Use the Force +16) *battle strike*, *draw closer* <sup>[3]</sup>, *force disarm*, *force thrust mind trick*, *move object*, *rebuke*, *saber swarm* <sup>[3]</sup>, *surge***Force Techniques** Force Point Recovery**Abilities** Str 16\*, Dex 16, Con 16, Int 14, Wis 14, Cha 14**Special Qualities** Build Lightsaber, Delay Damage, Damage Reduction 1, Serenity**Talents** Deflect, Dirty Fighting <sup>[1]</sup>, Focused Warrior <sup>[1]</sup>, Greater Weapon Focus (Lightsabers), Indomitable, Juyo\*\*, Redirect Shot, Ruthless <sup>[1]</sup>, Tough as Nails, Weapon Specialization (Lightsaber)**Feats** Armor Proficiency (Light and Medium), Assured Attack <sup>[2]</sup>, Extra Second Wind, Force Sensitive, Force Training (3), Martial Arts I, Melee Defense, Point Blank Shot, Rapid Shot, Rapid Strike, Unstoppable Combatant <sup>[2]</sup>, Weapon Focus (Lightsaber), Weapon Proficiency (Heavy Weapons, Lightsabers, Pistols, Rifles, Simple Weapons)**Skills** Endurance +17, Initiative +17, Mechanics +16, Perception +16, Use Computer +16, Use the Force +16

**Possessions** Lightsaber (self-built), Bryar pistol, utility belt, *Raven's Claw*

*\* Kyle Katarn is considered to have fulfilled the Destruction destiny (See page 114 of the Saga Edition Core Rulebook) and the Discovery destiny (See page 36-37 of the Saga Edition Core Rulebook).*

*\*\* The Juyo talent represents Kyle's self-taught style of Lightsaber combat.*

[1] *The Force Unleashed Campaign Guide*, Pages 28-29.

[2] *The Rebellion Era Campaign Guide*, Pages 28-30.

[3] *The Jedi Academy Training Guide*, Pages 30 and 34.

Like so many of the Rebellion's heroes, Kyle Katarn had a humble upbringing. As a farmers son on the colony moon, Sulon, Kyle had few opportunities for a real education and eventually enrolled in the Imperial Academy on Cardia.

Kyle would go on to become a decorated Stormtrooper officer, despite the deaths of both of his parents during his time at the academy. Seeing potential in Katarn, the rebel agent, Jan Ors, revealed to Kyle that the Empire had executed his father for his rebel sympathies and had framed it on the Alliance.

Kyle defected to the Rebel Alliance following this revelation and worked as a mercenary and spy for the remainder of the war. Kyle completed many missions, most notably the theft of information regarding the Death Star and the termination of the Dark Trooper Project.

Following the battle of Endor, Kyle would continue his service with the burgeoning New Republic, executing several missions teamed with the Katarn Commandos and even Corwin Shelvey. During this time he also began investigating the murder of his father, which ultimately put him on the trail of a former Inquisitor, Jerec.

Guided by the spirit of Jedi Master Qu Rahn, Kyle would go on to train himself in the Jedi tradition; resisting the lure of the dark side, defeating Jerec and fulfilling his destiny to liberate the spirits trapped in the Valley of the Jedi.

In the following years, Kyle would have several more near brushes with the dark side of the Force, culminating with his corruption on Dromund Kaas and later redemption at the hands of his own apprentice, Mara Jade.

Kyle would later turn his lightsaber over to Jedi Master Luke Skywalker, fearing he might once again succumb to the dark side. Kyle's self-imposed exile would go on for several years until the rogue Jedi, Desann, manipulated him into revealing the location of the Valley of the Jedi by staging the death of his long time partner, Jan.

Although initially bent on revenge, Kyle would eventually overcome the dark side's temptations and defeat the Dark Jedi. Embracing his destiny, Kyle joined Luke's Jedi Praxeum and would go on to train several

apprentices, such as Rosh Penin and Jaden Korr.

### Kyle Katarn Encounters

Kyle Katarn is active throughout the galaxy for the majority of the Rebellion, New Republic, New Jedi Order and Legacy Eras. During these times he makes a great contact and ally for rebel PCs and a great foe for Imperials.

Additionally, he serves as an example of the darker and grittier side of the galaxy. Despite his many contributions to the Rebellion and New Republic, he shuns fame and is not widely regarded as a hero.

During his years as a Jedi, Kyle makes a great master for Jedi PCs, offering them a great deal of freedom and encouraging "hands-on" experience.

### Kyle Katarn's Tactics

Kyle's fighting style changes a great deal over the years, but his primary assets remains the same; his wits and his ability to stay in the fight. Kyle can catch a second wind up to three times per day and is not limited to one per encounter. This affords him a great deal of staying power in any era. Kyle also keeps his wits about him in a fight, sticking to cover and utilizing the various terrains and hazards of the battle field to his advantage.

During his time as a mercenary, he travels light, usually armed only with his wits and trusty Bryar pistol. During the course of his missions, he often acquires all the additional firepower he might need from his enemies and is proficient with nearly all forms of weaponry. During his time as a Jedi, he fights using his own self-taught lightsaber style, maximizing damage with Rapid Strike and his versatile Force power array.



KYLE KATARN



## MARA JADE

### Mara Jade

Medium Human Scoundrel 4/Jedi 4/Soldier 2/Assassin 4

**Destiny** 3; **Force** 8; **Dark Side** 5

**Init** +13; Senses **Perception** +13

**Languages** Basic, Huttese

**Defenses** Ref 32 (flat-footed 28), Fort 27, Will 28

**hp** 104; **Threshold** 27

**Speed** 6 squares

**Melee** unarmed +16 (1d6+9)

**Melee** unarmed +16 (2d6+9) with Rapid Strike

**Melee** lightsaber +18 (2d8+11)

**Melee** lightsaber +18 (3d8+11) with Rapid Strike

**Ranged** hold-out blaster +17 (3d4+9)

**Base Atk** +13; **Grp** +16

**Atk Options** Dastardly Strike, Murderous Arts I, Murderous Arts II, Point Blank Shot, Precise Shot, Rapid Strike,

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

**Abilities** Str 14, Dex 17, Con 12, Int 14, Wis 15, Cha 12

**Special Qualities** Mark +2

**Talents** Dastardly Strike, Elusive Target, Force Intuition, Force Perception, Murderous Arts I, Murderous Arts II, Weapon Specialization (Pistols)

**Feats** Armor Proficiency (Light), Force Sensitive, Force Training, Martial Arts I, Point Blank Shot, Precise Shot, Rapid Strike, Sniper, Weapon Finesse, Weapon Focus (Lightsabers, Pistols), Weapon Proficiency (Heavy Weapons, Lightsabers, Pistols, Simple Weapons)

**Skills** Acrobatics +15, Deception +13, Initiative +13, Mechanics +14, Perception +13, Pilot +15, Stealth +15, Use Computer +14, Use the Force +13

**Possessions** Hold-out blaster (spring-loaded wrist holster), lightsaber (self-built), encrypted comlink

[1] *The Force Unleashed Campaign Guide*, Pages 27, 51-52.

[2] *Scum and Villainy*, Page 33.

Mara Jade was raised as a servant to Emperor Palpatine and became a high-level Force-using operative known as the Emperor's Hand. In this role, Jade manifested the Emperor's will as an assassin and spy - rooting out corruption or rebellion and killing anyone who posed a threat to the Emperor or his New Order. Jade went rogue following the Emperor's death aboard the second Death Star, but never forgot his final command to her: You will kill Luke Skywalker.

On the run from the Empire that she once served and hunted by officers that now deemed her a threat to their power, she was stripped of her former position and all its resources. She would survive by performing odd-jobs on the Outer Rim for years, eventually joining the smuggling crew of Tallon Karrde. This would eventually lead her back to Skywalker. As fate would have it, Jade overcame her hatred of Skywalker and the Emperor's control

CR 14

of her - turning from the Dark Side and helping Skywalker defeat a mad Dark Jedi and the Imperial Remnant.

After renouncing the Dark Side, Jade went on to continue her training in the Force with Kyle Katarn. However, her training was interrupted by an Imperial attack on the Altyr V. Katarn repelled the attack but left soon after to investigate the Sith ruins of Dromund Kaas.

On her own once again, Jade performed several missions for the New Republic at Mon Mothma's request. Her first was to negotiate with Ka'Pa the Hutt for an alternate source of supplies for the New Republic. However to gain his support, she would have to steal a valuable piece of technology from his rival, Takara. After chasing Takara's men all over the spaceport of Katraasii, getting captured and fighting her way out of his dungeon, Mara managed to obtain the device. She was also involved in defending a New Republic convoy from Kaerobani's pirate armada. Jade repelled the boarders but the holocron she was guarding was stolen. Stowing away aboard a cargo crate, she would go on to infiltrate the pirate's base and liberate the stolen artifact.

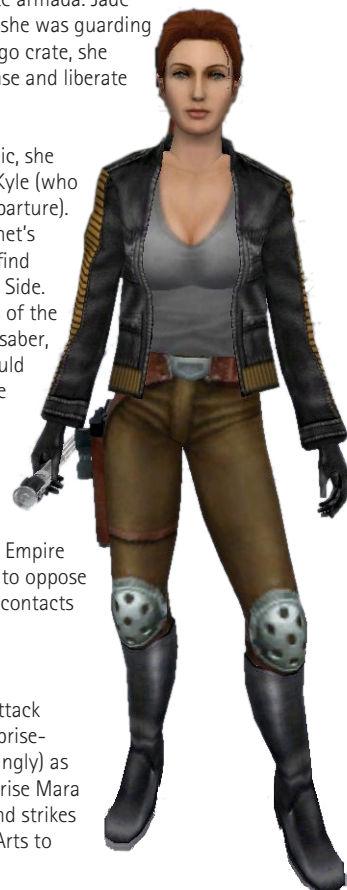
Following her work for the New Republic, she set off for Dromund Kaas in search of Kyle (who had not made any contact since his departure). After fighting her way through the planet's deadly swamps and Dark Side ruins to find Katarn fully in the embrace of the Dark Side. She battled her teacher into the depths of the temple where she deactivated her lightsaber, trusting in the Force and in Kyle. He could not strike her down and returned to the Light Side.

### Mara Jade Encounters

Mara is a great ally for PC's during the period of the New Republic and a potential enemy during the time of the Empire - calling upon the might of the Empire to oppose them or the resources of her smuggler contacts to aid them.

### Mara Jade's Tactics

As a former assassin, Mara prefers to attack her opponents with the element of surprise - often utilizing allies (some time unwittingly) as distractions. When attacking from surprise Mara chooses her main target as her Mark and strikes using Dastardly Strike and Murderous Arts to gain advantage over her opponent.



MARA JADE

## MORGAN KATARN

### Morgan Katarn

CR 3

Medium Middle Aged Human Nonheroic 4/Scout 2

**Destiny** 1; **Force** 4; **Dark Side** 0; Strong in the Force

**Init** +3; Senses **Perception** +9

**Languages** Basic, Binary, Sullustese

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

**hp** 28; **Threshold** 14

**Speed** 6 squares

**Melee** unarmed +5 (1d4+2)

**Ranged** sporting blaster rifle +5 (3d6+1)

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

**Atk Options** Point Blank Shot

**Abilities** Str 12, Dex 11, Con 13, Int 15, Wis 12, Cha 13

**Talents** Fringe Savant

**Feats** Force Sensitive, Point Blank Shot, Skill Focus (Mechanics), Strong in the Force, Tech Specialist<sup>[1]</sup>, Weapon Proficiency (Pistols, Rifles, Simple Weapons)

**Skills** Mechanics +15, Perception +9, Use Computer +10, Survival+9, Use the Force +4

**Possessions** Sporting blaster rifle (improved accuracy<sup>[1]</sup>), tool kit

[1] *Starships of the Galaxy*, Page 21.

Morgan Katarn, father of Kyle Katarn, was a farmer, agro-mech craftsman and skilled technician. Although he was sensitive to the Force, he never received training and was reluctant to use his abilities at all after accidentally causing the death of a bully during his childhood.

After his wife was killed by a faulty perimeter defense droid, his son joined the Imperial Academy to get a proper education. During this time, Morgan became a rebel sympathizer - offering aide to Rebel agents and helping to relocate those who were hunted by the Empire.

While evacuating several hundred protestors from Imperial persecution, Morgan accidentally discovered the location of the Valley of the Jedi on Ruusan. He turned the secret location over to his friend and ally, the Jedi Master Qu Rahn, and was hunted by the Dark Jedi, Jarec, for its location.

Morgan would eventually be captured and killed in an Imperial attack in which the Imperial soldiers masqueraded as Rebels to discredit the Alliance. Morgan's son would eventually take over Morgan's role as the protector of the Valley. In his mission to take revenge on his father's killer, Kyle found a secret message from his father revealing the importance of the Valley, his connection to the Force and the lightsaber of Qu Rahn.

### Morgan Katarn Encounters

Morgan is an excellent contact for Rebel characters during the Rise of the Empire Era. He offers his farm as a safe haven for beleaguered rebels

## TRADE SECRETS

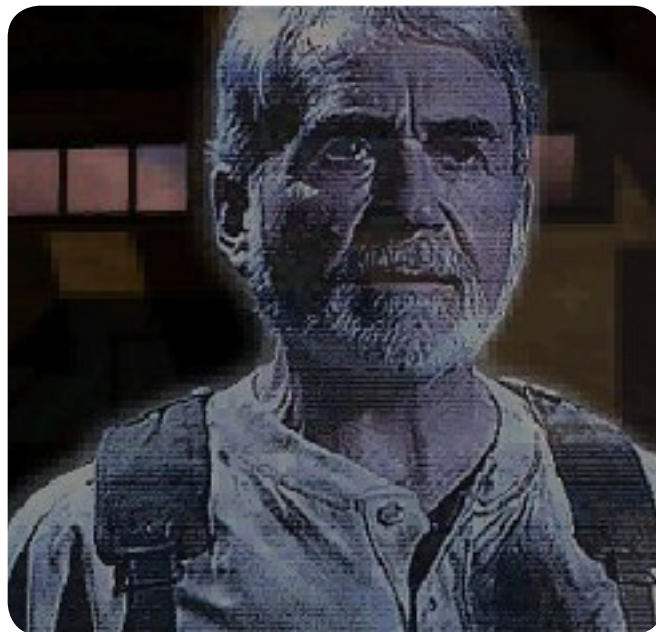
Morgan Katarn contacts a group of PCs to help him get a friend off-world. If the PCs are with the Rebel's he reveals that his "friend" is actually a Rebel spy who has uncovered a new weapon design developed by the SoroSuub Corporation for the Empire. Otherwise, he is just looking for a fast ship and no-questions-asked.

It is only a matter of time before the ISB catches up with the agent and a chase ensues. The PC's must outrun the Imperials as Morgan leads them to one of his safe havens in the Outer Rim. However, when the PC's land on the uncharted world, they soon realize that Imperial pursuit is the least of their troubles.

and can put his skills to use by repairing and upgrading their equipment. Morgan may also employ heroes to help him transport rebel agents who are on the run, innocents that are in danger of provoking the Empire's wrath, or to obtain vital equipment in his attempts to make Sulon fully self-sufficient and independent from both the Empire and the SoroSuub Corporation.

### Morgan Katarn's Tactics

Morgan Katarn, while an active rebel, is not a soldier. If forced into combat, Morgan will attempt to find the best cover available and effect a hasty retreat. If retreat is not an option, he will fight to the death using cover and good positioning to his best advantage.



MORGAN KATARN

## QU RAHN

### Qu Rahn

CR 13

Medium Middle-aged Human Jedi 9/Jedi Knight 3/Jedi Master 1

**Destiny 2; Force 6; Dark Side 1**

**Init +13; Perception +18**

**Languages** Basic, Socorran

**Defenses** Ref 29 (flat-footed 26), Fort 26, Will 29; Deflect

**hp 102; Threshold 26**

**Speed** 6 squares

**Melee** Unarmed +15 (1d6+8)

**Melee** Lightsaber +18 (2d6+10)

**Melee** Lightsaber +17/+17 (2d6+10) with Double Attack

**Base Atk +13; Grp +15**

**Atk Options** Double Attack (Lightsabers), Melee Defense

**Special Actions** Redirect Shot, Skilled Advisor, Visions

**Force Powers Known** (Use the Force +18) *battle strike, farseeing, force disarm, mind trick, move object, rebuke, surge, vital transfer*

**Force Techniques** Improved Force Trance

**Abilities** Str 14, Dex 14, Con 11, Int 13, Wis 16, Cha 15

**Special Qualities** Serenity

**Talents** Deflect, Force Perception, Greater Weapon Focus (Lightsabers), Multiattack Proficiency (Lightsabers) (2), Redirect Shot, Skilled Advisor, Visions

**Feats** Combat Reflexes, Double Attack (Lightsabers), Force Sensitive, Force Training (2), Improved Disarm, Martial Arts I, Melee Defense, Skill Focus (Use the Force), Triple Crit, Weapon Focus (Lightsabers), Weapon Proficiency (Lightsabers, Simple Weapons)

**Skills** Endurance +11, Initiative +13, Knowledge (Galactic Lore) +12, Perception +18, Use the Force +18

**Possessions** Yoda's lightsaber, Jedi robes

A Jedi Knight serving the Galactic Republic in its final years, Rahn was forced into hiding following its reformation as the Galactic Empire. He spent years pursued by Jedi and soldiers he once served beside. During these years, he met with a fellow Jedi fugitive, Master Yoda, who assigned him the task of seeking out the lost Valley of the Jedi and to prevent it from being perverted by Palpatine's new dark order.

Qu searched in vain for years, nearly admitting defeat, when a vision leads him to a simple farmer named Morgan Katarn. Seeing his own capture by the Empire in his vision, he told Morgan to pass on his knowledge of the Valley and Rahn's lightsaber to his son, Kyle. Rahn sensed the Katarn's Force potential and knew that the Valley's prophecy was not his to fulfill.

Master Rahn's vision proved to be correct, as he was soon apprehended by Inquisitor Jerec and his motley gang of dark Jedi. Seeking to prevent Jerec from acquiring the Valley's power, Rahn made his last stand against the Dark Jedi. Despite fighting valiantly, Qu was soon overpowered by Jerec,

## YODA'S LIGHTSABER

Qu Rahn was intrusted with this lightsaber along with a quest to release the spirits trapped within the Valley of the Jedi during his brief visit with Master Yoda following the Great Jedi Purge.

It is a small lightsaber (2d6 damage) and a Symbol of the Light<sup>[1]</sup>. Additionally, when the wielder spends a Force point to modify the result on an attack roll, he can choose to reroll any damage die result value of 1.

[1] Heirloom Item - *Legacy Era Campaign Guide*, page 97.

who used the Force to rip the information he sought from Rahn's mind before finishing him off.

Upon becoming one with the Force, Rahn fulfilled his destiny by tutoring the young Kyle Katarn in the ways of the Force and helping him to defeat Jerec and set the trapped souls of the Valley free.

### Qu Rahn Encounters

Qu Rahn is active in the Galaxy throughout the Rise of the Empire, Dark Times and Rebellion Eras, providing a number of opportunities for PC interactions. It is possible for PCs to serve along side of him during the Clone Wars, assisting him in hunting down terrorists and other Separatist threats.

Throughout the Dark Times and Rebellion Eras, Qu wanders the galaxy in hiding and in search of the Valley of the Jedi. He may task heroic PCs to aid him in hunting down leads or in hindering Jerec's search. He could also serve as a master to PC Jedi, providing training or administering the Trials.

### Qu Rahn's Tactics

Like most Jedi, Qu Rahn only engages in combat when he has exhausted all other options. He will use his Force powers as necessary to avoid conflict and retreat as soon as he is able. If he is forced into combat, he will attempt to disarm his opponent via the Force or his lightsaber and demand their surrender. If this fails, he engages in melee combat, using Double Attack as often as possible.



QU RAHN

## WEEGEE

### Weegee

CR 3

Medium 2nd Degree Droid Nonheroic 4/Scout 2

**Destiny** 1; **Force** 2;

**Init** +3; **Perception** +9; **Senses** darkvision

**Languages** Binary, Basic (understand only), Sullustese (understand only)

**Defenses** Ref 14 (flat-footed 14), Fort 16, Will 13; Dodge

**hp** 22; **Threshold** 16

**Speed** 4 squares (hovering)

**Melee** heavy-duty claw appendage +7 (1d4+3)

**Melee** heavy-duty claw appendage +7 (2d4+3) with Mighty Swing

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

**Atk Options** Mighty Swing

**Special Actions** Adept Assistant

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

**Talents** Adept Assistant<sup>[1]</sup>

**Feats** Dodge, Mighty Swing, Skill Focus (Mechanics, Use Computer), Skill Training (Use Computer), Toughness, Weapon Proficiency (Simple Weapons)  
**Skills** Knowledge [Technology] +10, Mechanics +15, Perception +9, Use Computer +15

**Systems** hovering locomotion, heuristic processor, 1 hand appendage, 1 heavy-duty claw appendage, diagnostics package, darkvision, internal storage (2kg)

**Possessions** Tool kit, Qu Rahn's lightsaber

[1] *The Force Unleashed Campaign Guide*, Page 102.

Weegee was a homemade multi-purpose droid built by Morgan Katarn. He was considered a member of the family by both father and son, going on to help Kyle fulfill his destiny by decrypting Morgan's datadisc and giving Kyle the lightsaber of Qu Rahn, which he had been safeguarding for years.

After escaping Sulon with Kyle and Jan, Weegee accompanied them on their journey to the Valley of the Jedi, and later went on to serve as a maintenance droid in the New Republic Defense Fleet.

### DROID UNDER FIRE

Like so many heroic droids, Weegee's role in major events is often overlooked. The major galactic players often forget that Weegee is one of three beings during the Rebellion and New Republic Eras who knows the location of the Valley of the Jedi.

A clever or well informed opponent might be tempted to gain access to the Valley by capturing Weegee and accessing his memory banks. This is especially tempting as both Kyle Katarn and Jan Ors are much more dangerous and well-protected targets.

This is a perfect option for one of Luke's apprentices - perhaps it is a weaker, misguided student looking for a boost in power or a rogue like Desann looking for a means to subjugate the galaxy or destroy the Jedi Order.

### Weegee Encounters

Weegee is not likely to be encountered by heroes until his time in the New Republic Defense Fleet, where he can help the heroes repair their ships and equipment, or even accompany them on an adventure to help slice a computer or salvage a derelict warship. It is also possible that the PCs might encounter him during the Dark Times era if they come into contact with Morgan Katarn.

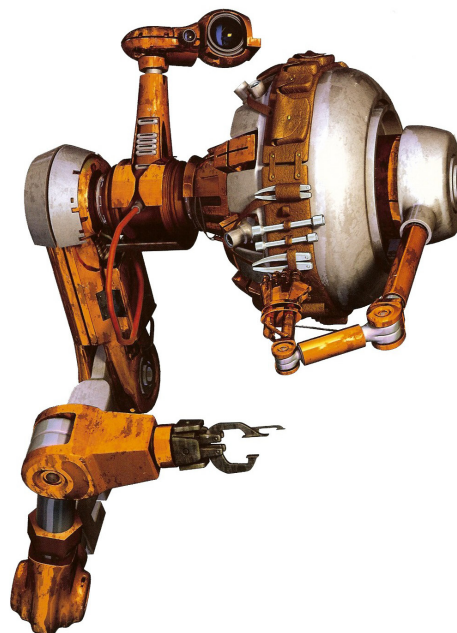
### Weegee's Tactics

Although Weegee is not programmed for combat, he does lack the behavioral inhibitors found in mass-market droids. He will aid his allies by slicing computer terminals, activating automated defenses or helping to repair their ship.

Only a direct threat to Morgan, Kyle or Jan will spur Weegee into direct combat, where he will use Mighty Swing using his claw appendage until the threat is neutralized or he is deactivated.

"BESIDES MYSELF, HE'S  
THE LAST SURVIVING  
MEMBER OF THE KATARN  
FAMILY."

-KYLE KATARN



WEEGEE



## JEREC'S DARK JEDI

In the years following Jerec's indoctrination into the Imperial Inquisitorious, he set forth to hunt down Jedi and either turn them to the dark side or destroy them. However, rather than turning all of his converts over to the Emperor, Jerec began to assemble his own motley band of Dark Jedi.

Following the Emperor's death at the Battle of Endor, Jerec declares himself a warlord and sets about building his own empire with his Dark Jedi serving as his lieutenants and agents. These followers range in power from the newly turned acolyte, Yun to his powerful lieutenant, Sariss.

## BROTHERS OF THE SITH

### Gorc

Large Mutated Gamorrean Soldier 7/Jedi 1

**Force** 4; **Dark Side** 10

**Init** +3; **Perception** +4

**Languages** Basic (understand only), Gamorrean

**Defenses** Ref 22 (flat-footed 22), Fort 32, Will 19

**hp** 112; **Threshold** 37

**Speed** 6 squares

**Melee** Unarmed +15 (1d4+12)

**Melee** Great lightsaber +17 (2d10+21)

**Melee** Great lightsaber +17 (3d10+21) with Mighty Swing

**Base Atk** +8; **Grp** +15

**Atk Options** Mighty Swing

**Force Powers Known** (Use the Force +9) *dark rage*, *force grip*

**Abilities** Str 24, Dex 9, Con 20, Int 8, Wis 10, Cha 10

**Special Qualities** Primitive, Great Fortitude, Darkness Shared\*

**Talents** Armored Defense, Guardian Strike <sup>[1]</sup>, Improved Armored Defense, Melee Smash, Stunning Strike

**Feats** Armor Proficiency (Light, Medium, Heavy), Force Sensitive, Force Training (2), Improved Damage Threshold, Mighty Swing, Weapon Focus (Lightsaber), Weapon Proficiency (Lightsabers, Simple Weapons)

**Skills** Endurance +14, Use the Force +9

**Possessions** Great lightsaber (self-built), heavy dark armor (Dark Side energy; +2 equipment bonus to activate powers with the [dark side] descriptor)

[1] *The Clone Wars Campaign Guide*, Page 22.

### Picaroon C. Boodle

Small Mutated Kowakian Lizard-Monkey Scoundrel 7/Jedi 1

**Force** 4; **Dark Side** 14

**Init** +14; **Perception** +11

**Languages** Basic, 2 others

**Defenses** Ref 26 (flat-footed 21), Fort 19, Will 21

**hp** 48; **Threshold** 19

**Speed** 4 squares

CR 8

CR 8

**Melee** unarmed +11 (1d4+3)

**Melee** lightsaber +11 (2d6+3)

**Melee** lightsaber +16 (2d6+3) with Acrobatic Attack

**Base Atk** +6; **Grp** +5

**Atk Options** Acrobatic Strike

**Special Actions** Dastardly Strike, Point Blank Shot, Sneak Attack +2d6

**Force Powers Known** (Use the Force +10) *battle strike*, *force cloak* <sup>[1]</sup> (3), *mind trick*, *surge*

**Abilities** Str 8, Dex 20, Con 10, Int 14, Wis 14, Cha 12

**Special Qualities** Darkness Shared\*

**Talents** Backstabber <sup>[2]</sup>, Dastardly Strike, Sneak Attack +2d6, Elusive Target Feats Acrobatic Strike, Force Sensitive, Force Training (2), Point Blank Shot, Skill Training (Stealth), Weapon Finesse, Weapon Proficiency (Lightsabers, Pistols, Simple Weapons)

**Skills** Acrobatics +14, Deception +10, Initiative +14, Perception +11, Persuasion +10, Stealth +19, Use the Force +10

**Possessions** Yoda's short lightsaber, dagger

[1] *Clone Wars Campaign Guide*, Page 50.

[2] *Galaxy at War*, Page 20.

To the average galactic citizen, the beings know as Gorc and Pic would seem a comical pair. They were a clashing mix of opposites, one embodying speed and cunning, the other raw power. However, from a certain point of view, these beings were indeed brothers.

Gorc was betrayed by his own brother to the Empire in an attempt to save himself. However, Gorc's latent Force-sensitivity ultimately saved him from execution as he was immediately transferred to Project Chubar, an experimental program designed to increase the intelligence of various non-human species.



GORC

## DARKNESS SHARED

The Sith abomination cocoon mates Gorc and Pic share a unique bond through the dark side of the force. This results in them being able to communicate telepathically as a free action instead of a standard action (only with each other). When using the Aid Another action they grant a +4 bonus instead of the normal +2 (This benefit only applies to the twins).

The down side is that if one of the twins is moved down the Condition Track by damage, the other must make a DC 20 Use the Force check or also be moved down the Track. Additionally, when one of the twins gains a dark side point the other does as well.

Pic began his life as a Kowakian Monkey-lizard, serving as the pet of an independent trader before being quarantined and taken captive by the Empire. Like his "brother" Gorc, Pic was destined to undergo the experiments of Project Chubar, which greatly increased their intelligence as well as their connections to the Force.

Following the collapse of Project Chubar, the pair were transferred to the custody of Lord Cronal, Emperor Palpatine's "monster-maker" and Dark Side Prophet for further use as test subjects. Over the course of these experiments, Pic's natural cunning and speed were enhanced while Gorc was mutated into a living weapon, the embodiment of pure physical power.

An additional side effect of the experiments caused the subjects' genetic codes to merge, turning them into twins and creating a powerful Force bond between them. When encountered together, they were an almost unstoppable team; Communicating telepathically and working together in perfect harmony.



PIC

During Jerec's search for the Valley of the Jedi, the twins were tasked with retrieving 8t88's information and supplying him with his "reward." They decapitated the droid, retrieving its head and all the necessary information contained within and readied themselves to deal with their secondary target; Kyle Katarn. The twins engaged Katarn in a fierce and closely matched battle, which only Kyle limped away from.

## Gorc and Pic Encounters

The twins are encountered as a pair, without exception. Pic rarely breaks physical contact with Gorc, except in combat, and even then never leaves line of sight. The two are amongst Jerec's most active agents, owing to their exceptional versatility. These missions often bridge the gap between those assigned to non Force-Sensitives and Jerec's more powerful Dark Jedi, such as retrieval, assassination, escort and intimidation. It is most likely that the PCs would encounter the twins during one such mission. They might witness an assassination or even be subject to Jerec's threats and bullying.

## Gorc and Pic's Tactics

Gorc and Pic have very different approaches to combat, but work as a team to bring down foes. Pic will often begin combat by directing Gorc to attack the most dangerous looking target while cloaking himself in the Force. Gorc serves as a distraction and draws the fire of their opponents while Pic works to set up sneak attacks with his Cloak power or by flanking with Gorc.

The pair's greatest strength, their bond, can also be a huge liability in combat. A clever adversary can separate them and tackle them one at a time. Pic knows that his frail physique is a liability to Gorc, as they two share pain and injury, so he avoids being surrounded and always saves at least one use of Cloak to escape such situations.

## A DARK MENAGERIE

Lord Cronal, as well as the scientists of Project Chubar, performed a number of depraved experiments upon sentient beings throughout the Empires' reign. The Emperor supported many such projects and experiments, always looking for a new means of imposing his will on the galaxy.

It is very possible that the PCs might encounter one such program or test facility during the height of the Rebellion or in the years following the Emperor's death at Endor. PCs affiliated with the Rebellion or New Republic may be tasked with following leads to, or shutting down a secret project. Neutral parties might be hired by a test subject's loved one who is paying the PCs to investigate. Imperial PCs might even be assigned to destroy a project headed by a rival warlord.

These projects and their facilities should always be the stuff of nightmares; sentient beings being subject to the most cruel and twisted minds in the Empire. These experiments often focus on non-human subjects; ways to control them, convert them or destroy them. Project Chubar and the development of the Krytos virus are notable examples of such twisted experiments.

PCs could even stumble upon such a project inadvertently; stumbling upon an abandoned research facility which, the experiments have overrun. The former test subjects may have lost their sanity due to the horrors inflicted upon them, or may have just managed to turn the tide on their captors using their newfound abilities. These test subjects could prove to be powerful allies, or opponents.

## Boc Aseca

### Boc Aseca

Medium Twi'lek Scout 4/Jedi 6/Melee Duelist 3\* <sup>[1]</sup>

**Destiny 1; Force 4; Dark Side 12**

**Init +16; Perception +7**

**Languages** Basic, Lekku, Twi'lek

**Defenses** Ref 32 (flat-footed 27), Fort 28, Will 26; Lightsaber Defense

**hp 116; Threshold 28**

**Speed** 6 squares

**Melee** unarmed +17 (1d4+6)

**Melee** lightsaber +18/+18 (2d8+11) with Dual Attack

**Melee** lightsaber +16/+16 (3d8+11) with Dual Attack and Rapid Strike

**Base Atk +12; Grp +17**

**Atk Options** Dual Attack, Rapid Strike

**Special Actions** Fade Away, Lightsaber Defense, Shake it Off, Swerve

**Force Powers Known** (Use the Force+11) *dark rage*, *force lightning* (2), *surge*

**Abilities** Str 11, Dex 20, Con 14, Int 13, Wis 12, Cha 10

**Special Qualities** Deceptive, Great Fortitude, Low-light Vision, Master of Movement (1/encounter) <sup>[1]</sup>

**Talents** Dual Weapon Flourish I <sup>[1]</sup>, Fade Away <sup>[2]</sup>, Lightsaber Defense (3), Master of Elegance <sup>[1]</sup>, Swerve <sup>[2]</sup>

**Feats** Combat Reflexes, Dual Weapon Mastery I, Dual Weapon Mastery II, Dual Weapon Mastery III, Force Sensitive, Force Training (2), Melee Defense, Rapid Strike, Shake it Off, Weapon Finesse, Weapon Proficiency (Lightsabers, Pistols, Rifles, Simple Weapons)

**Skills** Acrobatics +16, Deception +6 (may reroll), Endurance +13, Initiative +16, Jump +11, Stealth +16, Use the Force +11

**Possessions** Two Lightsabers (self-built)

[1] *Knights of the Old Republic Campaign Guide*, Pages 46-47.

[2] *Rebellion Era Campaign Guide*, Page 26.

The death of Ryloth's Jedi Watchman, Anoon Bondara, would shape the entire course of Boc Aseca's life. Because of his death, Boc's connection to the Force would go unnoticed for many years; making him ineligible for Jedi training. Having dreamed of joining the Jedi Order since childhood, Boc was crushed.

Using a combination of study and limited Psychometry, Boc managed to piece together the history of a Twi'lek Jedi who had come before him. However, the rise of the Galactic Empire and the destruction of the Jedi Order came to pass before Boc had gained any true training.

Like many Twi'leks, Boc was sold into slavery, becoming the personal servant of Admiral Terrinald Screed. This servitude would ultimately lead Boc to his so-called destiny as a Jedi. Inquisitor Jerec sensed Boc's Force potential and demanded that he be turned over for termination. Screed complied, but rather than executing Boc, Jerec trained him as a Dark Jedi.

CR 13

Years of obsession and shattered dreams coupled with Jerec's cruel training have taken their toll on Boc's mental health. He appears quite mad; speaking in staggered basic punctuated by outbursts of cackling laughter. However, despite appearances to the contrary, Boc is capable of unwavering focus and single-mindedness.

### Boc Aseca Encounters

One may wonder why Jerec holds a madman in such high esteem, but that person has never seen Boc in battle. He is like a predatory cat; cruel, unpitiful and merciless. Boc's applications as an underling may be limited, but if properly directed, he is a tenacious and unyielding weapon. Boc is most likely to be tasked with missions involving destruction, fear and mayhem, such as assaulting a captured vessel or interrogating prisoners or assassinating a rival. A PC captured by the Imperial Remnant might find himself left to Boc for interrogation and find himself subjected to maddening horrors. Boc is also found spearheading assaults or diversionary feints against Rebel (or rival Imperial) strongholds.

### Boc Aseca's Tactics

Boc's approach to lightsaber combat is a deceptively deadly imitation of the Jar'Kai lightsaber style. Boc is constantly moving in combat; running, jumping, and tumbling around his opponents. If engaged in a lightsaber duel he activates Lightsaber Defense, uses a full-attack action and moves away from his opponent every round. He uses Evade to prevent opponents from making full attacks against him and Swerve to get additional movement and avoid attacks of opportunity. Against ranged opponents, he will activate surge to quickly move into melee range, or use stealth to ambush them. He will attack them and then retreat to cover, only to emerge and attack the following round.



Boc Aseca

## JEREC

### Jerrec

CR 15

Medium Miraluka Jedi 9/Noble 1/Jedi Knight 3/Jedi Master 1/Force Adept 1

**Destiny** 2; **Force** 6; **Dark Side** 15; Power of the Dark Side, Strong in the Force

**Init** +14; Perception +14

**Languages** Basic, Bocce, High Galactic, Huttese, Miralukese, Sith

**Defenses** Ref 31 (flat-footed 29), Fort 30, Will 32; Deflect, Lightsaber Defense

**hp** 125; **Threshold** 30

**Immune** Fear

**Speed** 6 squares

**Melee** unarmed +15 (1d4+9)

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

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

**Base Atk** +13; **Grp** +15

**Atk Options** Melee Defense, Rapid Strike

**Special Actions** Adept Negotiator, Lightsaber Defense

**Force Powers Known** (Use the Force +20) *battle strike*, *farseeing*, *force grip*, *force lightning* (3), *force stun* (2), *mind trick*, *move object*, *rebuke*, *surge*

**Force Techniques** Improved Force Stun <sup>[3]</sup>

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

**Special Qualities** Force Sight

**Talents** Adept Negotiator, Deflect, Force Persuasion, Drain Knowledge <sup>[1]</sup>, Force Interrogation <sup>[2]</sup>, Lightsaber Defense (3), Power of the Dark Side, Swift Power

**Feats** Force Sensitive, Force Training (4), Improved Defenses, Linguist, Melee Defense, Rapid Strike, Skill Focus (Use the Force), Skill Training (Gather Information), Strong in the Force, Weapon Focus (Lightsaber), Weapon Proficiency (Lightsabers, Simple Weapons)

**Skills** Gather Information +15, Initiative +14, Knowledge (Galactic Lore) +14, Perception +14, Persuasion +20, Use the Force +20

**Possessions** Lightsaber (self-built), Inquisitorius robes, SSD *Vengeance*

[1] *Threats of the Galaxy*, Page 30.

[2] *The Force Unleashed Campaign Guide*, Page 43.

[3] *Knights of the Old Republic Campaign Guide*, Page 54.

Jerrec was once a Jedi Master and archeologist, whose hunger for knowledge eventually corrupted his soul. He was a promising young Jedi Knight under the tutelage of Jocasta Nu and achieved the rank of Master upon his apprentice, Aameesa Darys, completed her trials.

Shortly before the Clone Wars, Jerrec was tasked with leading a Jedi expedition into the Unknown Regions in search of Jedi artifacts. When he returned to known space, he was quickly captured. Using his existing hunger for forbidden force knowledge, the Inquisitorius successfully turned Jerrec to the Dark Side.

It is during these years that Jerrec assembled his band of Dark Jedi and first heard of the Valley of the Jedi. The Valley was rumored to be a powerful nexus of Force energy; the search for which would dominate the remainder of Jerrec's life.

His quest for the Valley resulted in the murder of hundreds, including Morgan Katarn. Seeking to avenge his father's death, Kyle Katarn hunted Jerrec half-way across the galaxy, finally meeting him face-to-face in the Valley's Force nexus. Jerrec, overconfident in his newfound power, underestimated and was ultimately cut down by the Jedi, disappearing in a flash of Dark Side energy.

### Jerrec Encounters

Jerrec is active in the galaxy throughout the Rise of the Empire, Dark Times, Rebellion and New Republic eras. He could be encountered while searching for Jedi artifacts, possibly hiring the PCs to aide him in finding forgotten lore or rouge Jedi. Imperial PCs could serve under his command during the height of the Empire or later during his warlord years.

Regardless of in what capacity the PCs encounter Jerrec; he will almost always be in control of the circumstances. Whether they are his guests or captives, Jerrec should always be encountered in his sanctum, or other place of his choosing, surrounded by Stormtroopers and his Dark Jedi.

### Jerrec's Tactics

Jerrec is a powerful opponent and was even considered by some to rival Lord Vader's power. Jerrec is a masterful lightsaber combatant and force wielder – versatile and deadly in nearly any situation. He typically initiates combat by activating Lightsaber Defense while punishing his foes with Force Powers.

His mastery of the Dark Side is such that any opponent he damages with a Force power is subject to the Intimidation effect as Jerrec casually flaunts his power and taunts his victims. Occasionally, Jerrec may wish to take a potentially useful opponent captive, in this case he uses Force Stun twice in one round using Swift Power to immobilize and incapacitate his victim.



JEREC



## MAW

### Maw

Medium Boltrunian Jedi 7/Jedi Knight 3/Soldier 1/Force Adept 1

**Destiny** 1; **Force** 5; **Dark Side** 12

**Init** +7; **Perception** +12

**Languages** Basic, Boltrunian

**Defenses** Ref 26 (flat-footed 24), Fort 28, Will 27

**hp** 143; **Threshold** 28

**Speed** 6 squares (flying)

**Melee** unarmed +16 (1d4+11)

**Melee** lightsaber +19 (2d8+18) or

**Melee** lightsaber +23 (2d8+24) with Powerful Charge

**Melee** lightsaber +19 (2d8+32) with Powerful Charge and Power Attack (4)

**Base Atk** +11; **Grp** +16

**Atk Options** Melee Defense, Power Attack, Powerful Charge, Running Attack, Whirlwind Attack

**Special Actions** Adept Spellcaster, Deflect, Force Flight\*, Telekinetic Savant

**Force Powers Known** (Use the Force +12) dark rage, force grip, force slam, force track<sup>[1]</sup>, move object (2)

**Force Techniques** Improved Move Light Object

**Abilities** Str 20, Dex 12, Con 18, Int 13, Wis 12, Cha 13

**Special Qualities** Permanent Hover\*, Imposing

**Talents** Adept Spellcaster, Force Flight\*, Greater Weapon Focus (Lightsabers), Lightsaber Defense (2), Telekinetic Prodigy, Telekinetic Savant, Weapon Specialization (Lightsaber)

**Feats** Armor Proficiency (Light), Extra Second Wind, Force Sensitive, Force Training (2), Melee Defense, Power Attack, Powerful Charge, Running Attack, Weapon Focus (Lightsaber), Weapon Proficiency (Lightsabers, Simple Weapons), Whirlwind Attack

**Skills** Endurance +15, Perception +12, Use the Force +12

**Possessions** Lightsaber (self made)

*\*Permanent Hover – Maw has perfected force flight to a degree that he no longer needs to spend a force point to use the Force Flight talent.*

[1] *The Jedi Academy Training Guide*, Page 26.

After Jerec's appointment to the Imperial Inquisitorius, he spent years scouring the Outer Rim searching for Jedi to convert or destroy. Maw was one such individual; formerly a Jedi shadow who spent the later years of the Clone Wars attempting to root out the new Sith menace. When he and his allies were captured by the Inquisitor, Jerec played on Maw's existing arrogance and selfishness to turn him completely to the Dark Side; a transition marked by him slaughtering his former Jedi comrades.

Maw served Jerec well for many years, gathering a small army of Grave Tusken to help pilfer Jedi burial grounds and further Jerec's quest for knowledge. His service to Jerec was nearly ended when Jedi Master Qu Rohm made his last stand on board the bridge of the Vengeance. Severed in half at the waist, Maw survived through sheer willpower and hatred.

CR 12

As always, Maw found a way to turn this encounter to his advantage; he set out to master the art of Force flight until it became as natural as walking ever was. Seeing the benefits of his new abilities, Maw adapted his fighting style to accommodate aerial combat by studying the somewhat uncommon Trispezest form of lightsaber combat.

### Maw Encounters

Maw is frequently assigned as a taskmaster to Jerec's most vital projects, serving to guarantee loyalty and ensure productivity. In this role, he is frequently found ransacking Jedi burial grounds and enclaves alongside his Grave Tusken minions. Imperial PCs might find themselves facing down this overbearing supervisor while working on an important project. Similarly, heroic PCs could encounter Maw in any number of Imperial facilities, enforcing his masters will. He could be assigned to hunt down particularly troublesome PCs, using the skills he once wielded as a Jedi Shadow.

### Maw's Tactics

Maw's approach to combat is brutal and efficient; he swoops in using his telekinetic flight and delivers powerful blow after powerful blow. He uses the withdrawal action against adjacent opponents in order to set up a charge, repeating this as long as he is able in order to maximize his use of Powerful Charge and Power Attack. Another favored tactic is to activate and maintain Force Grip on an opponent while pummeling them with projectiles with Improved Move Light Object while flying out of reach.

If Maw gets surrounded, he uses Whirlwind Attack in until he has an opportunity to withdraw and use the Recover action and his Second Wind.

In addition to his considerable combat prowess, Maw is a skilled tracker from years as a Jedi Shadow. He has honed these abilities in h and is rumored to be able to track his prey through the Force by sensing their fear.



MAW

### Grave Tusken

No one is sure how Maw gained the services of his army of Grave Tusken, but judging from the way they show their skin - a social taboo in Tusken culture - it is possible they are a banished or dishonored tribe.

In any case, they were taken from their homeworld and trained to be Maw's personal strike-force. They are bloodthirsty and savage, fighting with little concern for their own safety showing no mercy to their opponents. They also show more aptitude with technology than their Tusken brethren; exchanging their Banthas and slugthrowers for swoops and blasters.

### Grave Tusken Mercenaries

CR 3

Medium Tusken Raider Nonheroic 10

**Dark Side** 7

**Init** +7; **Perception** +10

**Languages** Tusken

**Defenses** Ref 16 (flat-footed 14), Fort 11, Will 10

**hp** 31; **Threshold** 11

**Speed** 6 squares

**Melee** knife +9 (1d4+2)

**Ranged** blaster carbine +9 (3d8)

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

**Abilities** Str 14, Dex 14, Con 12, Int 11, Wis 10, Cha 8

**Special Qualities** Stealthy, Survival Instincts

**Feats** Armor Proficiency (Light), Skill Training (Perception, Stealth, Survival), Weapon Proficiency (Pistols, Rifles, Simple Weapons)

**Skills** Endurance +11, Perception +10, Pilot +7, Stealth +12, Survival +10

**Possessions** blaster carbine, knife, combat jumpsuit, swoop

### Grave Tusken Lieutenants

CR 6

Medium Tusken Raider Nonheroic 10/ Scoundrel 3

**Dark Side** 9

**Init** +8; **Perception** +10

**Languages** Basic, Tusken

**Defenses** Ref 18 (flat-footed 16), Fort 14, Will 14; Dodge

**hp** 43; **Threshold** 14

**Speed** 6 squares

**Melee** knife +11 (1d4+3)

**Ranged** bowcaster +11 (3d10+1)

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

**Atk Options** Point Blank Shot

**Special Actions** Advantageous Opening, Thrive on Chaos

**Abilities** Str 14, Dex 14, Con 12, Int 12, Wis 11, Cha 8

**Special Qualities** Stealthy, Survival Instincts

**Talents** Advantageous Opening<sup>[1]</sup>, Thrive on Chaos<sup>[1]</sup>

**Feats** Armor Proficiency (Light), Dodge, Exotic Weapon Proficiency (Bowcaster), Point Blank Shot, Skill Training (Perception, Stealth, Survival), Weapon Proficiency (Pistols, Rifles, Simple Weapons)

**Skills** Endurance +12, Perception +11, Pilot +13, Stealth +13, Survival +11

**Possessions** bowcaster, knife, combat jumpsuit, swoop

[1] *The Clone Wars Campaign Guide*, Page 24.

### Grave Tusken Captain

CR 6

Medium Tusken Raider Nonheroic 10/ Noble 5

**Dark Side** 11

**Init** +9; **Perception** +12

**Languages** Basic, Tusken

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

**hp** 51; **Threshold** 16

**Speed** 6 squares

**Melee** knife +12 (1d4+4)

**Ranged** bowcaster +12 (3d10+2)

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

**Atk Options** Face the Foe, Point Blank Shot

**Special Actions** Lead From the Front, Luck Favors the Bold

**Abilities** Str 14, Dex 14, Con 12, Int 12, Wis 11, Cha 8

**Special Qualities** Stealthy, Survival Instincts

**Talents** Face the Foe<sup>[1]</sup>, Lead From the Front<sup>[1]</sup>, Luck Favors the Bold<sup>[1]</sup>

**Feats** Armor Proficiency (Light), Dodge, Exotic Weapon Proficiency (Bowcaster), Point Blank Shot, Skill Training (Perception, Pilot, Stealth, Survival), Weapon Proficiency (Pistols, Rifles, Simple Weapons)

**Skills** Endurance +13, Knowledge (tactics) +13, Perception +12, Pilot +14, Stealth +14, Survival +12

**Possessions** bowcaster, knife, combat jumpsuit, swoop

[1] *The Rebellion Era Campaign Guide*, Page 24.



GRAVE TUSKENS

## SARISS

### Sariss

Medium Human Scoundrel 1/Jedi 7/ Jedi Knight 5

**Destiny** 2; **Force** 6; **Dark Side** 14

**Init** +15; **Perception** +13

**Languages** Basic, 2 unassigned

**Defenses** Ref 29 (flat-footed 25), Fort 27, Will 27; Block, Deflect

**hp** 116; **Threshold** 27

**Speed** 6 squares

**Melee** unarmed +16 (1d4+6)

**Melee** lightsaber +19 (2d8+10; Triple Crit) or

**Melee** lightsaber +18/+18 (2d8+10; Triple Crit) with Double Attack

**Melee** lightsaber +13/+13/+13 (2d8+10; Triple Crit) with Triple Attack

**Base Atk** +12; **Grp** +13

**Atk Options** Double Attack, Triple Attack

**Special Actions** Equilibrium, Fortunes Favor, Point Blank Shot, Triple Crit

**Force Powers Known** (Use the Force +18) *battle strike* (2), *dark rage*,

*farseeing*, *force grip*, *force lightning*, *mind trick*, *move object*, *surge*

**Force Techniques** Improved Dark Rage<sup>[1]</sup>, Improved Move Light Object

**Abilities** Str 12, Dex 18, Con 14, Int 12, Wis 14, Cha 15

**Talents** Block, Deflect, Equilibrium, Fortunes Favor, Greater Weapon Focus (Lightsaber), Multi-Attack Proficiency (Lightsabers) (2), Weapon Specialization (Lightsaber)

**Feats** Double Attack (Lightsabers), Force Sensitive, Force Training (3), Melee Defense, Point Blank Shot, Skill Focus (Use the Force), Triple Attack (Lightsabers), Weapon Finesse, Weapon Focus (Lightsaber), Weapon Proficiency (Lightsabers, Pistols, Simple Weapons)

**Skills** Acrobatics +15, Deception +13, Initiative +15, Perception +13, Persuasion +13, Use the Force +18

**Possessions** Lightsaber (self-built), dark robes, comlink

[1] *The Force Unleashed Campaign Guide*, Page 88.

Some beings choose the Dark Side for the power that it offers, others simply fall prey to its temptations... and then there are those who are born into it. Sariss, daughter of Lord Cronal, was raised amongst the Prophets of the Dark Side on the corrupt world of Dromund Kaas. There she suffered the many abuses of her dark masters; learning the hatred and misery that was the dark side of the Force.

As a member of the Secret Order of the Empire, Sariss traveled widely and under many assumed identities. "The Prophetess" was one such guise, under which Sariss spied on Imperial governors and officers. During this time she met the Imperial Inquisitor, Jerec, and following the Emperor's death above Endor, fled to join his cause.

She used her skills of deception and manipulation to seduce both a wealthy Panathan mineral baron and his Force-sensitive son, Yun. She manipulated Yun into killing his own father, simultaneously obtaining vast financial resources and a new Dark Jedi neophyte for her master.

CR 13

However, Yun's destiny lay upon a separate path from hers; inspired by the compassion and courage of Kyle Katarn, Yun intercepted a lethal blow from Sariss's lightsaber, sparing Kyle's life as Kyle had spared his. Enraged at Yun's death, Sariss set out to destroy the self-made Jedi but was ultimately defeated. Dying as she had lived; in darkness.

### Sariss Encounters

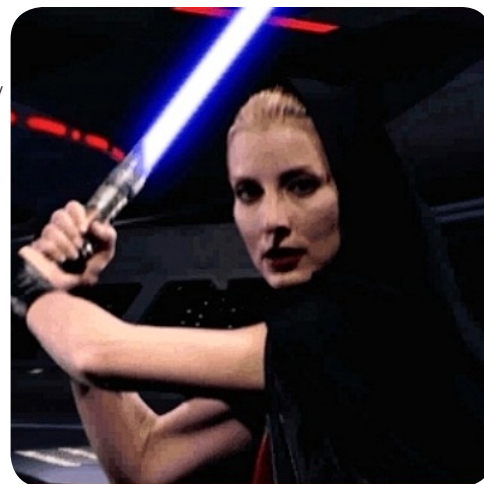
Throughout the Galactic Civil War, Sariss serves the Secret Order under a variety of alter-egos on a number of Imperial Worlds. PCs of any type could encounter her in one of these guises; she may be sent to spy on prominent Imperial characters, hire mercenary characters to aid in her mission or even manipulate Rebels into removing a disfavored Imperial officer.

During her tenure as Jerec's second-in-command, she is often by his side serving as his advisor. She is a devious strategist and has a gift for subterfuge and manipulation. Jerec utilizes her in the field when discretion, subtlety and a level head are required.

### Sariss's Tactics

Though she relies heavily on deception and manipulation, Sariss is no slouch in combat. She is a perfectionist at heart, and has mastered both the Force and lightsaber combat with her usual cool efficiency. She approaches combat cautiously, choosing her ground well and softening up her enemies at range with Force powers and the Improved Move Light Object technique.

Once in melee range, she shows her remarkable skills as a lightsaber duelist – overwhelming her foes with a flourish of precision strikes using the full attack action. If her attacks do not seem to be reliably connecting she channels her frustration into activating Improved Dark Rage and spends a Force Point to extend its duration. If she seems outmatched, she will fight using Melee Defense and wait for an opening (a change in enemy tactics, reinforcements or the eventual critical hit; made more dangerous by the Fortunes Favor talent).



SARISS

# YUN

## Yun

Medium Near-Human Noble 1/ Soldier 2/ Jedi 6  
**Destiny** 3; **Force** 4; **Dark Side** 8; Power of the Dark Side  
**Init** +12; **Perception** +10

**Languages** Basic, Epicant

**Defenses** Ref 23 (flat-footed 20), Fort 22, Will 22

**hp** 75; **Threshold** 22

**Speed** 6 squares

**Melee** unarmed +11 (1d4+6)

**Melee** lightsaber +13 (2d8+9)

**Melee** lightsaber +11 (3d8+9) with Rapid Strike

**Melee** lightsaber +13 (3d8+15) with Acrobatic Strike, Rapid Strike and Power Attack (3pt)

**Base Atk** +8; **Grp** +9

**Atk Options** Acrobatic Strike, Power Attack, Rapid Strike

**Special Actions** Deflect, Redirect Shot

**Force Powers Known** (Use the Force +10) *battle strike* (2), *blind*<sup>[1]</sup>, *mind trick*, *move object*, *surge*

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

**Talents** Deflect, Melee Smash, Power of the Dark Side, Redirect Shot, Weapon Specialization (Lightsaber)

**Feats** Acrobatic Strike, Armor Proficiency (Light), Force Sensitive, Force Training (3), Power Attack, Rapid Strike, Weapon Finesse, Weapon Focus (Lightsaber), Weapon Proficiency (Lightsabers, Pistols, Simple Weapons)

**Skills** Acrobatics +12, Deception +10, Initiative +12, Knowledge (Bureaucracy) +10, Knowledge (Galactic Lore) +10, Perception +10, Persuasion +10, Use the Force +10

**Possessions** Lightsaber (self-built), comlink

[1] *The Jedi Academy Training Guide*, Page 24.

Being the son of a wealthy mineral baron, Yun had everything a sentient being could every want or dream of. Wishing his son to learn patience and discipline, he was sent to study with the Followers of Palawa on the planet Bunduki. However, Yun's impatience ultimately won out, and he returned home to find his father remarried to a woman named Sariss.

Sariss seduced Yun and manipulated him into killing his father to be with her. Upon his death, Sariss seized all of the Baron's assets and transferred them to her master, Jerec. Sariss sensed Yun's potential and took him on as her apprentice. His first test was to lead a contingent of Stormtroopers to Bunduki to eliminate the monks who had turned him away.

Under the tutelage of Sariss, Yun became a cold-blooded killer and a capable Dark Jedi in his own right. However, his journey down the dark path was shaken when he was shown mercy by a Jedi named Kyle Katarn after being defeated by him during a duel. He retreated to his dark lord, but with his faith in the Dark Side badly shaken. Yun would later redeem himself by

preventing Sariss from murdering Kyle while he was helpless, accidentally receiving the fatal blow himself and becoming one with the Force.

## Yun Encounters

During the late Rebellion Era and early New Republic Era, Yun is active as a Dark Jedi serving Jerec's whim. Yun is sent by Jerec to perform a multitude of minor missions, often serving to further corrupt and groom him for his future as a Dark Jedi. It's during these missions that PCs are most likely to encounter Yun, perhaps even as his target. It is also possible that the PCs and Yun have the same or similar objectives and have to work together with the Dark Jedi in order to achieve their goals.

## Yun's Tactics

Yun is young and inexperienced, but dangerous nonetheless. His fighting style is very straightforward; a combination of Acrobatic Strike, Power Attack and Rapid Strike. He will move around his enemy, tumbling through threatened squares and deliver a salvo of lightsaber strikes. This tactic serves him well against a single opponent but he is easily overwhelmed by multiple attackers and occasionally leaves himself open to counterattack. He will often allow his opponent to approach him, giving him time to activate the Blind power or assault them with the Move Object power.

"IN ALL MY YEARS I'VE  
 ONLY KNOWN DARK JEDI.  
 NEVER ONE FROM THE  
 LIGHT SIDE."

-YUN



YUN



# THE GALACTIC EMPIRE

The servants of the Galactic Empire can be found through out much of the known galaxy during the Dark Times, Rebellion and New Republic Eras. These individuals might be the allies of a group of Imperial PCs, the Employers of a group of fringers or the enemies of a Rebel Cell.

## MOFF REBUS

### Moff Rebus

Medium Human Nonheroic 4/Noble 5/Scoundrel 1

Force 4; Dark Side 7

Init +6; Perception +12

Languages Basic, Binary, High Galactic, 7 unassigned

Defenses Ref 19 (flat-footed 18), Fort 17, Will 20

hp 47; Threshold 17

Speed 6 squares

Melee unarmed +7 (1d4+3)

Ranged hold-out blaster +8 (3d4+8)

Ranged heavy blaster rifle +10 (3d10+3)

Base Atk +7; Grp +7

Atk Options Point Blank Shot

Special Actions Personal Modifications

Abilities Str 10, Dex 12, Con 12, Int 18, Wis 14, Cha 8

Talents Educated, Engineer<sup>[1]</sup>, Personalized Modifications<sup>[1]</sup>, Wealthy

Feats Linguist, Point Blank Shot, Tech Specialist<sup>[1]</sup>, Skill Focus (Knowledge [technology], Mechanics), Skill Training (Stealth, Survival), Superior Tech<sup>[2]</sup>, Weapon Proficiency (Heavy, Pistols, Rifles, Simple Weapons)

Skills Gather Information +9, Knowledge (bureaucracy) +14, Knowledge (technology) +19, Mechanics +19, Perception +12, Stealth +11, Survival +12, Use Computer +14

Possessions hold-out blaster (superior damage modification<sup>[2]</sup>), heavy blaster rifle (superior accuracy modification<sup>[2]</sup>), Imperial uniform, encrypted comlink, datapad, tool kit

[1] *Starships of the Galaxy*, Pages 16-17, 21.

[2] *Scum and Villany*, Pages 24-25.

Rebus was a famed weapons designer and Imperial Moff of the Anoat Sector. He was noted for his eccentric and paranoid behavior, but was regarded by many as a genius.

He ran his sector and developed new weapons from his hidden stronghold, located deep within the sewers of Anoat. He delegated many of his duties to his staff and spent the majority of his time designing prototype weapons.

Shortly after the Battle of Yavin, Moff Rebus was in charge of designing the prototype weaponry for the Dark Trooper project and was ultimately taken prisoner by rebel agent Kyle Katarn. What became of him after his capture remains unknown.

CR 7

## WILL WORK FOR WEAPONS

Moff Rebus, despite all of his eccentricity, is a weapons designing genius. His services would be a welcome boon for any Imperial warlord, mercenary group or crimelord in the Galaxy.

PCs from any of these factions might find themselves offered a job to liberate the Moff and return him to their employer. Enterprising PCs may even want his services for their own ends.

Rebus is imprisoned in a high security prison on one of the Rebel Alliances' safeworlds. They PCs will have to use stealth and cunning to infiltrate the prison and avoid its many security systems and guards in order to reap the rewards of Moff Rebus's genius.

### Moff Rebus Encounters

During the Dark Times and early Rebellion Eras, Moff Rebus can be found in his hidden sanctuary on Anoat. The entire facility is filled with traps, guard droids and infested with dianogas.

After his capture by Kyle Katarn, Rebus is sent to a Rebel Alliance prison at an undisclosed safeworld. He is a good source of intell on Imperial politics, weapons and technology, but is largely uncooperative with Rebels. However, a clever interrogator might manipulate some information out of the arrogant and stubborn Moff.

### Moff Rebus's Tactics

Rebus enjoys building weapons, but is ultimately more of a coward than a warrior. He always has several large and nasty-looking weapons on hand, but uses them more for threats than combat. If he sees an opportunity, he will fire on a enemy, but is more likely to flee or surrender. However, he is always surrounded by guard droids and traps, making up somewhat for his lack of combat ability.



MOFF REBUS

## ROM MOHC

### General Rom Mohc

CR 10

Medium Middle-aged Human Soldier 6/Scoundrel 2/Elite Trooper 1/Officer 1

**Destiny\*\* 1; Force 4; Dark Side 9**

**Init +12; Perception +11**

**Languages** Basic, High Galactic, Military Sign

**Defenses** Ref 25 (flat-footed 22), Fort 27, Will 25; [Ref 26 (ff 24), Fort 30]\*

**hp 111; Threshold 32 [35]\***

**Speed** 6 squares; [fly 6 squares]\*

**Melee** unarmed +11 (1d6+7); [unarmed +13 (1d6+9)]\*

**Ranged** assault cannon blaster +10 (3d8+8) with braced Auto Fire

**Ranged** assault cannon blaster +10 (5d8+8) with braced Burst Fire

**Ranged** assault cannon missile +11 (6d6+5, 2-square burst radius)

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

**Atk Options** Burst Fire, Grizzled Warrior

**Special Actions** Coordinate, Droid Hunter, Indomitable, Jet Pack Training, Point Blank Shot, Tested in Battle

**Abilities** Str 14 [18]\*, Dex 14, Con 16\*\*, Int 14, Wis 12\*\*, Cha 12

**Special Qualities** Delay Damage

**Talents** Controlled Burst, Coordinate, Grizzled Warrior<sup>[1]</sup>, Jet Pack Training<sup>[2]</sup>, Seen it All<sup>[1]</sup>, Spacehound, Tested in Battle<sup>[1]</sup>

**Feats** Armor Proficiency (Light, Medium, Heavy), Burst Fire, Droid Craft [3], Droid Hunter<sup>[3]</sup>, Improved Damage Threshold, Martial Arts I, Point Blank Shot, Skill Focus (Knowledge [technology]), Weapon Proficiency (Heavy, Pistols, Rifles, Simple Weapons)

**Skills** Endurance +13, Initiative +12, Knowledge (tactics) +12, Knowledge (technology) +17, Mechanics +12, Perception +11[+13]\*

**Possessions** Blaster pistol, Imperial uniform, comlink, datapad, Phase III Dark Trooper prototype armor, Dark Trooper assault cannon, *Arc Hammer*.

\* These stats reflex General Mohc in his Phase III Dark Trooper armor.

\*\* *Rom Mohc is considered to have fulfilled the Creation destiny.*

[1] *Galaxy at War*, Pages 21-22.

[2] *Knights of the Old Republic Campaign Guide*, Page 30.

[3] *The Clone Wars Campaign Guide*, Pages 28-29.

Noted for his passion for personal combat and fervent loyalty, Rom was a "soldier's soldier," serving with distinction in the Clone Wars and later in the Galactic Civil War. His experiences in the Clone Wars imparted on him a nearly obsessive fascination with droids and cybernetic technology. He would go so far as to pit himself against the galaxies most deadly droids in single combat to test both his combat skills and the abilities of his droid opponents.

His stint as an Imperial Spacetrooper and the post-war sanctions on droid technology caused him endless frustration. He saw Imperial cybernetic technology as extraordinarily limited; a flaw which Rom planned to correct. Using his vast experience and knowledge, Rom outlined an innovative and deadly design which would come to be known as the Dark Trooper.

Rom and his creations met their match in the mercenary Kyle Katarn, who was tasked by Rebel High Command to put an end to the project. After systematically destroying the projects production facilities, Kyle confronted the general onboard his own factory ship, the *Arc Hammer*. Donning an experimental third phase exoskeleton, Rom dueled the rebel agent and was ultimately defeated. Kyle went on to destroy the factory ship itself, bringing a premature end to Rom's greatest work.

### Rom Mohc Encounters

Encounters with Rom vary depending on the Era in which he is encountered. During the Clone Wars he was an up-and-coming junior officer who delighted in fighting side by side with the clones under his command. His overzealousness to engage droids in personal combat could get him in over his head, requiring a rescue from the PCs, or ruining their carefully laid plans.

In the time of the Empire, the vast infrastructure of the Dark Trooper project extends to the farthest corners of the Empire. PCs could be hired by Jabba to transport ore or by Rebel Command to find out why the Emperor is diverting huge sums of currency.

Rom has the full might of the Empire behind him, and has access to any troops, ships or supplies he may need. He is never found without a least a squad of Stormtroopers as an escort, and spends the majority of his time in tightly secured military installations or aboard the *Arc Hammer*.

### Rom Mohc's Tactics

General Mohc rarely sees any active combat after he is promoted out of his Spacetrooper unit, but relishes the opportunity if it arises. He will use his Grizzled Warrior and Veteran abilities followed by Coordinate on his men, directing them to concentrate fire on the most dangerous opponents. If he can, he will grab a rifle or heavy weapon off of a fallen trooper and utilize well-placed area attacks when possible or burst fire on the toughest looking foe.

If he is encountered as a Spacetrooper or in the later periods of the Dark Trooper project, he will don his armor and stay mobile using the suits jet pack, but otherwise follow a similar battle stratagem.



ROM MOHC

# THE EMPIRE REBORN

In the years following the Battle of Endor, many Imperial officers and officials broke off from the Empire and declared themselves Warlords. One such group was the Empire Reborn, led by the Dark Jedi Lord Hethrir. This splinter group, financed by slavery, built up a large military and political powerbase during the height of the New Republic Era.

## DESANN

### Desann, Dark Jedi

Medium Chistori Soldier 7/Elite Trooper 3/Jedi 3/Force Adept 2

**Destiny** 2; **Force** 6; **Dark Side** 14; Power of the Dark Side

**Init** +7; **Perception** +9

**Languages** Basic, Chistori

**Defenses** Ref 28 (flat-footed 27), Fort 34, Will 31; Deflect

**hp** 175; **DR** 3; **Threshold** 34

**Speed** 6 squares

**Melee** unarmed +19 (1d6+11)

**Melee** great lightsaber +21(2d10+15) or

**Melee** great lightsaber +21 (3d10+15) with Mighty Swing

**Base Atk** +14; **Grp** +18

**Atk Options** Accurate Blow, Mighty Swing, Point Blank Shot

**Special Actions** Commanding Presence, Equilibrium, Force Interrogation, Swift Power

**Force Powers Known** (Use the Force +15) *battle strike* (2), *force grip* (2), *force lightning* (2), *force slam*, *force thrust*, *mind trick*, *move object*, *rebuke*, *surge*

**Force Techniques** Improved Force Lighting<sup>[1]</sup>

**Abilities** Str 18, Dex 11, Con 16, Int 10, Wis 14, Cha 16

**Special Qualities** Armor Plating, Build Lightsaber, Cold-Blooded, Delay Damage, Damage Reduction 1, Rage

**Talents** Accurate Blow<sup>[2]</sup>, Armored Defense, Close-Quarters Fighter<sup>[2]</sup>, Commanding Presence<sup>[1]</sup>, Deflect, Equilibrium, Force Interrogation<sup>[1]</sup>, Power of the Dark Side, Swift Power

**Feats** Armor Proficiency (Light, Medium), Force Sensitive, Force Training (4), Martial Arts I, Mighty Swing, Point Blank Shot, Toughness, Weapon Focus (Lightsaber), Weapon Proficiency (Lightsabers, Pistols, Rifles, Simple Weapons)

**Skills** Persuasion +15, Use the Force+15

**Possessions** Great lightsaber (self-built), battle armor, encrypted comlink, *Doomgiver*

[1] *The Force Unleashed Campaign Guide*, Pages 28, 42 and 88.

[2] *The Clone Wars Campaign Guide*, Pages 39-40.

Desann was born on an obscure world in the far reaches of the galaxy to a people whose attitude towards the Force ranged from disbelief to abhorrence. His "gift" manifested itself in his early years and resulted in ridicule, resentment and ultimately banishment. Desann heeded the Dark Sides call, falling prey to loneliness, bitterness and despair.

He left his homeworld on a trade ship and made his way into the larger galaxy. When his gifts came to the attention of Jedi Master Luke Skywalker, Desann was overjoyed to finally be amongst his "own kind." However, Desann's newfound sense of being soon turned to arrogance. He lashed out first at those without his "gift" and eventually against anyone he deemed weak or unworthy. This superiority complex culminated in the murder of a fellow Jedi trainee, Havet Storm.

Following Havet's murder, Desann fled into Imperial space where he pledged his allegiance to Lord Hethrir and the Imperial Remnant. Desann was appointed as Hethrir's second in command and tasked with training his Empire Youths. Desann took his assignment seriously and channeled all his resentment towards Master Skywalker and the Jedi Praxeum into creating a force capable of annihilating the burgeoning Jedi Order.

To this end, he partnered with Admiral Galak Fyyar, an Imperial officer and weapons designer, seeking a means to infuse the Force in non-Force Sensitives. This project resulted in the birth of the Reborn, an army of Force-infused soldiers loyal to the Imperial Remnant. Desann mounted his attack against the Jedi Praxeum and was ultimately defeated by Kyle Katarn in the catacombs beneath the Massassi temples.



DESANN

### Desann Encounters

Desann was already a formidable warrior and Force wielder before his Jedi training. It is possible that the PCs could encounter him before his discovery by Luke. At this time, he is still battling with his inner darkness and could serve as either friend or foe. In this case, remove Desann's Jedi and Force Adept levels.

During the years of the New Republic, Desann could serve to antagonize Jedi PCs training at Master Skywalker's Praxeum or even be assigned by Luke to track down Desann's whereabouts after his defection. His time with the Empire is spent primarily in the pursuit of creating a Force-empowered army, but the PCs could be tasked by Master Skywalker to aid in his capture, or defend the Jedi Praxeum against his assault.

### Desann's Tactics

Desann is a powerful opponent, wielding the Force and his lightsaber with great effect. This threat is even greater after his exposure to the power of the Valley of the Jedi. He seeks to assert his superiority over his opponents by charging into the thick of things and using his Commanding Presence talent, followed by a mix of Force powers (coupled with his Force Interrogation talent) and powerful melee attacks with his lightsaber.

Desann is a powerful opponent, but his overconfidence often gets the better of him. He will often charge, heedless of the penalties, or provoke attacks of opportunity. His temper is also more hindrance than help and his rage can be triggered by any affront to his ego; Causing him to lose his ability to focus and manipulate the Force as well as tiring him at its conclusion.

In addition to his own prowess, Desann is almost always accompanied by a cadre of his Reborn or a contingent of Imperial Stormtroopers. Desann tends to let his minions do his fighting for him and will only engage in combat if he is attacked directly or if his minions are outmatched. If he does enter combat, his minions focus on suppressing foes or aiding in their masters attacks.

**"THE FORCE IS NOT A  
SHIELD TO PROTECT THE  
USELESS... BUT IS, IN  
REALITY, A WEAPON... TO  
EMPOWER THE WORTHY!"**

**-DESANN**

## THE POWER OF THE VALLEY

Rusaan was the battlefield for the final battles of the New Sith Wars. In the final battle, Lord Kaan's thought bomb trapped the souls of over one-hundred Jedi and Sith warriors, creating a powerful Force nexus.

Drawing upon this energy grants the wielder an immense boost to their natural control over the Force. Even after the souls were liberated by Jedi Knight, Kyle Katarn, the site remained a powerful focus of Force Energy.

There are many other nexuses of varying power spread across the galaxy, such as the catacombs beneath the Great Temple on Yavin IV and the ruins of the Jedi Temple on Coruscant.

A Force nexus can be found anywhere that a major event has occurred involving the Force such as a death, a battle or a redemption. These events cause the site to become a conduit for the Force, attracting and magnifying it. These sites should not be confused with dark side sites – powerful fonts of dark side energy which are detailed on page 156 of the *Jedi Academy Training Manual*.

All nexuses have both passive and active effects – All Force sensitive beings within the sites range benefit from the passive effects. To gain the active effects, a creature must spend 24 hours attuning himself to the site, requiring a DC 15 Use the Force check. These effects fade if the character is separated from the site for more than 24 hours.

### Nexus Power Levels and Effects

**Minor Force Site** These sites are generally fairly faint and usually occur in response to some form of localized and minor Force event.

*Example:* The site of Luke's vision from Obi-Wan Kenobi on Hoth.

*Passive Effects:* None.

*Active Effects:* Once per day, the attuned being may activate a Force power as if he had modified its effect by spending a Force Point.

**Major Force Site** Major sites tend to form around large scale events and can effect large sites or even entire worlds.

*Examples:* Ossus, the Massassi temples of Yavin IV.

*Passive Effects:* All applications of Use the Force except activating a Force power made within the area receive a +2 Force bonus.

*Active Effects:* Once per day, the attuned being may activate a force talent that requires a Force Point without actually expending one.

**Force Nexus** These nexuses are concentrated areas where major events have occurred. The area of effect is generally small but powerful.

*Example:* The catacombs of the Great Temple on Yavin IV.

*Passive Effects:* Force sensitive beings within the area of effect receive a +2 Force bonus to Use the Force Checks until the end of their next turn.

*Active Effects:* Once per day, the attuned being may take a result of 20 on any Use the Force check.

Legendary sites, such as the Valley of the Jedi, have vast powers and effects beyond mere bonuses; the ability to infuse the Force into non-sensitives, achieve near-omniscience, or even destroy a star. These abilities border on the realm of plot device, and are best if used as such.



## GALAK FYYAR

### Admiral Galak Fyyar

CR 13

Medium Human Nonheroic 4/Noble 4/Soldier 3/Officer 5

Force 5; Dark Side 6

Init +10; Perception +13

Languages Basic, High Galactic, 6 unassigned

Defenses Ref 27 (flat-footed 25), Fort 26, Will 27

hp 86; Threshold 26

Speed 6 squares

Melee unarmed +16 (1d4+6)

Ranged blaster pistol +17 (3d6+5) or

Ranged blaster pistol +15 (4d6+5) with Rapid Shot

Base Atk +14; Grp +15

Atk Options Point Blank Shot, Rapid Shot

Special Actions Deployment Tactics, Coordinate +2, Shift Defenses I

Abilities Str 12, Dex 14, Con 13, Int 16, Wis 11, Cha 13

Special Qualities Command Cover (+2), Share Talent (Assault Tactics, Shift Defenses I)

Talents Armored Defense, Assault Tactics, Coordinate (2), Educated, Improved Armored Defense, Shift Defenses I

Feats Armor (Light, Medium, Heavy), Improved Defenses, Linguist, Point Blank Shot, Rapid Shot, Tech Specialist<sup>[1]</sup>, Skill Focus (Knowledge [technology], Mechanics), Weapon Focus (Heavy), Weapon Proficiency (Heavy, Pistols, Rifles, Simple Weapons)

Skills Gather Information +14, Knowledge (bureaucracy) +16, Knowledge (physical sciences) +16, Knowledge (tactics) +16, Knowledge (technology) +21, Mechanics +21, Perception +13, Use Computer +16

Possessions blaster pistol (improved accuracy<sup>[1]</sup>), Imperial uniform, encrypted comlink, datapad, tool kit, various prototype armor suits

[1] *Starships of the Galaxy*, Page 21.

Originally a member of the Grand Moff Tarkin's Maw Facility "think tank," Galak Fyyar transferred to the military during the height of the Galactic Civil War. He rose quickly through the ranks and came to the attention of Lord Hethrir and his Empire Reborn following the Emperor's death above Endor.

Hethrir paired Fyyar, now an Admiral, with his second-in-command, Desann. Together, they were tasked with finding a way to create an army of Force infused soldiers for the Empire Reborn. Despite Fyyar's brilliant scientific mind and Desann's Force power, all experiments ended in failure.

These setbacks came to an end when the pair carefully orchestrated a scheme to trick Kyle Katarn into revealing the location of the fabled Valley of the Jedi. Using the power of the Valley, Fyyar managed to create hundreds of Reborn warriors for his master.

Galak went on to design the cortosis weave armor employed by Desann's

Shadowtroopers as well as several heavier prototypes that included built in weapons and shield generators. Fyyar's reliance on technology and his overconfidence in his designs proved to be his downfall, as one of his suits malfunctioned during a battle with Kyle Katarn, disintegrating Fyyar while his ship crumbled around him.

### Admiral Fyyar Encounters

Admiral Fyyar is a talented scientist and officer, making him an ideal benefactor for Imperial and Fringe PCs - his special projects requires numerous rare components and talented individuals willing to obtain them.

Rebel and New Republic PCs are unlikely to encounter him in person but they may be assigned by High Command to investigate, disrupt or destroy one of his projects. If they do attempt to target him personally, they will find themselves having to fight or infiltrate their way through some of the Imperial Remnant's most heavily defended starships and facilities in order to reach him.

### Admiral Fyyar's Tactics

Although he is a competent soldier, Admiral Fyyar has seen little real personal combat in his life. He is much more effective at directing his troops than fighting alongside them but his inexperience and arrogance might override his reason.

If acting as a commander, he will use Coordinate talent on his men and have them combine fire on one opponent at a time, supplementing their damage by using the Assault Tactics talent.

If he does engage his opponents directly, he will utilize whatever experimental and deadly armor and weaponry he has available, depending on his advanced technology to compensate for his own shortcomings.



ADMIRAL GALAK FYYAR

## TAVION AXMIS

### Tavion Axmis

Medium Human Scout 1/Soldier 1/Jedi 7/Force Adept 3

**Destiny** 1; **Force** 5; **Dark Side** 14; Power of the Dark Side

**Init** +13; **Perception** +13

**Languages** Basic

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

**hp** 30; **Threshold** 24

**Speed** 6 squares

**Melee** unarmed +13 (1d4+9)

**Melee** lightsaber +15 (2d8+12) or

**Melee** lightsaber +13 (3d8+12) with Rapid Strike

**Melee** lightsaber +20 (2d8+12) with Acrobatic Strike

**Melee** lightsaber +19 (2d8+18) with Powerful Charge

**Base Atk** +10; **Grp** +13

**Atk Options** Acrobatic Strike, Rapid Strike, Power Attack, Powerful Charge

**Special Actions** Adept Spellcaster, Believer Intuition, Lightsaber Defense, Shake it Off, Telekinetic Power

**Force Powers Known** (Use the Force +18) *force grip*, *force lighting* (2), *force slam*, *force thrust* (2), *move object*, *surge*

**Force Techniques** Improved Force Lighting<sup>[1]</sup>

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

**Talents** Adept Spellcaster, Believer Intuition<sup>[2]</sup>, Deflect, Lightsaber Defense (2), Power of the Dark Side, Swift Power, Telekinetic Power

**Feats** Armor Proficiency (Light), Acrobatic Strike, Force Sensitive, Force Training (3), Power Attack, Powerful Charge, Shake it Off, Skill Focus (Use the Force), Weapon Focus (Lightsaber), Weapon Proficiency (Lightsabers, Pistols, Rifles, Simple Weapons)

**Skills** Acrobatics +13, Endurance +12, Initiative +13, Jump +13, Perception +13, Use the Force +18

**Possessions** lightsaber (self-built), comlink, Scepter of Ragnos

[1] *The Force Unleashed Campaign Guide*, Pages 28, 42 and 88.

[2] *The Clone Wars Campaign Guide*, Page 56.

Tavion was taken from her homeworld of Dathomir and raised as one of Lord Hethrir's "Empire Youths". She, along with many others, were turned over to Hethrir's second, Desann, for training. Upon seeing her skill, Desann took her on as his personal apprentice.

She assisted him in his plan to deceive and manipulate Kyle Katarn into revealing the location of the Valley of the Jedi. She was later tasked with overseeing the transfer of Cortosis ore being channeled through Bespin. It was in the City of the Clouds that Tavion confronted Katarn for the first time, and was defeated. Betraying her lord and his plan, she fled into the galaxy hoping Desann would either perish or fail to learn of her betrayal.

Following Desann's death, Tavion would take her own apprentice and gather what was left of Desann's forces. Having acquired the powerful

CR 12

## THE SCEPTER OF RAGNOS

The Scepter was a powerful dark side relic created by the Sith Lord Marka Ragnos nearly 5000 years before the Galactic Civil War. The scepter functions as a Sith Amulet (*Jedi Academy Training Manual*, Page 68) except for its ability to drain and store Force Energy.

The wielder can use the staff to drain a Force Nexus by making a DC 25 Use the Force check. This takes 5 minutes and adds one charge to the staff. These charges can be expended to double the staff's Force Blast ability damage, or modify the user's Force power as a Force Point.

Additionally, the staff contains a dire sword (Large, 1d10 damage) with the Sith Alchemy template (*KotOR Campaign Guide*, Page 79).

Scepter of Ragnos, she reorganized her followers into a Sith cult dedicated to the resurrection of the long dead Sith Lord. She and her followers scoured the galaxy for Force Nexuses, draining these areas of high Force energy with the scepter in the hopes of using it to bring Marka Ragnos back to the realm of the living.

### Tavion Axmis Encounters

In her early years, Imperial PCs might encounter Tavion as an ally or even rival in the service of the Empire. She is an ambitious woman and is not above sabotaging "allies" to further her own agendas.

During later years, she is most likely to be encountered doing her masters bidding or searching the galaxy for Force rich areas to drain. PCs might try to foil her plans or work with her to secure a dark future for the galaxy.

### Tavion Axmis's Tactics

Tavion is a deadly combatant in all arenas – She is a gifted wielder of the Force and a potent lightsaber duelist. She attempts to dispatch foes quickly, blasting them with Force powers before closing for melee combat.

Once engaged in a melee, she uses Acrobatic Strike and Power Attack to finish off any remaining foes. Regardless of her mode of attack, she always activates Lightsaber Defense when she has an available Swift Action.



TAVION AXMIS

## THE REBORN

Lord Hethrir and Desann both knew that they would need their own army of Force-wielding warriors if they were ever to have a chance of opposing the New Republic and its new Jedi order.

This dream became a reality when Desann managed to gain access to the Valley of the Jedi and discovered a means to infuse its energies into his followers - granting Force-sensitivity to even those previously blind to it.

The bulk of the Reborn army were drawn from non Force-sensitive soldiers under Desann's command. These warriors, while powerful, are not as well trained or powerful as a true Jedi. However, many candidates were drawn from Lord Hethrir's Force-sensitive Empire Youths. These individuals, having already received some Lightsaber and Force instruction, received a huge boost in power from the experiments. Some of the more talented individuals could even challenge a fully trained Jedi Knight in single combat.

### Reborn Warrior

CR 4

Medium Human Nonheroic 10/ Jedi 1

**Force** 1; **Dark Side** 12

**Init** +12; **Perception** +6

**Languages** Basic

**Defenses** Ref 17 (flat-footed 15), Fort 13, Will 13; Deflect

**hp** 47; **Threshold** 13

**Speed** 6 squares

**Melee** unarmed +11 (1d4+3)

**Melee** lightsaber +12 (2d8+3)

**Melee** lightsaber +12 (3d8+3) with Mighty Swing

**Base Atk** +8; **Grp** +11

**Atk Options** Melee Defense, Mighty Swing

**Force Powers Known** (Use the Force +10) *battle strike, force slam*

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

**Special Qualities** Force Infusion\*

**Talents** Deflect

**Feats** Armor Proficiency (Light), Force Sensitive\*, Force Training, Melee Defense, Mighty Swing, Weapon Focus (Lightsabers), Skill Training (Use the Force), Weapon Proficiency (Lightsaber, Rifles, Simple Weapons)

**Skills** Acrobatics +12, Initiative +12, Use the Force +10

**Possessions** lightsaber, combat jumpsuit, comlink

### Reborn Warrior Tactics

The Reborn Warrior, though skilled, is no match for a Jedi in single combat. However, they have numbers and are very willing to gang up on a single Jedi. Their abilities with the Force are limited so they generally blast their opponent with Force Slam before wading into lightsaber combat. Once they are engaged in a duel, they attempt to flank their opponents, using the Aid Another ability as necessary.

## FORCE INFUSION

The process of infusing raw Force energy into a living creature, specifically one who isn't already sensitive to the Force, has long been the subject of fevered dreams and fantasy. That is, until Desann and Galak Fyyar perfected the process, using the Valley of the Jedi as a power source and Atrusian crystals as the means of transfer.

The benefits of this process are substantial, granting the subject the Force Sensitive feat for free. However, there are some side effects; due to the unnatural nature of the process, the subject is immediately gains a number of Dark Side points equal to half of his Wisdom score, leaving him teetering on the edge of the dark side, if not completely corrupting him.

Additionally, any Force user within one kilometer of a Reborn can automatically make a DC 15 Use the Force check to detect its presence. The Reborn can still attempt an opposed check to hide his presence, but at a -5 penalty.

### Reborn Adept

CR 4

Medium Human Nonheroic 10/ Jedi 1

**Force** 4; **Dark Side** 14

**Init** +12; **Perception** +7

**Languages** Basic

**Defenses** Ref 17 (flat-footed 15), Fort 13, Will 13; Deflect

**hp** 47; **Threshold** 13

**Speed** 6 squares

**Melee** unarmed +8 (1d4)

**Ranged** blaster pistol +10 (3d6)

**Base Atk** +8; **Grp** +8

**Atk Options** Melee Defense, Mighty Swing

**Force Powers Known** (Use the Force +13) *force grip* (2), *force slam*, *force thrust*, *move object*, *surge*

**Abilities** Str 9, Dex 14, Con 12, Int 10, Wis 14, Cha 16

**Special Qualities** Force Infusion\*

**Talents** Telekinetic Power

**Feats** Armor Proficiency (Light), Dodge, Force Boon, Force Sensitive\*, Force Training (2), Skill Training (Use the Force), Weapon Proficiency (Lightsaber, Pistols, Simple Weapons)

**Skills** Acrobatics +12, Initiative +12, Use the Force +13

**Possessions** blaster pistol, combat jumpsuit, comlink

### Reborn Adept Tactics

The Reborn Adept has focused on honing his new found skills with the Force over lightsaber combat. These force wielders are often deployed with at least one Reborn Warrior; disabling and damaging opponents with Force Grip and other powers while his allies hack away at them. If the Reborn adept runs out of powers to activate against his opponents, he draws his blaster pistol and opens fire on the most wounded opponent.



**Reborn Fencer****CR 8**

Medium Human Nonheroic 10/ Jedi 5

**Force 3; Dark Side 13****Init +14; Perception +8****Languages** Basic**Defenses** Ref 18 (flat-footed 16), Fort 16, Will 17; Block, Deflect, Dodge  
**hp 60; Threshold 16****Speed** 6 squares**Melee** unarmed +12 (1d4+5)**Melee** lightsaber +16 (2d8+7)**Melee** lightsaber +16 (3d8+7) with Mighty Swing**Melee** lightsaber +20 (2d8+14) with Powerful Charge**Base Atk +12; Grp +15****Atk Options** Melee Defense, Mighty Swing, Powerful Charge**Force Powers Known** (Use the Force +14) *battle strike (2), dark rage, force grip, force slam, surge (2)***Abilities** Str 16, Dex 14, Con 11, Int 10, Wis 12, Cha 14**Special Qualities** Force Infusion\***Talents** Block, Deflect, Weapon Specialization (Lightsabers)**Feats** Armor Proficiency (Light), Dodge, Force Sensitive\*, Force Training (3), Melee Defense, Mighty Swing, Powerful Charge, Weapon Focus (Lightsabers), Skill Training (Use the Force), Weapon Proficiency (Lightsaber, Rifles, Simple Weapons)**Skills** Acrobatics +14, Initiative +14, Use the Force +14**Possessions** lightsaber, comlink**Reborn Warrior Tactics**

The Reborn Fencer is a truly dangerous opponent who has shown great aptitude, both with the Force and as a duelist. They employ tactics similar to the Reborn Warrior, but with greater skill. They are also much more capable of defending themselves with the Block and Deflect talents and have a greater force power repertoire.

**Reborn Master****CR 11**

Medium Human Nonheroic 10/ Jedi 6/ Soldier 2

**Force 2; Dark Side 14****Init +15; Perception +11****Languages** Basic**Defenses** Ref 23 (flat-footed 22), Fort 26, Will 22; Block, Deflect, Dodge  
**hp 96; Threshold 31****Speed** 4 squares**Melee** unarmed +18 (1d4+7)**Melee** lightsaber +20 (2d8+9)**Melee** lightsaber +18/+18 (2d8+9) with Dual Weapon Mastery III**Melee** lightsaber +24 (2d8+18) with Powerful Charge**Base Atk +15; Grp +18****Atk Options** Dual Weapon Mastery II, Melee Defense, Mighty Swing, Powerful Charge**Force Powers Known** (Use the Force +16) *dark rage, force grip, force**lightning, force slam (2), surge***Abilities** Str 16, Dex 12, Con 13, Int 10, Wis 14, Cha 14**Special Qualities** Force Infusion\***Talents** Block, Deflect, Devastating Attack (Lightsabers), Weapon Specialization (Lightsabers)**Feats** Armor Proficiency (Light, Medium, Heavy), Dodge, Dual Weapon Mastery I, Dual Weapon Master II, Force Sensitive\*, Force Training (2), Improved Damage Threshold, Improved Defenses, Melee Defense, Powerful Charge, Weapon Focus (Lightsabers), Skill Training (Use the Force), Weapon Proficiency (Lightsaber, Rifles, Simple Weapons)**Skills** Acrobatics +15, Initiative +15, Use the Force +16**Possessions** 2 lightsabers (self-built), heavy battle armor, comlink**Reborn Master Tactics**

The Reborn Master is the greatest of the Reborn - he is strong in the Force and has faced several Jedi Knights in single combat. Even a Jedi Master, such as Kyle Katarn, would do well not to underestimate one of these warriors. In addition to their potent array of Force powers, they fight with a deadly imitation of the Jar'kai form of lightsaber combat.

**"THE WEAKLING JEDI WHO  
SCORNE ME WILL SOON  
BE ERASED FROM HISTORY,  
REPLACED BY A NEW RACE  
OF WARRIORS."**

**-DESANN****REBORN MASTER**



## SHADOWTROOPER

### Shadowtrooper

CR 10

Medium Human Nonheroic 8/ Jedi 3/ Soldier 4/ Scoundrel 1

**Force** 2; **Dark Side** 12

**Init** +15; **Perception** +11

**Languages** Basic

**Defenses** Ref 25 (flat-footed 23), Fort 24, Will 21; Block, Deflect

**hp** 78; **DR** 5 (lightsabers); **Threshold** 24

**Speed** 4 squares

**Melee** unarmed +16 (1d4+4)

**Melee** lightsaber +18 (2d8+10)

**Melee** lightsaber +16 (3d8+10) with Rapid Strike

**Melee** lightsaber +22 (2d8+14) with Powerful Charge

**Base Atk** +13; **Grp** +16

**Atk Options** Dastardly Strike, Powerful Charge, Rapid Strike

**Force Powers Known** (Use the Force +15) *battle strike, dark rage, force grip, force slam, surge* (2)

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

**Special Qualities** Force Infusion\*

**Talents** Armored Defense, Block, Dastardly Strike, Deflect, Improved Armored Defense

**Feats** Armor Proficiency (Light, Medium), Force Sensitive\*, Force Training (3), Improved Defenses, Powerful Charge, Rapid Strike, Weapon Focus (Lightsabers), Skill Training (Stealth, Use the Force), Weapon Proficiency (Lightsaber, Rifles, Simple Weapons)

**Skills** Acrobatics +15, Initiative +15, Stealth +15, Use the Force +15

**Possessions** lightsaber (self-built), shadowtrooper armor (as battle armor), stealth field generator<sup>[1]</sup>, Atrusian crystal

[1] *Knights of the Old Republic Campaign Guide*, Page 74.

In addition to imbuing his best men and the Empire Youth's, Desann also chose to infuse a number of his elite Stormtrooper units with the Valley's power. Designed to be the ultimate Jedi-killers, these elite forces were outfitted with Galak Fyyar's state of the art shadow armor and stealth field generators - giving them an edge in protection and the element of surprise.

In addition to the armor's protective and stealth enhancements, the chest plate was fitted with an Atrusian crystal which could boost the Shadowtroopers already formidable facility with the Force.

### Shadowtrooper Encounters

Although the program that created the Shadowtroopers was short-lived, dozens of these troopers where infused with the Force. Many met their end in the assault on Master Skywalker's Jedi Praxeum, but it is possible that some survived - owing to their superior training and stealth capabilities.

Formally Stormtroopers, surviving Shadowtroopers pledge their abilities to the Imperial Remnant and do not join Tavion's Sith cult. These remaining

## ATRUSIAN CRYSTALS

Found only in the mines of Artus Prime, the crystals were a primary component in Galak Fyyar's plan to infuse non-Force sensitives with the power of the Force. Although his early attempts met with failure, he finally succeeded once he had access to the power of the Valley of the Jedi, giving birth to the Reborn.

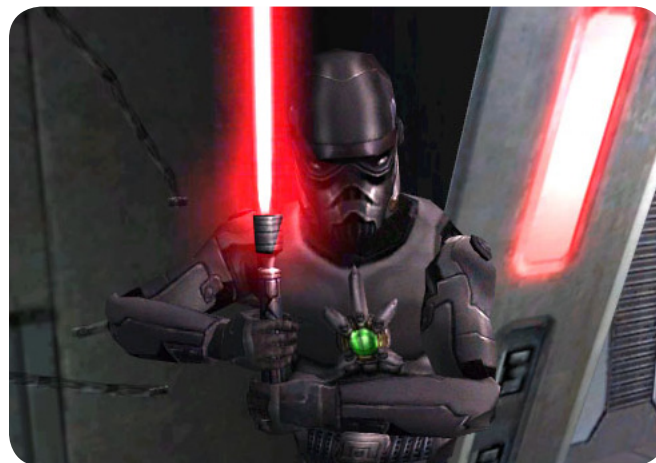
Smaller infused crystals were also grafted onto the armor of the Shadowtroopers. Any Force sensitive being can activate one of these crystals by spending a Force Point as a full-round action. Once activated, the bearer of the crystal gains a +2 Force bonus on all Use the Force checks made to activate powers which have you as the sole target until the end of the encounter.

Shadowtroopers are likely to be found serving as the second-in-command to a powerful Imperial Warlord, leading his troops in the field. A particularly ambitious or powerful Shadowtrooper may even declare himself a warlord, gathering the scattered remains of the Reborn Empire around himself.

### Shadowtrooper Tactics

Owing to their Stormtrooper background, Shadowtroopers prefer sound military strategy to the Reborn's more dramatic methods. They use their stealth abilities to sneak up on foes, striking them with Rapid Strike and Dastardly Strike from concealment, before engaging their opponents in a duel.

Once they have lost the element of surprise, they work in teams to take down what they perceive as the greatest threat. Their aptitude lies more in lightsaber combat and ambush tactics, relegating their Force abilities to those that enhance their fighting prowess. The do have some limited capabilities with telekinetic powers, and use these when out to range of melee combat.



SHADOWTROOPER

## CREATIONS OF THE SITH

Following their settlement of Dromund Kaas, the dark side adepts of Darth Millennial spent the next several centuries honing thier dark craft and performing numerous expariments utilizing Sith alchemy. Many of these expaiments would go on to serve the darksiders and serve as guardians of their various temples.

### SITH STATUE

The Sith statues of Dromund Kaas are greatest dangers of traversing the corrupt worlds landscape. Created over the centuries by the planets Sith Alchemists, these statues have been given a semblance of life similar to that of a droid, as well as deadly combat skills with a lightsaber.

The statues were originally created by the resident Sith Lords in an attempt to create a lightsaber wielding army capable of standing against the Jedi. However, the statues proved to be no match for a fully trained Jedi Knight and were much more suited for use as sentries – standing an eternal vigil over the various dark temples that dot the planets surface.

#### Sith Statue

CR 5

Medium Nonheroic 7/Jedi 3

**Init** +6; **Perception** +11**Defenses** Ref 17 (flat-footed 16), Fort 14, Will 11**hp** 32; **Threshold** 19**Speed** 6 squares**Melee** lightsaber +12 (2d8+9) or**Melee** lightsaber +10 (3d8+9) with Rapid Strike**Base Atk** +8; **Grp** +12**Atk Options** Rapid Strike**Abilities** Str 18, Dex 12, Con –, Int 4, Wis 13, Cha 6**Special Qualities** Statue's Stillness\***Talents** Lightsaber Defense (2)**Feats** Armor Proficiency (Light), Improved Damage Threshold, Rapid Strike, Skill Training (Acrobatics, Jump), Weapon Focus (Lightsabers), Weapon Proficiency (Lightsabers, Simple Weapons)**Skills** Acrobatics +11, Jump +14, Perception +11**Systems** Alchemically hardened (as durasteel plating)**Possessions** Lightsaber

*\*Statue's Stillness – Sith statue's are able to remain motionless and appear virtually identical to a normal statue. As long as the statue takes no actions and remains perfectly motionless, it gains a +5 circumstance bonus to all Stealth and Deception checks to remain inconspicuous.*

### SITH UNDEAD

Through the corrupt magic and alchemy of the Sith, a semblance of life after death is possible. These abominations are often all that remains of unfortunate apprentices who were subjected to hideous experiments designed to find their master a means to cheat death.

These creatures vary in ability and appearance, but are often little more than mindless husks, animated only by the vile power of the dark side and the base emotions of hate and despair. Those few that once possessed and link to the Force, such as a Sith apprentice maintain a rudimentary link to the Force and can channel their hate into powerful blasts of dark side energy.



#### Sith Undead CR 9

Medium undead beast 10

**Init** +5; **Perception** +12**Defenses** Ref 16 (flat-footed 16), Fort 14, Will 12**hp** 45; **Threshold** 19**Immune** disease, fear, mind-affecting, poison, radiation, stun**Speed** 6 squares**Melee** 2 claws +11 (1d6+9)**Base Atk** +7; **Grp** +9**Force Powers Known** (Use the Force +12) *force lightning* (2), *mind trick***Abilities** Str 18, Dex 10, Con –, Int 3, Wis 14, Cha 15**Feats** Force Sensitive, Force Training, Improved Damage Threshold, Skill Training (Use the Force)**Skills** Perception +12, Use the Force +12

**Undead** – This creature does not fall unconscious when it reaches 0 hit points. If the attack that reduces the creature to 0 hit points also equals or exceeds the creature's damage threshold, it dies. Otherwise, the creature continues to act normally at 0 hit points until a successful attack deals damage that equals or exceeds the creature's damage threshold. If the creature is pushed to the bottom of the condition track by damage, it is automatically destroyed. Additionally, creatures with the undead subtype are immune to disease, fear, mind-affecting, poison, radiation, and stun.

#### Sith Creation Encounters

While these foul creatures can be found on any world which has been inhabited by the Sith, they are most common in places saturated with the dark side of the Force and death. Two notable locations where these beings are found include the crypts of Korriban and the temples of Dromund Kaas.

Their dark masters typically use these beings as guards for their temples or strongholds, as they require no rest and can stand vigil for all eternity. However, control of these beings is far from a simple matter and a Sith Lord may find his undead servitors turning on him at the most inopportune time.

## THE FRINGE

For every great civilization there is a seedy underbelly, rife with criminal activities and unscrupulous individuals. Dispite the efforts of local law enforcement to end it and the average citizen's attempts to ignore it, crime and criminals continue to thrive throughout the galaxy.

### 8T88

8t88

CR 8

Medium 1st Degree Droid Nonheroic 4/ Noble 3/Independent Droid 2<sup>[1]</sup>/  
Crimelord 2

**Destiny** 1; **Force** 3; **Dark Side** 12

**Init** +5; **Perception** +18

**Languages** Basic, Binary, 2 unassigned

**Defenses** Ref 22 (flat-footed 19), Fort 17, Will 24

**hp** 48; **Threshold** 17

**Speed** 6 squares

**Melee** unarmed +6 (1d4+2)

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

**Special Actions** Coordinate, Impel Ally I, Impel Ally II

**Abilities** Str 9, Dex 11, Con -, Int 17, Wis 16, Cha 16

**Special Qualities** Command Cover (+1), Independent Spirit +1<sup>[1]</sup>

**Talents** Computer Master<sup>[1]</sup>, Connections, Coordinate, Impel Ally I, Impel Ally II

**Feats** Informer<sup>[1]</sup>, Predictive Defense<sup>[2]</sup>, Skill Focus (Deception, Perception, Use Computer), Skill Training (Knowledge [Bureaucracy], Knowledge [Galactic Lore], Mechanics), Weapon Proficiency (Simple Weapons)

**Skills** Deception +18, Gather Information +18, Knowledge (bureaucracy) +13, Knowledge (galactic lore) +13, Mechanics +13, Perception +18, Persuasion +13, Use Computer +18 (may reroll and take better result)

**Systems** Walking locomotion, heuristic processor, translator unit [DC 5], 2 hand appendages, vocabulator

**Possessions** Comlink, datapad, Lambda-class shuttle

[1] *The Force Unleashed Campaign Guide*, Pages 33, 46-47.

[2] *Galaxy at War*, Page 25.

Serving for decades as the lead administrative droid for the Woostri HoloScan Database, 8t88 went rouge following an act of vandalism that irreversibly damaged his programming. He saw the prank as an act of anti-droid prejudice and began to resent all things living beings. After overriding his primary programming, 8t88 refused to serve organics and began to sell his skills to the highest bidder.

His ability to decipher languages and codes made him a much sought-after information broker in the galactic underworld, working from his headquarters on the smuggler's moon, Nar Shaddaa. These abilities drew the attention of the Dark Jedi Jerec, who required his skills to decode the location of the Valley of the Jedi as well as Kyle Katarn, who was seeking his father's murderer.

Seeing an opportunity, 8t88 lured Kyle to Rimmer's Rest cantina to give Kyle his information and in the hopes of obtaining some clue that would enable to decode Morgan Katarn's holodisc. Katarn proved uncooperative, and set off to retrieve his father's holodisc, after finishing off 8t88's thugs. Ultimately, 88 paid for his treachery by having it returned in kind- upon deciphering the location of the Valley of the Jedi, he was beheaded and deactivated by Jerec's Dark Jedi minions Gorc and Pic.

### 8t88 Encounters

8t88 is one of the galaxies best information brokers during the Dark Times, Rebellion and Early New Republic Eras. PCs of any sort who are seeking information are likely to be directed to 8t88. However, his services do not come cheaply; he may require that the PCs perform a service in lieu of his normal fee. More often than not, these tasks are of the most shady, dangerous and dishonest variety. Being an enterprising being, 8t88 is always looking for a better deal, and he is very willing to betray his current employer to do so.

### 8t88's Tactics

8t88 goes nowhere without his bodyguards and paid thugs. 88 himself is virtually harmless in combat, but his analytical mind is well-suited to efficiently organizing and deploying his thugs. He uses the Impel Ally talents to maneuver his guards and maximize their attacks, while Coordinating them and having them focus fire on the greatest threats. If things seem to be turning against him, he flees the scene and uses his men to buy himself escape time.

"WHEN SOMEONE DESIRES  
INFORMATION, THEY COME  
TO ME."

-8T88



8T88

## ABRON MAR

### Abron Mar

CR 9

Medium Issori Scoundrel 9

**Force** 2; **Dark Side** 6

**Init** +16; **Perception** +11, **Senses** low-light vision

**Languages** Basic, Issori, Huttese

**Defenses** Ref 23 (flat-footed 21), Fort 20, Will 22; Dodge

**hp** 72; **Threshold** 20

**Speed** 6 squares, 4 squares (swim)

**Melee** knife +8 (1d4+6)

**Ranged** heavy blaster pistol +8 (3d8+4)

**Ranged** heavy blaster pistol +9 (4d8+4) when aiming

**Base Atk** +6; **Grp** +8

**Atk Options** Careful Shot, Dastardly Strike, Deadeye, Point Blank Shot, Precise Shot, Sneak Attack +2d6

**Special Actions** Find Openings, Trick Step

**Abilities** Str 14, Dex 14, Con 12, Int 13, Wis 15, Cha 11

**Special Qualities** Expert Swimmer, Hold Breath, Low-light Vision

**Talents** Dastardly Strike, Find Openings<sup>[1]</sup>, Sneak Attack +2d6, Trick Step<sup>[1]</sup>

**Feats** Careful Shot, Deadeye, Dodge, Mobility, Point Blank Shot, Precise Shot, Skill Focus (Deception, Initiative, Stealth), Weapon Proficiency (Pistols, Simple Weapons)

**Skills** Deception +14, Initiative +16, Knowledge (galactic lore) +10, Perception +11, Persuasion +9, Stealth +16

**Possessions** Heavy blaster pistol, hold-out blaster, knife, comlink

[1] *Rebellion Era Campaign Guide*, Pages 25-26.

Abron Mar was one of Takara the Hutt's most trusted and capable lieutenants; overseeing his operation in the bustling Katraasii Spaceport. Although Abron was a capable thug and thief, Takara valued him primarily for ingenuity and cleverness. Abron Mar was even able to ambush and capture the infamous Mara Jade.

### Abron Mar Encounters

Abron Mar can be found anywhere in the galaxy, doing the dirty work of his boss, Takara. However, he is primarily found in the Outer Rim and more specifically, on Katraasii. Abron makes a great nemesis for a group of mid level adventurers of any allegiance during the Rebellion and New Republic eras.

Takara is notorious for sending his minions to steal vital technology for his operation and Abron is likely to be heading up such a mission. It is possible that Takara wants something that the PCs want (or have) and is willing to send his hired guns to get it!

### Abron Mar's Tactics

Abron is a clever opponent who is willing to do what it takes to get the job done. His favorite tactic is to lure his targets into a trap and attack from

hiding with carefully aimed shots - maximizing his use of Dastardly Strike, Deadeye and Sneak Attack. If his hidden position is revealed, he uses Trick Step to set up additional Sneak Attack opportunities.

As a Lieutenant in a powerful criminal organization, Abron typically travels with several thugs, such as Weequay mercenaries.

### Weequay Mercenary

CR 2

Medium Weequay Nonheroic 8

**Init** +5; **Perception** +4

**Languages** Basic, Sriluurian

**Defenses** Ref 16 (flat-footed 15), Fort 12, Will 10

**hp** 25; **Threshold** 12

**Speed** 6 squares

**Melee** unarmed +7 (1d4+2)

**Ranged** heavy blaster pistol +8 (3d8)

**Ranged** heavy blaster pistol +6 (4d8) with Rapid Shot

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

**Atk Options** Point Blank Shot, Rapid Shot

**Abilities** Str 13, Dex 12, Con 14, Int 6, Wis 10, Cha 8

**Special Qualities** Natural Armor, Pheromones

**Feats** Armor Proficiency (Light), Point Blank Shot, Rapid Shot, Skill Focus (endurance), Weapon Focus (pistols), Weapon Proficiency (Pistols, Rifles, Simple Weapons)

**Skills** Endurance +14

**Possessions** combat gloves, heavy blaster pistol, combat jumpsuit



ABRON MAR



## BALDAREK

### Baldarek

Medium Chiss Nonheroic 4/Noble 1

**Dark Side** 4

**Init** +4; **Perception** +8; **Senses** low-light vision

**Languages** Basic, Cheunh, Huttese, Rodese

**Defenses** Ref 13 (flat-footed 11), Fort 10, Will 13; Dodge

**hp** 16; **Threshold** 10

**Speed** 6 squares

**Melee** unarmed +2 (1d4-1)

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

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

**Special Qualities** Low-light Vision

**Talents** Not in the Face<sup>[1]</sup>

**Feats** Dodge, Abject Cowardice<sup>[1]</sup>, Skill Focus (Deception, Gather Information, Persuasion), Weapon Proficiency (Simple Weapons)

**Skills** Deception +14, Gather Information +14, Knowledge (galactic lore) +10, Perception +8, Persuasion +14

**Possessions** Comlink, datapad

[1] *Chapter I - Heroic Traits*, page 13-14.

Baldarek has been working as a bartender in tapcafes and cantinas across the galaxy for decades. After bouncing around the backside of the galaxy for years, he found a lucrative position tending Reelo Baruk's bar on Nar Shadda.

Besides mixing drinks for Reelo's various thugs and business associates, Baldarek kept his ear to the ground and reported any interesting tidbits to the crimelord.

However, this business arrangement would ultimately come to an end when a "guy with a lightsaber and a few questions" came asking for Reelo. Baldarek distracted the Jedi while Reelo's thugs moved into position, but the trap was ultimately ineffective.

Cornered and staring down the blade of a lightsaber, Baldarek threw his boss under the speederbus to save his own skin. Following Reelo's death, the grammatically-challenged bartender came into the employ of a Hutt on Nar Kreeta, where he would once again run afoul of Kyle Katarn and his apprentice.

### Baldarek Encounters

Be it the height of the Clone Wars, Galactic Civil War or even late into the New Republic - Baldarek can be found tending the bar in any number of cantinas. He may be a complete coward, but he has decades of experience with the galactic underworld and is completely willing to sell out just about anyone or anything he knows for the right amount of credits or threats.

CR 2

This attitude and experience makes him the perfect "snitch" for a group of PCs during any era. However, it should be noted that they are subject to the same treachery as everyone else.

### Baldarek's Tactics

Baldarek hates conflict, and has little aptitude for it. If confronted with a dangerous situation he stalls long enough for whatever local muscle is in the cantina to deal with it.

If attacked, he seeks cover, withdraws as necessary and generally hides or flees. He will fight defensively, making no attacks every round unless he is clear to run. As a last resort, he uses his Not in the Face talent to avoid a life threatening attack.

"NEVER TRUST A  
BARTENDER WITH BAD  
GRAMMAR."

-KYLE KATARN



BALDAREK

## KA'PA

### Ka'Pa, Hutt Crimelord

CR 11

Large Hutt Nonheroic 4/Noble 5/Crimelord 5

**Force** 3; **Dark Side** 8**Init** +4; **Perception** +8**Languages** Basic, Gran, Huttese, Ithorese, Rodese**Defenses** Ref 19 (flat-footed 19), Fort 24, Will 26; Dodge**hp** 81; **Threshold** 29**Speed** 2 squares**Melee** unarmed +10 (1d4+6)**Base Atk** +9; **Grp** +10**Special Actions** Crush, Pin**Abilities** Str 13, Dex 6, Con 15, Int 15, Wis 14, Cha 16**Special Qualities** Force Resistance, Persuasive, Supreme Stability**Talents** Attract Minion (4), Connections, Influential Friends<sup>[1]</sup>, Inspire Fear I, Wealth**Feats** Crush, Pin, Poison Resistance<sup>[2]</sup>, Quick Skill<sup>[2]</sup>, Skill Focus (Gather Information, Knowledge [bureaucracy]), Skill Training (Gather Information, Knowledge [bureaucracy], Persuasion), Weapon Proficiency (Pistols, Simple Weapons)**Skills** Deception +15, Gather Information +20, Knowledge (bureaucracy) +19, Knowledge (galactic lore) +14, Perception +14, Persuasion +15**Possessions** Comlink, datapad, protocol droid, four 10th-level bodyguards[1] *The Force Unleashed Campaign Guide*, Page 25..[2] *Knights of the Old Republic Campaign Guide*, Page 34.

Ka'Pa had been running his criminal empire for decades before Jabba's death and the fall of the Empire. Seeing both of these events as a great opportunity, Ka'Pa simultaneously moved to fill in the gap left by Jabba's death and financed it all with New Republic credits.

He provided arms and equipment to the fledgling New Republic in return for credits and general amnesty. Some Hutts were outraged that the Hutt was dealing with a government whose leaders brought about Jabba's death but Ka'Pa was never one to let personal feelings override potential profits.



KA'PA THE HUTT

### Ka'Pa Encounters

Ka'Pa has been wheeling and dealing for decades and is very reasonable for a Hutt, making him great employer for PCs of all stripes and eras. Law abiding protagonists may chafe at the necessity of the Rebellion and New Republic's dealings with him and may even need to put their feelings aside and pull a job for him on their government's behalf.

### Ka'Pa's Tactics

Ka'Pa does not do his own dirty-work, relegating that to his army of hired thugs and minions. However, if he is personally accosted, he knows to get out of the way while his bodyguards handle the situation. If the option to flee isn't available, he uses his girth (Pin and Crush) to subdue his attacker.

### Gamorrean Bodyguards (2)

CR 3

Medium Gamorrean Nonheroic 10

**Init** +5; **Perception** +5**Languages** Gamorrean**Defenses** Ref 17 (flat-footed 17), Fort 14, Will 10**hp** 50; **Threshold** 19**Speed** 6 squares**Melee** unarmed +11 (1d4+3)**Melee** vibro-ax +11 (2d10+6)**Base Atk** +7; **Grp** +10**Abilities** Str 16, Dex 10, Con 14, Int 8, Wis 10, Cha 8**Special Qualities** Great Fortitude**Feats** Armor Proficiency (Light, Medium), Improved Damage Threshold, Toughness, Weapon Focus (Advanced Melee, Simple), Weapon Proficiency (Advanced Melee, Simple Weapons)**Skills** Endurance +12**Possessions** vibro-ax, ceremonial armor

### Gran Gunmen (2)

CR 3

Medium Gran Nonheroic 10

**Init** +7; **Perception** +10; **Senses** darkvision**Languages** Basic, Gran**Defenses** Ref 17 (flat-footed 14), Fort 11, Will 10**hp** 30; **Threshold** 11**Speed** 6 squares**Melee** unarmed +10 (1d6+2)**Ranged** blaster carbine +9 (3d8)**Ranged** frag grenade +10 (4d6, 2-square burst)**Base Atk** +7; **Grp** +9**Atk Options** Point Blank Shot, Precise Shot**Abilities** Str 14, Dex 14, Con 12, Int 8, Wis 10, Cha 10**Special Qualities** Darkvision, Target Awareness, Triple Vision**Feats** Armor Proficiency (Light), Martial Arts I, Point Blank Shot, Precise Shot, Weapon Focus (Simple Weapons), Weapon Proficiency (Pistols, Rifles, Simple Weapons)**Skills** Perception +10**Possessions** blaster carbine, combat jumpsuit, frag grenades (3)

## REELO BARUK

### Reelo Baruk

CR 9

Medium Rodian Scoundrel 3/ Soldier 3/Noble 1/Crimelord 2

**Force** 3; **Dark Side** 7

**Init** +5; **Perception** +10, **Senses** low-light vision

**Languages** Basic, Dosh, Huttese, Rodese, Sriluurian

**Defenses** Ref 23 (flat-footed 22), Fort 23, Will 25; Dodge

**hp** 67; **Threshold** 23

**Speed** 6 squares

**Melee** unarmed +8 (1d4+7)

**Melee** gun club +8 (1d6+7)

**Ranged** hold-out blaster +7 (3d4+4)

**Ranged** hold-out blaster +7 (4d4+4) with Rapid Shot

**Base Atk** +6; **Grp** +8

**Atk Options** Point Blank Shot, Precise Shot, Rapid Shot

**Special Actions** Disruptive, Impel Ally I, Inspire Fear I, Walk the Line

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

**Special Qualities** Heightened Awareness, Low-light Vision

**Talents** Connections, Disruptive, Gun Club, Impel Ally I, Inspire Fear I, Melee Smash, Walk the Line

**Feats** Dodge, Improved Defenses, Linguist, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Deception), Weapon Proficiency (Heavy Weapons, Pistols, Rifles, Simple Weapons)

**Skills** Deception +16, Knowledge (bureaucracy) +10, Knowledge (galactic lore) +10, Perception +10, Persuasion +11

**Possessions** Hold-out blaster, comlink, datapad

Reelo has come a long way in his criminal career. He began his career in Jabba the Hutt's organization, working as muscle and collecting protection rackets. His ruthlessness and efficiency soon moved him up to organizing small jobs, usually to be outsourced to mercenaries and thieves.

Knowing that he would only rise so far in Jabba's organization, he set out to build himself a cartel of his own. While working under the front of a waste disposal manager Reelo made connections, bribed officials and hired some of the worst scum in the galaxy.

After a few years Reelo had amassed a great deal of influence on Nar Shaddaa - so much that even the local Hutts wouldn't touch him. Reelo's success is largely due to his low profile and ability to cover his tracks. His fronts were so tight that even New Republic Intelligence thought he was clean.

### Reelo Baruk Encounters

During the early years of the Galactic Civil War, Reelo is still working for Jabba the Hutt out of Tatooine and occasionally Nar Shaddaa. His job is to delegate the Hutt crimelords jobs out to various independent parties. This makes him an ideal contact for both jobs, information and supplies.

## ONE SENTIENT'S TRASH...

Nar Shaddaa lies perched on the edge of planetary gang war following Reelo's sudden demise. Reelo's influence on the planets criminal interests go much farther than anyone realized, leaving a lot of loose ends for a ambitious individual to capitalize on.

One of the main challenges is figuring out were to begin - Even many of Reelo's lieutenants didn't realize who they were working for. The PCs may be tasked with hunting down leads on Reelo's organization, perhaps even breaking into his private enclave or shaking down his men to find out exactly what operations and finances Reelo had at the time of his death.

This could be exactly the opportunity that an adventuring group may have been waiting for to make their move for the big time. Alternately, both the New Republic and the Imperial Remnant would love to obtain to the wealth and resources that Reelo left behind.

In later years and into the New Republic Era, Reelo is rarely encountered except as a legitimate garbage hauler. However, PCs may find themselves unknowingly working for the Rodian kingpin as they accept jobs from one of his many lieutenants.

### Reelo Baruk's Tactics

Although once physically fit and a very capable thug, Reelo has long since given over to vice and laziness. He is a corpulent fellow and rarely has a need to exert himself, much less fight, in his guise as a garbage hauler. If confronted, he values his life over his hunters pride and flees until he has reinforcements or nowhere left to run - in which case he will grab the biggest weapon he can find and kill his opponents as quickly and ruthlessly as he is able.



REELO BARUK

## NEW CREATURES

Even if a being were to discount all of the armies of galactic governments, criminal gangs and force-wielders, he would still find the galaxy a very deadly place. Every world has its own dangers and often the indigenous life poses as much, if not more threat than the native sentient inhabitants.

**"THERE'S SOMETHING  
ALIVE IN HERE."**

**-LUKE SKYWALKER**

### DIANOGA

#### Dianoga

Large aquatic beast 5

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

**Defenses** Ref 14 (flat-footed 13), Fort 13, Will 11

**hp** 37; **Threshold** 18

**Speed** 6 squares (swim)

**Melee** 2 tentacles +10 (1d4+5)

**Melee** bite +10 (1d8+5)

**Fighting Space** 2x2; **Reach** 1 square, 2 squares (tentacle)

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

**Abilities** Str 17, Dex 13, Con 16, Int 2, Wis 13, Cha 7

**Special Qualities** camouflage, constrict, low-light vision

**Feats** Crush, Pin

**Skills** Initiative +3, Perception +3, Stealth +8

**Camouflage** – Dianogas can alter their physical appearance to mimic the color of their environment. As a result, they do not suffer the normal size penalties to the Stealth skill.

**Constrict** – A dianoga that succeeds on a grapple check can use the Pin and Crush feats as normal. When crushing, however, a dianoga deals 2d6+5 points of damage.

Dianogas originated on the murky world of Vodran, but due to inadequate quarantining and the species fast rate of reproduction, they are now nearly as common and reviled as mynocks. Dianoga infestations are difficult to remove and it often many years and credits to completely do away with the pests.

Although they are primarily scavengers, dianogas have been known to attack living prey if they are sufficiently hungry. If this is the case, dianogas lay perfectly still, looking for weak prey with their single eyestalk. Once the dianoga sees a suitable target, it strikes from beneath the waters surface with its seven suckered tentacles and toothy maw.

CR 4

#### Dianoga Encounters

Dianogas can be found almost anywhere, from a marshes of a watery planet to the trash compactors of an Imperial battlestation. Dianogas typically only attack weakened or injured prey, unless they are starving or in numbers.

#### Dianoga Tactics

Regardless of their location, dianogas always attack from concealment. They will wait beneath the surface before grappling and devouring their prey. They will typically attempt to isolate one opponent at a time, letting their prey drown as they are crushed to death.

### DRUGON

#### Drugon

Large aquatic beast 6

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

**Defenses** Ref 14 (flat-footed 14), Fort 14, Will 10

**hp** 51; **Threshold** 19

**Speed** 8 squares (swim)

**Melee** bite +10 (1d8+9) or

**Melee** bite +10 (2d8+9) with Mighty Swing

**Fighting Space** 1x2; **Reach** 1 square

**Base Atk** +4; **Grp** +10

**Atk Options** Mighty Swing, Powerful Charge

**Abilities** Str 23, Dex 11, Con 18, Int 2, Wis 11, Cha 9

**Special Qualities** low-light vision

**Feats** Mighty Swing, Powerful Charge, Skill Training (Perception)

**Skills** Initiative +8, Perception +8

Drugons are a ferocious underwater predator native to Sulon, but have been introduced into the ecosystems of a number of other worlds. They are known for their bright coloration and are a common sight in aquariums across the galaxy. Surprisingly fast for a creature of their bulk, many of a Drugons victims are taken off guard by their ability to accelerate quickly.

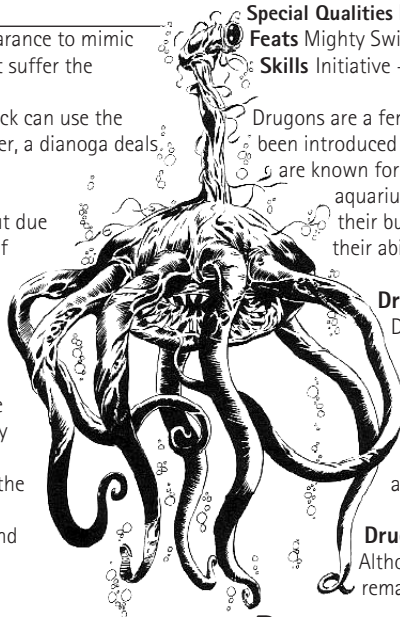
#### Drugon Encounters

Drugons are native to the Sullustian moon, Sulon.

However, they have been introduced onto a number of other worlds over the millennia and are fairly common. They can often be found serving esoteric collectors as both pet and exotic guard animal. Few would expect to find such a creature guarding the lake approach to a crimelord or noblemans palace.

#### Drugon Tactics

Although exotically beautiful, these creatures are remarkable straightforward predators. They use their



DIANOGA



powerful bodies to overtake and devour their prey.

## HOWLER

### Howler

CR 2

Medium beast 3

**Init** +5; **Perception** +2

**Defenses** Ref 17 (flat-footed 13), Fort 12, Will 11

**hp** 19; **Threshold** 27

**Speed** 6 squares

**Melee** 2 claws +5 (1d4+3) and  
bite +5 (1d6+3)

**Fighting Space** 1x1; **Reach** 1 square

**Base Atk** +1; **Grp** +14

**Atk Options** Power Attack, Powerful Charge, Trip

**Abilities** Str 15, Dex 18, Con 14, Int 2, Wis 12, Cha 11

**Special Qualities** Sonic howl

**Feats** Running Attack, Weapon Finesse

**Skills** Jump +8, Initiative +5, Perception +2

**Sonic howl** – As a full-round action, a howler may emit a piercing howl that stuns its victims. The howler makes an attack roll (1d20+6), comparing the result to the Will Defense of all opponents within 12 squares. If the attack equals or exceeds the targets Will Defense, it moves –1 step down the condition track. If this movement pushes the target to the end of the condition track, it falls unconscious. No target can be affected by more than one sonic howl per round. This is considered a mind-affecting effect.

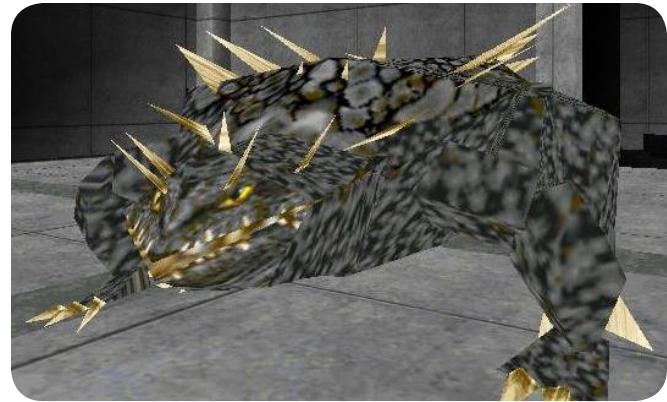
One of the many predators native to the jungles of Yavin IV. Howlers are named as such due to their signature method of attack; a sonic howl. These predators typically use their howl to weaken and disorient their opponents before moving in for the kill.

Unlike many animals, Howlers are attracted to loud sounds and light, and are usually one of the first predators encountered after a crash or battle. This often brings them into contact with already weakened or vulnerable, making them even more deadly.



HOWLER

## KELL DRAGON



## KELL DRAGON

### Kell Dragon

CR 7

Huge beast 8

**Init** +3; **Perception** +5; **Senses** low-light vision

**Defenses** Ref 23 (flat-footed 23), Fort 17, Will 11

**hp** 92; **Threshold** 27

**Speed** 6 squares

**Melee** 2 claws +14 (1d8+12) and  
bite +14 (2d6+12)

**Fighting Space** 3x3; **Reach** 2 squares

**Base Atk** +6; **Grp** +14

**Atk Options** Power Attack, Powerful Charge, Trip

**Abilities** Str 27, Dex 9, Con 24, Int 2, Wis 12, Cha 8

**Special Qualities** Low-light vision

**Feats** Power Attack, Powerful Charge, Trip

**Skills** Endurance +16, Initiative +3, Perception +5

**Leap Attack** – As a full-round action, a kell dragon can make a full attack at the end of a charge of at least 2 squares in distance.

The kell dragon is a smaller, but no less deadly, cousin of the infamous krayt dragon. They are found on a number of worlds, typically in arid and mountainous terrain. However, kell dragons are also well suited to subterranean environments and have excellent low-light vision.

There is a great deal of debate amongst scholars as to the kell dragons world of origin, but there is no conclusive evidence to support any one world. It is thought that they may be indigenous to a Sith world and were spread across the galaxy during their various campaigns of conquest.

### Kell Dragon Encounters

Kell dragons are typically found in mountainous terrain, but are a hardy species and can adapt to many environments. Beyond their natural habitats, kell dragons are a favorite pet amongst the criminal underworld, serving as

exotic show pieces or gladiatorial war beasts. Jabba the Hutt kept several of these beasts aboard his private yacht for entertainment purposes.

### Kell Dragon Tactics

Kell dragons are fierce opponents, charging into melee combat using their leaping attack and tearing their opponent to shreds. The dragons are also fond of knocking their prey prone with a Trip attack before devouring it.

## MAILOC

### Mailoc

Medium airborne beast 7

**Init** +12; **Perception** +9

**Defenses** Ref 17 (flat-footed 14), Fort 11, Will 11

**hp** 35; **Threshold** 11

**Speed** 10 squares (flying)

**Melee** sting +9 (1d4+5) or

**Melee** sting +7 (2d4+5) with Rapid Strike

**Fighting Space** 1x1; **Reach** 1 square

**Base Atk** +5; **Grp** +9

**Atk Options** Rapid Strike

**Abilities** Str 14, Dex 16, Con 12, Int 2, Wis 13, Cha 8

**Feats** Rapid Strike, Skill Training (Perception), Weapon Finesse

**Skills** Initiative +12 (may reroll, keeping the second result), Perception +9

**Overwhelm** – Maillocs gain a +2 bonus to melee attack rolls for each adjacent allied mailloc.

Maillocs are a flying reptilian predator common on several worlds throughout the galaxy. How they were introduced onto so many worlds is unknown, but it is possible that they either nest in or latch onto landed starships.

### Mailoc Encounters

Maillocs are typically encountered in mountainous or cliffside areas, regardless of what planet they are encountered on. Nesting in groups, maillocs tend to attack their prey in swarms, impaling their opponent with stingers.

### Mailoc Tactics

Maillocs take advantage of their numbers, swarming their prey and making the most of their Overwhelm trait and Rapid Strike attacks with their stringer.

## MINE CRAB (SWARM)

### Mine Crab Swarm

Small subterranean beast swarm 3

**Init** +4; **Perception** +6; **Senses** darkvision

**Defenses** Ref 16 (flat-footed 13), Fort 10, Will 10

**hp** 24; **Threshold** 20

**Speed** 6 squares

**Melee** bite +5 (1d4-1)

**Fighting Space** 1x1; **Reach** 1 square

**Base Atk** +2; **Grp** +5

**Abilities** Str 8, Dex 16, Con 10, Int 2, Wis 10, Cha 5

**Special Qualities** Darkvision

**Feats** Skill Training (Perception), Weapon Finesse

**Skills** Climb +4, Perception +6 (may reroll, keeping the second result), Stealth +6

**Swarm Traits** <sup>[1]</sup>– The melee attack of a swarm is an area attack that affects all squares within reach. Area attacks deal an extra 2 dice of damage against a swarm.

[1] *Threats of the Galaxy*, Page 130.

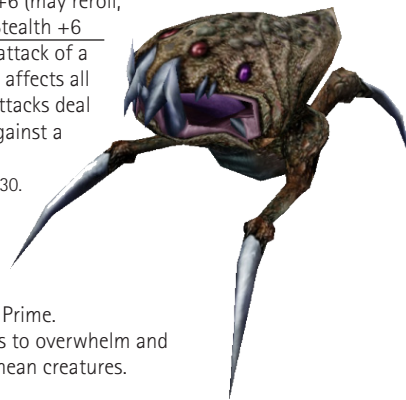
Mine crabs are small but dangerous scavengers who live within the subterranean levels of Artus Prime. They typically work in groups to overwhelm and kill miners or other subterranean creatures.

### Mine Crab Encounters

So far these creatures have only been encountered in the mines of Artus Prime. However, a small number have been smuggled off-world by enterprising miners for sale as pit fighting fodder for various underworld fighting rings.

### Mine Crab Tactics

Mine crabs work with great speed and intelligence to surround and devour their prey. They make up for their relative weakness with hunger and do not retreat if they have fixed their eyes on a sutable meal.



# CHAPTER IV

## MISSION GAZETTEER







During the course of their lives, soldiers can expect to be dragged around to the darkest corners of the galaxy and die light-years away from their homes. Rarely do these beings see the more beautiful worlds of the galaxy, as strategically located systems are rarely the most hospitable or comfortable.

A Dark Forces campaign will take the heroes across the galaxy - from the galactic capital, Coruscant, to the remote agricultural moon, Sulon. These visits are rarely conducted under the most auspicious of circumstances, and the heroes will rarely have time for sight-seeing.

Many worlds of the galaxy are far from pleasant and the majority are not even habitable. However, many of these worlds find themselves populated nonetheless; be it for strategic positioning, resources or even solitude.

## MISSION LOCATIONS

The following worlds played an important role in the Dark Forces Saga and in the life of Kyle Katarn. They serve as examples of the types of worlds typical in a Dark Forces campaign; often hosting Imperial military facilities or criminal interests.

### ALZOC III

**Region:** Outer Rim

**Climate:** Artic

**Gravity:** Standard

**Moons:** None

**Length of Day:** 28 standard hours

**Length of Year:** 347 local days

**Sapient Species:** 95% Talz (native), 4% Human, 1% other

**Government:** Tribal Meritocracy

**Capital:** None

**Major Exports:** Minerals, ore, slaves

**Major Imports:** Foodstuffs, technology

### Knowledge (galactic lore)

#### DC Result

- 15 Alzoc III is the frozen homeworld of the Talz species.
- 20 Although remote, the world is known for its rich mineral reserves, most notably the Alzoc pearl.
- 30 During the rise of the Empire, all listings of the Alzoc system are erased and the native population is forced into slave labor for Imperial mining operations.

### Knowledge (social sciences)

#### DC Result

- 15 The Talz have complex tribes with large extended families and lineages.
- 20 Talz have little concept of ownership and have complex systems for the distribution of resources.



## ALZOC III IMPERIAL INSTALLATION



### ALTYR V

**Region:** Outer Rim

**Climate:** Arid

**Gravity:** Standard

**Moons:** None

**Length of Day:** 25 standard hours

**Length of Year:** 262 local days

**Sapient Species:** 79% Humans, 21% other

**Government:** Corporate meritocracy

**Capital:** None

**Major Exports:** Minerals

**Major Imports:** Foodstuffs, water

#### Knowledge (galactic lore)

##### DC Result

- 15 Altyr V is a largely mediocre and lightly colonized world in the Outer Rim. Local colonists largely subsist on mining the world's moderate mineral wealth.
- 20 Altyr V was the site of a large Separatist base during the Clone Wars. The base, along with its powerful ion cannon, were destroyed during a massive military engagement.
- 25 Altyr V is host to a small New Republic outpost used as a transfer point for supplies headed to frontline positions.

#### Knowledge (tactics)

##### DC Result

- 20 Although the planet itself is largely unassuming, Altyr V is a vital strategic position for any military operation in the Outer Rim.

### ANOAT

**Region:** Outer Rim

**Climate:** Hot (polluted)

**Gravity:** 85% Standard

**Moons:** 1

**Length of Day:** 17 standard hours

**Length of Year:** 220 local days

**Sapient Species:** 50% Humans, 42% Ugnaughts, 8% other

**Government:** Corporate meritocracy

**Capital:** Anoat City

**Major Exports:** Raw material, foodstuffs

**Major Imports:** Industrial goods

#### Knowledge (galactic lore)

##### DC Result

- 10 Anoat is one of three habitable planets in the Anoat system, including the Ugnaught homeworld, Gentes.
- 15 The planet was largely abandoned shortly before the Clone Wars due to heavy pollution. Use of a breath mask is recommended.
- 20 The planet's heavy pollution was caused by years of mining with disregard to the ecosystem by Figg Excavations.
- 30 The sewers of the abandoned capital, Anoat City, serve as the command center for the Moff of the Anoat sector.

#### Knowledge (life sciences)

##### DC Result

- 10 Anoat serves as a colony world for the Ugnaught species.
- 20 Like the other planets of the system, Anoat is an inhospitable world. It is host to a number of deadly species, including lizard-ants and an infestation of dianogas.

### CORUSCA GEM IN THE ROUGH

Moff Rebus used the sewer system of Anoat City as his private sanctum for almost a decade. When Kyle Katarn infiltrated the facility and captured the Moff, he left the fortress largely as he found it, minus a few guard droids.

A team of Rebel or Imperial operatives might be sent in the hopes of recovering some of the brilliant Moff's work. His computers and workshop have been neglected, but may still be salvageable. These designs and prototypes could yield an edge in advanced weapons technology to the party that discovers it.

However, Rebus's traps are also still active and Katarn didn't destroy all of the guard droids. In addition to Rebus's leftover defenses, the local dianoga infestation has continued to thrive and reigns unchecked throughout the city.

## ANTEEVY

**Region:** Mid Rim

**Climate:** Artic

**Gravity:** Standard

**Moons:** 1

**Length of Day:** 14 standard hours

**Length of Year:** 584 local days

**Sapient Species:** 96% Humans, 4% other

**Government:** Corporate

**Capital:** None

**Major Exports:** Phrik ore, minerals, technology

**Major Imports:** Foodstuffs, mining equipment

### Knowledge (galactic lore)

#### DC Result

- 20 Anteevy is the home of several Imperial ore processing plants and manufacturing facilities. It is also extremely rich in minerals, which can be found in the planets various underground springs and waterways.
- 25 One of Imperial Robotics construction facilities, Ice Station Beta, was destroyed by Rebel agents.
- 30 Ice Station Beta was the facility where the Dark Trooper Project's Phrik ore was processed, and many of the dark trooper prototypes were assembled.

### Knowledge (technology)

#### DC Result

- 25 Anteevy's facilities developed, tested and manufactured cold-weather adapted AT-ATs and AT-STs for the Imperial Army.
- 30 Ice Station Beta was the facility where the Dark Trooper Project's Phrik ore was processed, and many of the dark trooper prototypes were assembled.

## ARTUS PRIME

**Region:** Outer Rim

**Climate:** Temperate (barren)

**Gravity:** Standard

**Moons:** 4

**Length of Day:** 22 standard hours

**Length of Year:** 301 local days

**Sapient Species:** 98% Humans, 2% other

**Government:** Guild

**Capital:** None

**Major Exports:** Artusian crystals, minerals, ore

**Major Imports:** Foodstuffs, mining equipment, water

### Knowledge (galactic lore)

#### DC Result

- 15 Artus Prime is an inhospitable world in the Outer Rim. Its terrain is dominated by canyons and toxic rivers.
- 20 Artus Prime's orbital position is adjacent to a large asteroid field and is

subject to nearly constant bombardment by meteors.

- 25 The planet hosts a small population of miners from the Mining Guild and is under New Republic control. The primary export is Artusian crystals.

### Knowledge (physical sciences, technology)

#### DC Result

- 20 Artusian crystals are the world's primary export and are perfect for use as focusing crystals for blasters and other high technology.
- 30 Artusian crystals have several unique properties and can be used as the focusing crystal for a lightsaber.

## CAL-SETI

**Region:** Core Worlds

**Climate:** Temperate (urban)

**Gravity:** Standard

**Moons:** 2

**Length of Day:** 35 standard hours

**Length of Year:** 256 local days

**Sapient Species:** 91% Humans, 9% other

**Government:** Dictatorship (Imperial)

**Capital:** Ramsees Hed

**Major Exports:** Technology

**Major Imports:** None

### Knowledge (galactic lore)

#### DC Result

- 10 Cal-Seti is a largely urbanized world lying along the Metellos Trade Route.
- 15 Ramsees Hed is the home to a large Imperial docking facility used for the transfer of cargos and materials through the Core, specifically from Orooturoo to Metellos.
- 20 Despite its presence in the Core and Imperial Garrison, security in Ramsees Hed is relatively light and is one of the more popular ports of call for smugglers working in the Core.

## DANUTA

**Region:** Mid Rim

**Climate:** Cold and Dry

**Gravity:** Standard

**Moons:** 1

**Length of Day:** 28 standard hours

**Length of Year:** 402 local days

**Sapient Species:** 90% Humans, 2% Hutts, 8% other

**Government:** Corporate (formerly Hutt Kajidic)

**Capital:** Trid

**Major Exports:** Ore, technology

**Major Imports:** Mining equipment, water

**Knowledge (galactic lore)****DC Result**

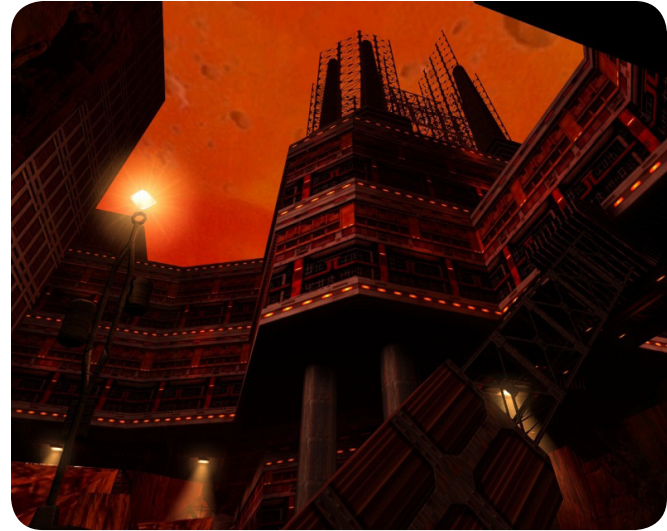
- 10 Danuta is a common layover on the way to Kessel.
- 15 Danuta was once a Hutt controlled world, but was repossessed by the Galactic Empire and given to the Brodsport Mining Corporation in exchange for exclusive trading.
- 20 The Blue Moon cantina is a popular stop-over meeting place for criminals and smugglers.
- 25 Danuta is home to a small, but well equipped, Imperial research facility.
- 30 Danuta's research facility is rumored to have been one of the locations essential to the design of the Death Star.

**Knowledge (social sciences)****DC Result**

- 10 Danuta is largely populated by hard-scrabble farmers and miners.
- 15 A few Hutts remain on Danuta, despite Imperial pressure, in order to protect their interests. They are primarily found in the capital city, Trid.
- 20 Danuta has a large number of supporters of the B'omarr Order and has a large temple located just outside of Trid.

**DOSUUN****Region:** Outer Rim**Climate:** Temperate**Gravity:** Standard**Moons:** 3**Length of Day:** 41 standard hours**Length of Year:** 355 local days**Sapient Species:** 99% Humans, 1% other**Government:** Dictatorship (Imperial)**Capital:** None**Major Exports:** Foodstuffs**Major Imports:** Prisoners, technology**Knowledge (galactic lore)****DC Result**

- 15 Dosunn is a large agricultural world located in Imperial space which supplies large amounts of food for the Imperial military.
- 20 The planet has a large garrison and a high-security prison facility.

**GROMAS XVI (MOON)****Region:** Mid Rim**Climate:** Cold and Arid**Gravity:** Light**Moons:** -**Length of Day:** 14 standard hours**Orbital Period:** 195 standard days**Sapient Species:** 100% Humans**Government:** Corporate, formerly Imperial dictatorship**THE MINES OF THE "BLOOD MOON" GROMAS XVI****Capital:** None**Major Exports:** Foodstuffs**Major Imports:** Prisoners, technology**Knowledge (galactic lore)****DC Result**

- 15 The "Blood Moon" of Gromas, a large gas giant in the Gromas system.
- 20 The planet was considered unremarkable until veins of Phirkite were discovered in 2 BBY.
- 25 The planet was a subject to furious claim battles and high profits by prospectors before the Empire annexed the system and deported the local miners.

**Knowledge (physical sciences, technology)****DC Result**

- 30 Phirkite is an incredibly rare ore of incredible strength and is capable of resisting a lightsabers blade.

**KATRAASII****Region:** Inner Rim**Climate:** Temperate**Gravity:** Normal**Moons:** 4**Length of Day:** 23 standard hours**Length of Year:** 366 local days**Sapient Species:** 84% Humans, 16% other**Government:** Imperial dictatorship**Capital:** Katraasii City**Major Exports:** Commerce

**Major Imports:** Foodstuffs, medicine

**Knowledge (galactic lore)**

**DC Result**

- 10 Katraasii is a bustling commerce world located in the Inner Rim and in close proximity to the Hydian Way.
- 15 The planets capital city is host to Katraasii Spaceport, a stellar-class spaceport. The Empire and Imperial Remnant both maintain a respectable garrison on this strategically and economically important world.
- 20 Katraasii Spaceport is home to a large number of cantinas and has a very active nightlife. This, along with quality of the port, make Katraasii a popular layover for pirates, spacers and smugglers traveling the Hydian Way.

**Knowledge (social sciences)**

**DC Result**

- 15 Katraasii Spaceport is home to a large number of cantinas and has a very active nightlife. This, along with quality of the port, make Katraasii a popular layover for pirates, spacers and smugglers traveling the Hydian Way.
- 25 Katraasii is home to a small, all-droid, ballet group. The group maintains a studio in Katraasii Spaceport and is barred to non-droids.

**KEJIM**

**Region:** Outer Rim

**Climate:** Arid

**Gravity:** Normal

**Moons:** None

**Length of Day:** 20 standard hours

**Length of Year:** 275 local days

**Sapient Species:** 100% Humans

**Government:** Imperial dictatorship

**Capital:** None

**Major Exports:** Technology

**Major Imports:** Foodstuffs, medicine, water

**Knowledge (galactic lore)**

**DC Result**

- 15 Kejim is a habitable, but hardly remarkable world in the Outer Rim. It lacks any valuable resources and has been passed over for colonization several times.
- 20 Although it lacks any natural resources, Kejim is well situated for a communications relay station.
- 25 The Galactic Empire has a small outpost on the world that serves as a communications relay point as well as a remote test facility for new (and potentially hazardous) technology. This facility was believed to be abandoned shortly after the destruction of the first Death Star.

**THE CAIRN INSTALLATION OF THE LANICO BELT**



**LENICO BELT**

**Region:** Outer Rim

**Climate:** None (asteroid field)

**Gravity:** None

**Moons:** -

**Length of Day:** -

**Orbital Period:** 5,821 standard days

**Sapient Species:** 100% Humans

**Government:** Imperial dictatorship

**Capital:** None

**Major Exports:** Cortosis alloy, weaponry

**Major Imports:** Cortosis ore, foodstuffs, metal, raw material, water

**Knowledge (galactic lore)**

**DC Result**

- 20 The Lenico Belt is a massive asteroid field located in the Lenico system deep in the Outer Rim.
- 25 The Lenico system lies along the border of Imperial Remnant territory. There have been numerous sightings of Imperial traffic travelling through the system, though no information as to the purpose.
- 35 The Empire Reborn has constructed a massive space station and manufacturing facility within the belt called the Cairn Installation. This outpost is incredibly well defended and kept highly secret.

**ORINACKRA**

**Region:** Wild Space

**Climate:** Cold and arid

**Gravity:** Normal

**Moons:** 5

**Length of Day:** 42 standard hours

**Length of Year:** 468 local days



**Sapient Species:** 90% Humans, 10% other

**Government:** Imperial dictatorship

**Capital:** None

**Major Exports:** None

**Major Imports:** Foodstuffs, prisoners, water

### Knowledge (galactic lore)

#### DC Result

- 20 Orinackra was surveyed several hundred years ago, but was not colonized due to its lack of valuable resources and distance from major hyperlanes.
- 25 The world is covered in a maze of jagged, mountainous terrain and notorious for its high velocity winds.
- 30 The Galactic Empire maintains a maximum security prison on this world with a detachment of the Empires finest interrogators. This prison is largely reserved for Imperial traitors, high ranking insurgents and other prisoners that are too valuable to kill but too dangerous to risk being liberated.

## RATHALAY

**Region:** Colonies

**Climate:** Tropical

**Gravity:** Normal

**Moons:** 1

**Length of Day:** 24 standard hours

**Length of Year:** 289 local days

**Sapient Species:** 76% Humans, 24% other

**Government:** Imperial dictatorship

**Capital:** Illafian Point

**Major Exports:** Rathalayan firestones, tourism

**Major Imports:** Luxury goods

### Knowledge (galactic lore)

#### DC Result

- 10 Although not as popular as Spira, Rathalay has dozens of beach resorts and other tourism-geared diversions. The planets surface is primarily made up of oceans.
- 15 Many of the galaxies wealthiest individuals retire to Rathalay, as it has the beauty and comfort of Spira but without as much traffic. Rathalay is much more exclusive than Spira, and it can be quite difficult to obtain reservations.
- 20 The oceans of Rathalay are filled with various unique and deadly lifeforms, making it a popular place for sportsman and big game hunters, as well as scientific teams.
- 30 The world is the home of the pirate lord, Kaerobani and his vast stronghold. He hides the majority of his pirate crews traffic under the guise of owning a shipping company and supplying the various resorts.
- 35 Kaerobani's stronghold houses his personal collection of rare artifacts, which is rumored to be worth thousands, or even millions, of credits.

A TYPICAL SULON FARMSTEAD



## SULON

**Region:** Outer Rim

**Climate:** Temperate

**Gravity:** Normal

**Moons:** -

**Length of Day:** 28 standard hours

**Length of Year:** 263 local days

**Sapient Species:** 52% Sullustans, 36% Humans, 12% other

**Population:** 200 million

**Government:** Corporate

**Capital:** Baron's Hed

**Major Exports:** Food, water

**Major Imports:** Technology, droids

### Knowledge (galactic lore)

#### DC Result

- 10 Sulong is one of the moons orbiting the volcanic world, Sullust.
- 15 The worlds surface is covered in miles of droid tended fields, and serves as a major supplier of food for Sullust and other nearby systems.
- 20 The moon is owned and operated by the SoroSuub Corporation, the same company that rules Sullust.
- 25 Many of SoroSuub's most dangerous tests are conducted on Sulong in underground facilities.
- 30 Sulong is home to a relatively large rebel cell, dedicated to driving the Galactic Empire off the moon. They have been known to work with the larger Rebel Alliance and the Sullustan Resistance at times.

### Knowledge (bureaucracy)

#### DC Result

- 10 The worlds surface is covered in miles of droid tended fields, and serves

- as a major supplier of food for Sullust and other nearby systems.
- 15 The moon is owned and operated by the SoroSuub Corporation, the same company that rules Sullust.
  - 20 Imperial occupation of the Capital, Baron's Hed, ruined the cities economy and commerce until Imperial forces were finally driven from the moon.

### Knowledge (social sciences)

#### DC Result

- 15 Many of the farmers on Sulon are dependent on SoroSuub's generators for power, a fact that many resent.
- 20 The worlds mixed population works rather well together and there are few disputes and little need for law enforcement on the moon.

## TASPIR III

**Region:** Outer Rim

**Climate:** Hot (polluted)

**Gravity:** Normal

**Moons:** 7

**Length of Day:** 26 standard hours

**Length of Year:** 377 local days

**Sapient Species:** 90% Humans, 10% other

**Government:** Imperial dictatorship

**Capital:** None

**Major Exports:** Explosives, starships, vehicles, weaponry

**Major Imports:** Food, medicine, raw materials, water

### Knowledge (galactic lore)

#### DC Result

- 15 Taspir III lies within Imperial Space and is widely considered a hellish world and a miserable assignment by Imperial forces.
- 20 The planet is home to a large Imperial garrison which guards several major weapons manufacturing plants.
- 25 The planet is covered with volcanic activity caused by the gravitational forces exerted by the planets many moons. Due to the high volcanic



TASPIR III MANUFACTURING COMPLEX

activity and pollution, there are frequent downpours of acid rain.

### Knowledge (bureaucracy, technology)

#### DC Result

- 10 Taspir III is a major source of weapons and military vehicles for the Imperial Remnant.
- 20 Due to resource shortages, the Imperial Remnant has begun to hire independent spacers to ship materials to its Taspir manufacturing facilities.

## ZONJU V

**Region:** Wild Space

**Climate:** Temperate

**Gravity:** Low Normal (90% standard)

**Moons:** None

**Length of Day:** 124 standard hours

**Length of Year:** 49 local days, 256 standard days

**Sapient Species:** 36% Humans, 64% other

**Government:** None

**Capital:** Zoronhed (defacto)

**Major Exports:** Mercenaries, raw materials

**Major Imports:** Medicine, technology

### Knowledge (galactic lore)

#### DC Result

- 15 Zonju V is located on the edge of Wild Space and serves as a stopping point for explorers and outlaws leaving galactic civilization.
- 20 The planet has no central government, but has several large settlements that are self-governing and defended. Zoronhed contains the largest spaceport facilities and is largely regarded as the capital city of the world.
- 25 Outside of the few settlements, anarchy rains supreme. The wastelands are ruled by various mercenary groups and swoop gangs which raid settlements for supplies.

### Knowledge (bureaucracy)

#### DC Result

- 20 Due to its large spaceport, Zoronhed is largely regarded as the capital city of the world. Most off-world supplies arrive and are disseminated through the city.
- 25 The economy of the world is largely self sufficient but relies on ships traveling into Wild Space for news and shipments of technology. A ship loaded with practical technology or spare parts could command a good fee from the various settlements on the planet.

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