

THE KRATH

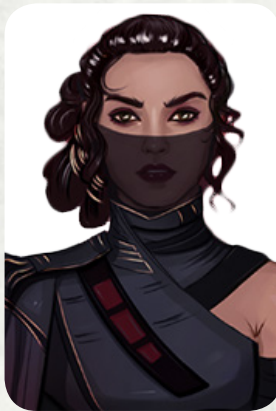
The Krath is a secret society and force cult founded by the idle children of wealthy Tetan aristocrats during the so-called “golden age” of the republic. The organization takes its name and inspiration for many of its practices from a legendary magician-god in Tetan myth. Their namesake was both cunning and potent, using his magic and guile to manipulate his enemies into bringing about their own destruction.

After unlocking all the secrets they could from their own mythology, the cult set out to buy, excavate, and steal as many Force-related relics as could be found from other Force traditions throughout the galaxy. They were particularly influenced by Sith artifacts they stole from various museums and the spirits that accompanied them.

DUCHESS SALANDRA FAUST [NEMESIS]

Human female; Krath Death Witch and Noblewoman

The scion of a long line of exiled Tetan aristocrats and Krath alcolytes, Salandra is an extraordinarily attractive woman of noble bearing. She dresses in the finest attire and is a notorious fashion setter among the Galactic elite. Her foppish appearance, however, is little more than a mask— She trained from the time she could walk with Mecrosa assassins and her family’s Krath adepts. Her facility for swordplay and the Force are matched only by her political acumen; she is a master manipulator and is as likely to orchestrate an enemy’s demise with words as with her blade.



2	3	3	4	3	5
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 3		W. THRESHOLD 17		S. THRESHOLD 18	
		MELEE DEFENSE 2		RANGED DEFENSE 1	

Skills: Charm 3, Coercion 2, Deception 3, Discipline 3, Knowledge (Education) 2, Knowledge (Lore) 2, Melee 4, Perception 2, Ranged (Light) 3, Skulduggery 3, Stealth 3, Streetwise 2, Vigilance 3.

Talents: Adversary 3, Force Rating 4, Lethal Blows 2, Overbalance (when a combat check made by an engaged foe generates ☹ or ☹☹☹ Salandra may stagger attacker until the end of their next turn), Tetan Duelist (May use Presence instead of Brawn when using the Melee skill).

Abilities:

- » Force power Harm (●: inflict 3 wounds on the target, ignoring soak, and recover 3 strain. ●: heal wounds equal to damage dealt. ●: increase damage dealt by 2. ●: Increase range by 1 range band. ●●: affect 1 additional target. Once per session, when this power kills a target, restore one engaged character who died this encounter to life).
- » Force power Influence (●: generate negative emotions in target or inflict 2 strain (may activate multiple times). ●: increase the range of this power by 3. ●: increase the number of targets affected this power by 3. May make an opposed Discipline check and spend ● to force a target to adopt a particular emotional state or believe something untrue for 1 round or 5 minutes. When making a social skill check, may make a Influence power check as part of her dice pool, spending ● to gain ✨ or ☹ [users choice]).
- » Force power Jerserra’s Influence (●: choose a target within Short range to make an Average [◆◆] Fear check. ●: increase the range of this power by 1. ●: increase the number of targets affected this power by 1. ●: increase the difficulty of the Fear check by 1. If the target suffers Strain as a result of Jerserra’s Influence, the Force user recovers an equal amount of Strain.

Equipment: Encrypted comlink, tailored armored clothing (+1 soak/+1 defense), collection of Force artifacts, large Kalevalan star yacht.

Weapons:

- » Superior Vibrorapier (Melee; Damage: 5, Critical 2, Range [Engaged]; Defensive 1, Micro-Serrated Edge, Pierce 5, Superior, Vicious 2)
- » Molecular stiletto (Melee; Damage: 2, Critical 1, Range [Engaged]; Mono-Molecular Edge, Pierce 7, Vicious 1)
- » Neurotoxin Doses (doses of neurotoxin can be introduced into food or drink as a maneuver or applied to a Melee weapon as a maneuver; if applied to a weapon, it lasts for the remainder of the encounter; if a target ingests poisoned food or drink, or suffers wounds from a poisoned Melee weapon, the target must make an Average [◆◆] Resilience check, the target suffers 5 wounds if he fails, plus 1 strain per ☹. ☹ means the target must test against the poison again at the start of his next turn).



KRATH WARRIOR ZEALOT [RIVAL]

The Krath Warrior Zealots are a fighting force of elite bodyguards fanatically loyal to the Krath of House Faust. These men and women are composed of those that have been recruited into the cult, but don't have a strong enough connection to the Force to become full Death Witches.



After rigorous indoctrination, their training focuses on traditional Tetan hand-to-hand combat techniques supplemented by their limited connections to the Dark Side. At any given time there are about a dozen of these elite warriors in existence and Salandra always has at least two in her personal retinue posing as normal ceremonial bodyguards.

4	2	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	MELEE DEFENSE		
6	16	-	1 1		

Skills: Brawl 3, Discipline 2, Knowledge (Warfare) 2, Melee 3, Ranged (Heavy) 3, Vigilance 2.

Talents: Body Guard 2 (may perform a Body Guard maneuver once per round to protect one engaged ally. Suffer 2 strain; all combat checks targeting ally until the start of the Warrior-Zealot's next turn are upgraded twice), Feral Strength 2, Force Rating 1.

Abilities:

- » Force power Enhance (●: gain ☆ or ☺ [users choice] on Athletics, Brawl, Coordination, or Resilience check. |◇|: increase Brawn characteristic by 1. ●: take a Force Leap action to jump horizontally or vertically to any location in short range)

Equipment: Ornate battle armor (+2 Soak/+1 Defense), encrypted comlink.

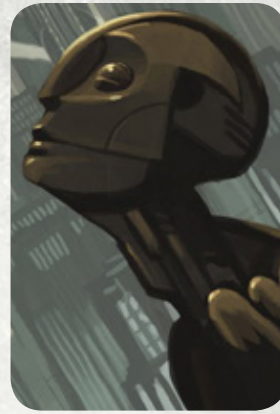
Equipment:

- » Ceremonial vibro-ax (Melee; Damage: 9, Critical 3, Range [Engaged]; Pierce 2, Sunder, Vicious 3)
- » Blaster carbine (Ranged (Heavy); Damage: 9, Critical 3, Range [Medium]; Stun-setting)
- » Frag grenade (Ranged (light); Damage: 8, Critical 4, Range [Short]; Blast 6, Limited Ammo: 1)

KRATH WAR DROID [MINION]

Cinnagar Foundries

Though Krath war droids were generally humanoid in appearance, their unnatural movements and uncanny appearance made them a terrifying sight on the battlefield. These battle droids were designed to surprise and overwhelm their enemies in devastating shock assaults, springing towards their targets on their gyro-balanced leg assembly systems. These droids were far ahead of their time, and the Krath exiles meticulously maintained the precious few they had remaining.



4	3	1	2	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	MELEE DEFENSE		
6	6	-	1 1		

Group Skills: Athletics, Melee, Ranged (Heavy).

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater; immune to poisons and toxins; one free rank of Enduring), Gyro-balanced legs (gain an additional free maneuver per turn that can only be used for movement. May not perform more than two maneuvers per turn).

Equipment: Ornate armored plating (+1 soak).

Weapons:

- » Heavy Pulse-Wave Blaster (Ranged (Heavy); Damage: 8, Critical 3, Range [Medium]; Vicious 3)
- » Vibrosword (Melee; Damage: 6, Critical 2, Range [Engaged]; Defensive 1, Pierce 2, Vicious 1)