

# THE BANDO GORA

The Bando Gora was a Force-worshipping cult which also acted as terrorist and criminal organization in the decades preceding and following the Clone Wars. The cult has a long history of manipulating political and industrial interests through intimidation, torture, and assassination.

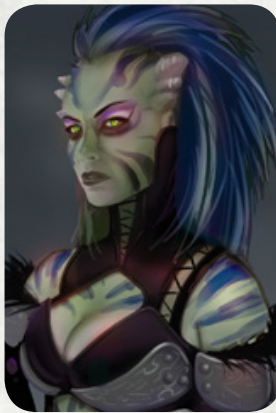
Tales abound of their grisly indoctrination rituals, torturing and drugging their victims until their minds are shattered and rebuilt according to the dogma of the cult. Those that survive this reprogramming can have their minds opened to the Dark Side of the Force. With their newfound power and the trials they've survived, these mystics can endure incredible injuries and channel their pain into raw power.

## LIIR WYN [NEMESIS]

*Theelin female; Bando Gora High Priestess*

Liir was seduced by the Bando Gora's influence early in her career. She was quickly propelled into the upper echelons of a prestigious Core Worlds pharmaceutical manufacturer as her superiors and rivals either disappeared or resigned. She rose through the ranks and was eventually fully indoctrinated - the process was physically and psychologically scarring, but she emerged "awakened" to a new level of consciousness.

Liir assumed the role of high priestess of the Bando Gora after years as a regional lieutenant. She has wasted no time in cementing her position and making her mark on the galaxy. Her zeal to advance the mission of the cult has increased their profile in the galactic underworld, for better or worse. However, under her leadership, the Bando Gora name strikes fear into all who hear it uttered.



**Skills:** Coercion 3, Cool 2, Deception 3, Discipline 2, Knowledge (Education) 2, Knowledge (Outer Rim) 3, Knowledge (Underworld) 3, Leadership 3, Melee 3, Perception 2, Resilience 3, Streetwise 4, Vigilance 3.

**Talents:** Adversary 2, Channel Agony 2 (After rolling  $\square$ , may suffer Wounds up to twice ranks in Channel Agony

to add automatic  $\bullet$  for every two Wounds suffered to the results), Fearsome (When an enemy becomes Engaged with, they must make a Hard [ $\blacklozenge\blacklozenge\blacklozenge\blacksquare\blacksquare\blacksquare$ ] Fear check), Force Rating 3.

### Abilities:

- » Improved Terrify (Take the Terrify action; make a Average [ $\blacklozenge\blacklozenge$ ] Coercion check, adding  $\square$  no greater than Force rating. Disorient one target within medium range per  $\star$  Spend  $\text{☉☉}$  to extend duration and  $\text{☉}$  to Stagger one target. Spend  $\bullet$  to Immobilize one target.)
- » Force power Endure (when you suffer a Critical Injury of up to Hard severity, you may commit  $\square$  to ignore one of the effects of that Critical Injury, suffering no effects including the +10 to subsequent Critical Injuries until the effect ends. You may commit up to 2 Force Dice in this way.)
- » Force power Enhance ( $\bullet$ : gain  $\star$  or  $\text{☉}$  [users choice] on Athletics, Brawl, Coordination, or Resilience check. [ $\square$ ]: increase Brawn characteristic by 1.  $\bullet$ : take a Force Leap maneuver to jump horizontally or vertically to any location in short range.  $\bullet$ : increase range of leap by 1.)
- » Force power Wrack ( $\bullet$ : inflict great pain on an Engaged target to inflict 2 strain (may activate multiple times).  $\bullet$ : increase the range of this power by 2.  $\bullet$ : increase the number of targets affected this power by 2.

**Equipment:** armored clothing (+1 soak/+1 defense), demon mask (bonuses included; FaD, 190).

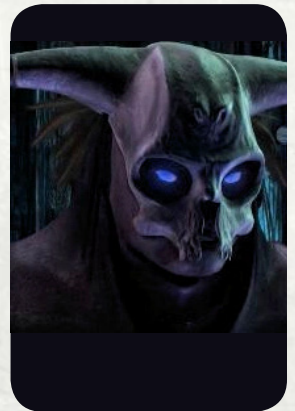
### Weapons:

- » Vibro-Glaive (Melee; Damage 5; Critical 2; Range [Engaged]; Defensive 2, Pierce 3)
- » Neuronic Whip (Melee; Damage 4; Critical 4; Range [Short]; Disorient 4, Ensnare 1, Stun Damage)
- » Bando Gora Needler (Ranged (Light); Damage: 5, Critical -, Range [Short]; Pierce 3, Poison [see sidebar])

## BANDO GORA LIEUTENANT [RIVAL]

Bando Gora Lieutenants are easily identified by their fearsome and intimidating horned helmets and glowing eyes. They have survived the cult's rights of initiation with their minds and bodies intact and can harness the Dark Side to enhance their physical abilities.

These cultists serve as the



## BANDO GORA POISONS

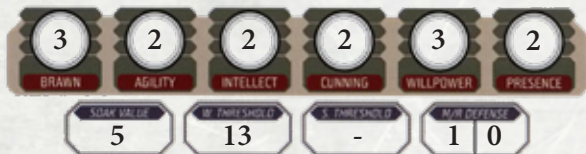
The Bando Gora are known for their powerful narcotics and poisons, which they use for everything from assassinations to indoctrinations.

**Wracking Venom** a toxin designed to amplify the targets pain receptors. (Daunting [◆◆◆◆] Resilience check; Fail: Immediate critical injury *Wracking Venom* - Hard [◆◆◆] Whenever the character suffers wounds or strain, suffer 2 additional strain).

**Synthetic Mind-Altering Narcotics** (Hard [◆◆◆] Resilience check; Fail: The target becomes highly susceptible to manipulation for the rest of the encounter and must succeed on a Hard [◆◆◆] Discipline check to resist a suggested behavior. In addition, each ☞ generated inflicts 2 strain on the target, ignoring soak).

**Synthetic Standard Neurotoxin** (Hard [◆◆◆] Resilience check; Fail: The poison inflicts 5 wounds if the target fails a check, ignoring soak. In addition, each ☞ generated inflicts 1 strain on the target, ignoring soak).

middle management and enforcers of the organization: overseeing local drug rings, assassinations, kidnapping, and other nefarious activities. They generally work through intermediaries and maintain a low profile, but are more than capable of getting their hands dirty if the need should arise.



**Skills:** Brawl 2, Coercion 3, Knowledge (Underworld) 2, Melee 2, Ranged (Light) 2, Streetwise 2, Vigilance 2.

**Talents:** Adversary 1, Force Rating 1, Prey on the Weak 2.

**Abilities:** Intimidating Presence (All enemies within short range add ☞ to all skill checks they make.)

**Abilities:**

- » Force power Endure (when you suffer a Critical Injury of up to Average severity, you may commit ☞ to ignore one of the effects of that Critical Injury, suffering no effects including the +10 to subsequent Critical Injuries until the effect ends.)

- » Force power Enhance (●: gain ☆ or ☞ [users choice] on Athletics or Resilience check. ●: take a Force Leap action to jump horizontally or vertically to any location in short range. ●: increase range of leap by 1.)

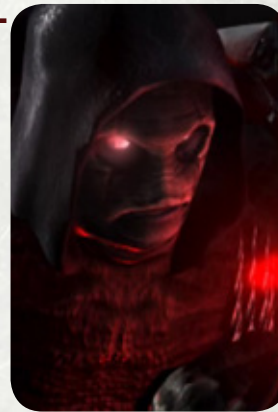
**Equipment:** Padded armor (+2 Soak), lesser demon helmet (add ☞ to all Coercion checks).

**Equipment:**

- » Bando Gora Plasma Staff (Melee; Damage: 8, Critical 1, Range [Engaged]; Breach 1, Defensive 1)
- » Bando Gora Needler (Ranged (Light); Damage: 5, Critical -, Range [Short]; Pierce 3, Poison [see sidebar])

## BANDO GORA THRALL [MINION]

Bando Gora thralls are victims of a mind-altering narcotics and torturous indoctrination. These wretched creatures are the cultists whose minds are irreparably broken by the initiation process. Though broken, they are still valuable - making up the bulk of the cults rank-and-file force.



They are somewhat simple-minded but are capable of executing the commands of both Bando Gora Lieutenants and Liir Wyn. When commanded to attack, they do so with inhuman strength and ferocity fueled by their madness and the Dark Side, literally rending their enemies limb-from-limb.



**Group Skills:** Athletics, Brawl, Ranged (Light).

**Talents:** Prey on the Weak 2.

**Abilities:** Intimidating Presence (All enemies within short range add ☞ to all skill checks they make.)

**Equipment:** Heavy clothing (+1 soak).

**Weapons:**

- » Flailing blows (Brawl; Damage: 5, Critical 4, Range [Engaged]; Disorient 1, Knockdown)
- » Bando Gora Needler (Ranged (Light); Damage: 5, Critical -, Range [Short]; Pierce 3, Poison [see sidebar])