



STAR WARS

ROLEPLAYING GAME

THREATS OF THE GALAXY

RODNEY THOMPSON ROBERT J. SCHWALB

STAR WARS

THREATS OF THE GALAXY

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INTRODUCTION





Part of the enduring appeal of *Star Wars* is the richness of the galaxy, the sense of wonder evoked by the countless worlds, the fantastic creatures, the compelling characters, and of course the droids. There is a sense of something larger, that the *Star Wars* universe is a thriving place filled with endless possibility. The detail is astonishing—each character, place, and thing has a history, a purpose, and a role in the larger universe, and together, they create the backdrop on which the heroes' stories are told.

Threats of the Galaxy is a companion volume to the *Star Wars* Saga Edition Roleplaying Game, offering an enormous selection of creatures, droids, and people with which you can populate the galaxy. With entries drawn from nearly every era of the *Star Wars* universe and spanning every level of game play, this book is a comprehensive volume that gives you even more tools to create exciting and compelling encounters worthy of joining those on the silver screen.

USING THIS BOOK

This book contains a host of characters, creatures, and droids with which you can populate the many worlds and environments of the *Star Wars* universe. Chapter One presents a variety of characters, covering just about every major archetype and giving you statistics and advice for using them in the game. Chapter Two describes some of the most notorious and monstrous creatures in the galaxy. Chapter Three presents a selection of droids found in the films and the Expanded Universe.

FOR THE GAMEMASTER

This book is an invaluable reference for Gamemasters. GMs can pull statistics straight out of the book for use at the game table without having to write up the characters themselves. Likewise, GMs can use the creatures as monstrous foes and minions to pit against their players, while the droids chapter is an excellent expansion to the droids described in the Saga Edition core rulebook.

FOR THE PLAYER

There's also plenty of information in this book for players. The character entries can help guide players' decisions about what sorts of feats, talents, and skills they should select as they advance their characters. The book also features new species, gear and vehicles, talents, and feats, most of which are available to any sort of character. Finally, the droids chapter gives players more options for purchasing droids and more choices for building droid heroes.

BUILDING GREAT ENCOUNTERS

Threads of the Galaxy is first and foremost a toolbox for building great encounters. Each page in this book is an opportunity to create players with interesting and exciting tests, but a solid as block does not make an encounter great or exciting by itself. You, as Game Master, is it in these encounters, treasures, and clues, together in such a way as to create a sound, fun, that's both engaging, efficient, and ensures that all the players involved have something to do. Making this process less time and experience, but there are a few key pieces of advice that can help you along the way.

WHAT YOU NEED TO PLAY

As with any *Star Wars* game supplement, you need the Saga Edition core rulebook (some may abbreviate SE) to make full use of the information in *Threads of the Galaxy*. This book also uses material from an earlier supplement, *Starships of the Galaxy* (abbreviated SG), but that supplement is not essential.

ENVIRONMENT

The action sequences in the film were designed with square-by-square room action in mind, but flying droids in the air and action going on in the sky is a lot more difficult. *Attack of the Clones* and *Revenge of the Sith* ran through a maze of rooms, stairs, and hallways, weaving their way through dangerous machinery while battling on a non-lethal level under guard. Although *Attack* is more than a match for these things, *Jedi* PCs constantly dealing with the changing and very hazardous atmosphere, even using air grabbers to the well-timed sting of a mark II.

When building an encounter, one of your first considerations should always be where the encounter will take place. Is it a fire for a mission, an unexpected fight in a mundane environment, or a well-planned fight for a night on a battlefield? The scene will determine interesting tactical elements and even the encounter's circumstances.

The second consideration is to limit yourself to just a few interesting elements. The more factors you add, the harder the combat becomes to manage. As a Game Master, select three things to make the encounter more engaging, preferably including an environmental hazard, interesting terrain, and something that gives all the players an opportunity to engage the encounter.

Environmental Hazards

An environmental hazard affects both the scene and the enemies, giving both traps and skill checks to contend with other than just blasting each other to pieces. An easy choice is just to use weather. Fog and rain give stealthy characters a chance to use their invisibility abilities with advantage, giving the odds for surprise fights by granting everyone concealment. For higher-level scenes, you can use the same by adding lava, scalding steam jets, aggressive machinery, extreme temperatures, acid rain, poisonous gas, poisonous plants, conveyor belts, and more. An environmental hazard can be dangerous and increase the complexity of the encounter, but not to the extent that the hazard becomes the encounter itself.

Terrain

Combat in *Star Wars* is rarely of the traditional sort. They don't play as if they do, as the characters involved. These battles are a lot more of an encounter in a usual terrain that's complex by the encounter, rather than the other way around. You take a few tactical elements to take advantage of their own combat. A combat should provide opportunities to jump, to slide, to balance, and so on. There should be difficult areas, vertical and horizontal, places to explore and places to avoid. Terrain should also include cover, which can take the form of objects, curving corridors, and obstacles. Anything else you can think of to make movement and the exchange of blaster fire more interesting.

Terrain is also important for controlling the scope of the battlefield. *Star Wars* is full of huge, sweeping environments, and battle scenes are often equally exciting because of a lot of the action going on in the air around. The trick is to reduce the illusion of space by spreading things away, but with limited options for movement. For example, when Qui-Gon Jinn fought Darth Maul on *Mandalore*, he had to force across a large area, though in truth their movement was somewhat restricted. Much of the fight took place on a narrow bridge, or in the deadly tunnels riddled with the energy barriers. A duel can take place out of ground, and the environment changed as it developed, but although there was a sense of space, the particular elements that were in use in the encounter made it more like a fight on the bridge, the tunnel, and finally the narrow path and area where Qui-Gon was killed.

Something for Everyone

Of the three considerations, this is the hardest to accomplish. Each group will have a different mix of characters with different capabilities and motivations. You should try to use attention to the theme, the players' role, and reward their choices in the encounter they face. A character who is a skilled pilot might not have much to do when not handling TIE fighters in space, but an encounter in a starship or on a planet could give that character a chance to make use of his skills, much as Anakin did when Padme set her face against the galactic senate hall in from the Trade Federation occupiers in *The Phantom Menace*.

ADVERSARIES

Creating *Star Wars* encounters takes flair or ability (it's hard to negotiate with strict guidelines). The Saga Editor comes with checklists that provide a solid foundation for building encounters in terms of Challenge Level, Challenge Level and enemy, and the encounters, but this is just the start. As with location, there are three major considerations when selecting adversaries: numbers, variety, and function.

Numbers

The numbers and types of opponents you use in an encounter probably the toughest decisions you'll make in *Star Wars*, it's not only acceptable, but expected, for the PCs to face numerous foes. Each enemy combatant doesn't stand a chance against a single PC. Let alone a group of them. But together they present a viable challenge for groups of any level.

When selecting the number of opponents of a single type, to use more low-level minions than fewer high-level opponents. The more enemies on the battlefield, the more targets the characters have to engage from an angle. On the other hand, you don't want to overbelieve the heroes, so you don't want to use, so it's best to use somewhere between four and eight opponents of a type. Remember, the encounter's CL should be within 1 or 2 of the party's average level, so the individual CL of the single opponents should be 1 or 2 below that average level.

Variety

There's a certain visceral sense of enjoyment that comes from slaying stormtroopers, but even that gets tiresome after a while. By mixing up the opposition you can draw from a wide selection of abilities to help make your encounter more interesting.

The best way to do this is to select from only the model opponents available in the Core Rules. This could include having a stormtrooper commander with a few soldiers and a droid, or an Imperial officer with a squad of stormtroopers. However, don't overuse combinations of different types. There's no reason why an encounter can't be a droid creature and character, since all characters are a mix of all three.

Variety is also served by approaching the same broad, if a well-established, from an unusual perspective. Instead of similar characters as an army of different Challenge Levels. That's where you'll find, for instance, the different CLs of the common to droids (range 1–10), and the mercenary bots in Core Rules. These types. All of these characters fill the same level and class, their specific abilities are the same, but apart from a few abilities.

Function

Ultimately, the question you need to answer when constructing the encounter is: What is the villain's goal? How do you fit into the adventure's storyline? Help guide your choices about what the minions should be able to do.

When an encounter isn't so much more than an obstacle for the PCs, they don't need so much detail, and varying the final battle between the boss and the minions can be a good way to vary the encounter.

Obstacles are the simplest encounters. By using obstacles, you can make an encounter add to the history of the location of the plot and merely serve as a device to control the pacing of the adventure. Individual opponents should be far below the group's average and as a whole, the group's Challenge Level should be 1 or 2 lower than theirs.

Minor encounters are a bit more involved than obstacles since they affect the outcome of the story. In our fourth example, the featured opponents use abilities to the advantage of the PCs, and the results of the combat might have consequences for the adventure's outcome. As with obstacles, the individual opponents can and should be far below the character's average level, but the total Challenge Level ought to be within 1 of the PC's average level.

The last function is the major encounter. This is the big one, where the type of enemies square off against each other in a climactic battle and the outcome brings about the end of the adventure and reveals the next chapter in the campaign. The CL for these encounters can reach over the PCs' level, and the story. The major villain might be able to handle a group of heroes, but in most cases you might need to include the villain with minions and low-level adversaries to draw out the fight and expand the narrative and development for the various characters involved.

COMMON ABILITIES

Many of the characters, creatures, and droids described in this book have sensory abilities that were originally explained in the *Saga Edition Core Rulebook*. For convenience and to make reading easier, these abilities are defined below.

Darkvision: A character, creature, or droid that has this ability can see in the dark, ignoring concealment and total concealment due to darkness. Darkvision is black and white only, so they must still detect some light to discern colors. It is otherwise like normal sight, and a creature that has darkvision can function with no light at all.

Low-Light Vision: A character, creature, or droid that has this ability can see without penalty in dim or low illumination, ignoring concealment (but not total concealment) due to darkness. It requires the ability to distinguish color and detail under these conditions.

Scrub: A character, creature, or droid that has this ability ignores concealment and cover when making a forest or woods check to reduce happenings within 10 squares, and it takes no penalty from poor visibility when tracking (see the Survival skill, 32–33).

CHAPTER I CHARACTERS





This chapter presents a selection of character archetypes. From noble Jedi Masters to villainous Sith Lords, vicious swoop gangs, loyal soldiers, traders, medics, elite warriors, and more, all represent the people who shape the galaxy. You can use them as written or change them to fit your needs. Each entry presents one or more sets of generic statistics to give you a ready-to-run character. Also, the entries include guidance about how the characters fit into the larger universe as well as tips and advice for building encounters that feature them. Many of the individuals featured here function as villains, but not all. Some of them work equally well as contacts, allies, minions, or supporting characters, folks the heroes meet over the course of their adventures who provide aid or information. The Star Wars universe is filled with interesting individuals, good, bad, and neutral, and where these generic characters fall on that spectrum is up to you.

Most of the generic characters in this chapter are not associated with a species. The omission is intentional, to make this book useful in as many situations as possible, no species is defined so that (for instance) a soldier can be a soldier whether you're running games set in the Old Republic, Rise of the Empire, or during the Legacy era. To make full use of these statistics, you might want to determine a species. This decision isn't always necessary, though, especially for minor encounters, since the traits of a character's species might not come into play. However, for combat encounters, it's best to select a species and adapt the statistics block as necessary. The easiest way is to just use the Human species, since it can also represent a whole host of near-Humans, and then give the character one extra trained skill and a bonus feat. For the trained skill, select from the class skills available to the character's first listed class.

For other species, be sure to account for how ability modifiers affect the statistics—ability score penalties might prevent certain feat selections, while bonuses could result in improved defenses, higher skill modifiers, and perhaps even extra Force powers. Also, every generic character uses Medium as its size, by default; if the species you select for a character is bigger or smaller than Medium, be sure to apply size modifiers when appropriate.

Some entries also include statistics for unique, named characters. These characters, drawn from the films and the Expanded Universe, demonstrate specific examples of the archetypes in the setting, while also providing ready-to-use villains and support characters straight out of the box. Even if a character is not present in the era you're using, you can change the character's name and background, and you'll have a new and compelling character to use as an adversary or ally for the heroes.

ADEPT, FORCE

Force Adept

Medium humanoid (Force), adept 7

Force 2

Initiative Senses Percept 00 +10

Languages Basic

Defenses Ref 20 (10), Fort 10, Will 20

Hit Points Threshold 27

Speed 30 ft./sec.

Melee Weaponry 1d7 (2d10) x2

Base Atk +7, Grp +10

Atk Options Cleave, Devastating Attack (see description of weapon),
Melee Smash, Power Attack

Special Actions Exchange Reaction (1), Bow (1), Gun

Force Powers Known (See the Force 1, 2) (Innervate, Speed Sum-
mon, *object*, surge)

Abilities Str 16, Dex 10, Con 14, Int 10, Wis 2, Cha 10

Talents Damage Reduction (1), Devastating Attack (see description of
weapon), Melee Smash (Adept Specialization: Use melee
weapons), Feats Armor Proficiency (light, medium), Force Sensitivity
(see Training (2)), Power Attack, Weapon Focus (see melee weapons),
Adept Proficiency (see melee weapons, pistol, rifle, simple weapons)

Skills In a live 18, Perception +10, Use the Force +12

Possessions 10 base

*Includes 4 units of Power Energy

The galaxy is a vast place, and the Jedi and the Sith are not the sole keepers of knowledge of the Force. Many planets host their own populations of talented individuals who are in tune with the Force, although the methods they employ to harness its power can vary widely. Depending on the world, a Force adept might be seen as a warlike and feared commander of armies or venerated as a sage, counselor, or priest. In either case, Force adepts are respected by all for their ability to cut across the power of the Force to perform amazing feats.

The most adept provided here represents an excellent individual in tune with the Force, capable of slipping into his inner self. The Force adept uses his weapon late in the session of his body, as if his light and power. Charisma to get what he wants. Although a Force adept uses a light saber, he's still a combat-focused individual in melee combat. On the dark side to be able his natural abilities are becoming swirling death at death.

FORCE ADEPT ENCOUNTERS

Some Force adepts tend to group together in small cells that train out new recruits in the way of the Force, although they might call it something else—such

CL 8



groups may have Force abilities, but some of which can be baffling for most Force-sensitive Force users, such as the Jedi or the Sith. Force adepts also have a close connection with mystery (page 60) as though their adepts are much more prosaic with their contemplative or intense life.

In a martial sense, the Force adept described above could be found either on the side of a group of warriors, or as a lone warrior that his combat prowess. Force adepts found on the dark side of the Force might ally themselves with the Sith (page 120), instead of Jedi. Because of his connection with the dark side, a Force adept could also accompany Jedi Jedi adepts or Sith adepts, who see the value in utilizing Force adept skills and the potential of Force from them who go to the dark side.

DATHOMIRI WITCH

The Dathomiri Witch are female Human Force users who are Force-sensitive warlike Dathomiri. The Dathomiri Witch described here could represent the path to a powerful side of one of the Force's powers, the Force through time, the Jedi know the Dathomiri Witch as a master of the Force, a person in tune with the future, a Jedi's command of the beam of her staff is second to none, and a Jedi's Force-wielding abilities are a powerful combination who protect her from harm. Each Witch has its own interpretation of how the Force should be utilized, but most will be the same. However, they are still. Members of the Jedi are called the Jedi Masters and an exception to this rule is the Jedi's practice Force-wielding powers that the Jedi Force-wielders would rarely use or being of the dark side.

Dathomiri Witeb

Medium humanoid (Force), 5'0" (152.4 cm)

Force 5, Strength in the Force

Init: +1, Senses Perception +2, Force (Green, No)

Languages Basic, Force, No, Other

Defenses Ref 10, Perception +2, Fort 20, Will 27

hp 84; Threshold 21

Speed 6 squares

Melee Knife +6 (1d8+4)

Ranged Force Staff (1d8+4)

Base Atk +7; Grp +9

Special Actions Charm Beast, Command Beast, Extra Second Wind, Flight

Force Powers Know! Use the Force: 10% (burns skills, more object,

more range)

Force Techniques Force Form: Beast, Force, Improved Sense Surroundings

Abilities Str +6, Dex +2, Con +10, Int +4, Wis +6, Cha +18

Talents Acrobatic, See-Through Charm, Extra Command Beast, Flight, Force

Form Shaman, Force Perception

Skills +10, Sense and Will, Force, Sensitivity (Use Force) (See and Hear)

(Hide) Skill Bonus (Use Force) (See and Hear) (Use the Force, Strength in the

Force), Weather Proficiency (ip, use, Use simple weapons)

Skills Acrobatics +1, Bluff +6, Charisma +0, Initiative +1, Perception +2,

Persuasion +18 (18 extra remaining points), Ride +10, Stealth +11

Survival +10, Swim +9, Use the Force +18

Possessions Staff, Force Staff, Hammer, Force, Hammer

Hit Points 84 (total of 84) (84)

Dathomiri Witeb Encounters

Recruiters of the Force Staff in the Force Staff (Dathomiri Witeb) are trained in the art of war and are the most capable combatants when in action. A witeb crew is made up of Force Staff, Force Staff, and Force Staff (Force powers), to call them by name. Because of her command of beasts, it's possible that a Dathomiri Witeb could be recruited to the planet's most dangerous and most powerful Force Staff—making her a very valuable and engaging encounter.

TRIBAL SHAMAN

Among primitive cultures, certain Force Staff possess the ability to heal and with their powers, using the power of the Force to give a friend and friend help. In addition to the power of the Force, tribal shamans also possess other Force Staff, more magical powers, and though their techniques and methods might seem more advanced compared to primitive and modern village cultures. And in many groups, tribal shamans also serve as healers of war, bringing us spiritual and neutral messages between warring parties, to give words of the Force Staff, to a long way in repairing any damage caused by political disputes and maintain unity and confidence among their people.

A strong tribal shaman is one focused on learning the Force Staff and tends to be the most powerful of them, as they have a way of confidence. Some even accompany the warriors into battle, however, it's not always a good idea to have a shaman fighting, as they mean that they are kept to the rest of the Force Staff and protecter, as a form of the Force Staff.

Tribal Shaman

CL 9

Medium humanoid (Force), 5'0" (152.4 cm)

Force 4

Init: +1, Senses Perception +2

Languages Basic, Other

Defenses Ref 11, Perception +1, Fort 20, Will 27

hp 77; Threshold 21

Speed 6 squares

Melee Knife +6 (1d8+4)

Ranged Force Staff (1d8+4)

Base Atk +5; Grp +8

Special Actions Equilibrium, Extra Second Wind, Force Form

Force Powers Know! Use the Force: 10% (burns skills, more object,

more range) (2)

Force Techniques Force Power: Mastery (Extra Second)

Abilities Str 10, Dex 8, Con 14, Int 10, Wis 16, Cha +18

Talents Acrobatic, Equilibrium, Force Staff, Force Staff, Force Staff (See

and Hear) (See and Hear)

Force Staff: See-Through Charm, Force Staff, Force Staff, Force Staff

Defenses Skill Focus (Use Force), Skill Focus (Use Force), Weapon

Proficiency (Use Force), Use simple weapons, Use Force

Skills Endurance +1, Perception +2, Persuasion +18, Ride +10, Survival

+10, Swim +9, Use the Force +12

Possessions Staff, 4 melee

Tribal Shaman Encounters

Tribal shamans communicate best with the Force Staff, as they are even more powerful, representing the warriors of the Force Staff, and more than Force Staff.

Because of their unique connection to the Force Staff, some tribal shamans might be considered invulnerable, at least more than a Force Staff, as they are more powerful and still a Force Staff, as they are more powerful and still a Force Staff. It's not always a good idea to have a shaman fighting, as they mean that they are kept to the rest of the Force Staff and protecter, as a form of the Force Staff.

When forced to defend himself or his people, a tribal shaman might use the Force Staff to die in an encounter's end. Long and the witeb crew that involves to leave any necessary work.

ASSASSIN

Assassin

Medium (6 ft. 0. 75 soldier)

Force 1; Dura Side 12

Int +10, Senses Percevoir +1

Languages Dura: 2 others

Defenses Fe 15, AF 15, Pro 25, DMI 22

FR 45, Threshold 1

Speed 30, LWS

Melee +8 (blade) – 13 (2x8-7) or

Melee +8 (blade) – 17 (2x8-7) +11 (Pop 5) or

Ranged +10 (rifle/ps) +11 (2x8-9) or

Ranged +10 (rifle) +11 (2x8-7)

Base Atk +1; Grp +1

Atk Diffies: 6 (bl), 6 (bl), 6 (bl), 6 (bl), 6 (bl), 6 (bl), 6 (bl), 6 (bl)

Special Atk: 1 (bl), 1 (bl), 1 (bl), 1 (bl), 1 (bl), 1 (bl), 1 (bl), 1 (bl)

Special Atk: 1 (bl), 1 (bl), 1 (bl), 1 (bl), 1 (bl), 1 (bl), 1 (bl), 1 (bl)

Special Atk: 1 (bl), 1 (bl), 1 (bl), 1 (bl), 1 (bl), 1 (bl), 1 (bl), 1 (bl)

Abilities Str +1, Dex 10, Con 10, Int +14, Wis 10, Cha 14

Talents Dura: 6 Str, 6 Dex, 6 Con, 6 Int, 6 Wis, 6 Cha, 6 Int, 6 Wis, 6 Cha

Talents Dura: 6 Str, 6 Dex, 6 Con, 6 Int, 6 Wis, 6 Cha, 6 Int, 6 Wis, 6 Cha

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CL 10

ASSASSIN ENCOUNTERS

Assassins are hidden killers, watching and waiting for the moment when the target is most vulnerable. The assassin's attack isn't personal. It's just a job, and one that pays well.

An assassin focuses on eliminating the targets with the least amount of risk possible. They aren't interested in the target's cargo (unless it's something in a major market). In a way, an assassin isn't afraid to kill a few bystanders. That's the only way to get to the target.

When on a job, an assassin might work alone or might operate as the leader of a small team. He might be a member of a terrorist group, or a high-contrast contractor, or a hit man. Whatever the case, these warriors are expendable resources, and their use is as simple as the assassin's hands. If an assassin ever fires himself, he is not a true assassin. In a true sense, an assassin will never again use a gun or any other tool.



All assassins kill for money. When the job is difficult, the best assassin uses the best tools. Some are elite snipers, making a reputation for the careful eye, patience, and respect to wait for the target to appear before striking. Others are more direct, attacking the mark with a well-used knife or a wild gun when the target is most vulnerable.

Being an assassin is dangerous work. One who gets caught must acquire a new currency to pay for escape or, if a law enforcer, and lack any sign of protest, or even a victim's friends come looking for revenge.

Some organizations, such as the Assassin Guild, offer the risks of the job. By offering skills, offers the protection they need to survive living in this world of chaos. Being a member of the Assassin Guild is easy. You just need to spend the money to join. The guild is not particularly interested in your skills, since it is powerful enough to protect these who are the best.

BODYGUARD

Bodyguard

CL 6

Medium humanoid (shanthigard)
 Force 6

Init +1; Senses Perception +1

Languages Basic

Str 15, Dex 14, Con 16, Int 14, Will 12

sp 4X, Breathed 18

Speed 30 ft./sec.

Melee unarmed 1d8 (1d10-2)

Ranged none (1 stub) — 6 (2d6-2)

Saves Atk 17, Grp 14

Att. Op. and Par. 17, Int. P. and Spd.

Special Actions Draw Fire, Firm's Way Tough as Nails

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

Talents Draw Fire, Firm's Way, Tough as Nails

Flats 10, Pain, Blank Shot, Skill Training (Intimidate), Skill Training (Perception), Tough 12, Weapon Proficiency (pistol, club, simple weapons)

Skills Initiative +1, Perception +1, Persuasion +10, Survival +1

Possessions 1 stub, 100 gp, 1000 ft. of rope

Bodyguards are often the individuals appear to live happy and successful lives doing what they do. They appear to have a comfortable life throw their way in truth, however even the rich and famous have enemies, and the bodyguard stands at the last line of defense against those who would bring ruin on the life of his client.

Simply put a bodyguard is a professional who's tasked to protect the life of his patron against anyone who would dare to threaten it. In fact, he makes sure his client doesn't even know of any existing threats and allows her to do what she wants to do. A bodyguard puts aside his own needs and sees the world from his client's eyes. His own lives to the best of his ability to protect his client's life.

Typho is a bodyguard his quiet and calm and a serious composure as if he is concentrating. He must do so for one mistake could cost him the life of his client. He doesn't need to be shy, though, he will do what he needs to do to protect his client and afford him some measure of protection while allowing him to be the world he and his client wish to be.

BODYGUARD ENCOUNTERS

Where one finds the rich and famous, a bodyguard will not be very far away. If the villain plans on riding close by in the crowd, he's a way someone could frame his client, ready to take action against anyone who poses a threat to his client's safety.



Bodyguards are most often found in the company of noble-class characters, whether they be politicians on Capitol Hill, well-to-do merchants of the moira, or the royalty of Hopes. Most times a bodyguard is hired on a contract for a specific person, since the majority of a professional's preference is for a specific person. They receive no tax, but they feel a true value. However, some bodyguards rent themselves out on a temporary basis, without to move from job to job, instead of being themselves down to one person for an extended period.

Ultimately a bodyguard wants a person's job, without any trouble, but he is not of mind to do it at his expense and use it if the situation is right. He strives to resolve conflicts quietly, preferring to get the job done for which he is responsible out of harm's way and leaving the mess to be cleaned up by the local law enforcers.

CAPTAIN TYPHO

Born on Malice and raised in the shadow of the Royal Noble Court, legal Typho grew up with a job to serve the Queen as one of her guards. He finally got his chance and completed his training, an army of the same other guard was attended by his uncle, Captain Typho. Typho joined the Noble Court and never with pride of that capacity of the Noble Federal on the streets of the plane.

During the battle, Typho hid in a hidden alcove, not wanting to engage and risk being in the heat of battle. Due to his exceptional training, he became injured and left his left eye. His sword wound did not stop from the young soldier, despite his wife and his own commanding loyalty. Typho was promoted to captain and assigned to Amos's post at Sector 10 when Padmé stepped down from the throne and became Senator of the Galactic Republic. Although many accused Typho of being his family's connection to get the diving vessel position, they do not realize that it was not his uncle who saved the Jedi.

Following his uncle's lead, Typho did his best to implement stronger security measures and executed many of his uncle's practices, including the use of legged handmaidens to protect the Senator. Due to the use of droids, he has been put into place. Typho would have likely died when the Naboo Royal Guard was destroyed in a bombing and an assassination of the late Padmé's friend, Anakin Skywalker. After a second attempt, the Senator's life was thought to remain behind and keep up appearances by guarding the droid, Corneilus. Typho was the Senator, while Padmé returned to Naboo with the Padawan Anakin Skywalker.

After the outbreak of the Clone Wars, Typho stayed close to Amidala's side, choosing to openly support her by guarding the war effort. He traveled with her during her year on a stay at her apartment in Coruscant. Typho was killed in the war, Yoda was slain, Padmé's marriage was severed, a disturbance in the Force coming from the planet Ilum. Yoda suggested they all should miss on to the ice planet.

Typho was disappointed, stating that the risks were too high. Just as he

prepared, the death was carried through the Force by Yoda to proceed with the rescue.

Captain Typho can't see the sense in the Republic's plan to take the Clone Wars, defending the Republic's assassination attempt on Coruscant and Naboo. Following the end of the war, a troubled Padmé asked him to help her find a better way to control her husband and the death of the younglings at the Jedi Temple. Typho tried to go with her, but she insisted on traveling with only Yoda. The next time Typho saw her was at her funeral.

Heading to the Anzira security force and choosing not to side with the Empire, Typho worked to establish a spy network to keep an eye on the Imperial occupation, even as the Empire wanted to keep an eye on the Naboo Royal Security Force. Months after Padmé's passing, he worked with her old friends to rescue the Imperial resistance on Kamino, even though the victory was only temporary.

Captain Typho is highly skilled and a close observer whose loyalty is strictly with Naboo and his citizenship. From his military, he is a loyal soldier as his duty is to protect the Republic and the people of Naboo. He is a loyal soldier, but he is also a loyal citizen. His decision to Padmé and Naboo's suffering. He is a loyal soldier, but he is also a loyal citizen.

Captain Typho C1 8

Medium Human Soldier (Force 5)
Force 5

Int: 12; Senses (Perception): 11

Languages: Basic, Galactic Basic, High Galactic, Huttese

Defenses: AC 20 (Innate 20), Fort: 22, Wt: 20

hp: 30; Threshold: 12

Speed: 30 squares

Melee (unarmed): +9 (1d6+6)

Ranged (blaster pistol): +11 (1d12+6)

Ranged (blaster pistol): +9 (1d6+4) with Rapid Shot

Base Atk: +7; Grp: 10

Atk Options: Careful Shot, Quick Eye, Force, Stark Shot, Rapid Shot

Special Actions: Power Healer, 2; Shot at Chaining, Slow Fire, 3; Shot at Weak

Equipment: Lightsaber

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

Talents: Force Leader, Distant Command, Droid-Tech, Droid's Weakness, No. 1

Leads: Armor Efficiency (Light/Medium), Careful Shot, Deadly Improved

Defenses: Lingual, Martial Arts I, Force, Stark Shot, Rapid Shot, Skill

Training: 10 Force Information, Weapon Proficiency (Blade, Rifle, Pistol, Weapon)

Skills: Gather Information +10, Initiative +12, Knowledge (Jedi) +10

Perception +11, Force +12, Jedi Combat +10

Profession: 10 (Starship Pilot, Starship Training)



BRUTE

Brute

Medium humanoid

Dark Side 4

Int +2, Wises +2, Pers +0, Cha +0

Languages Basic

Defenses Ref 11, If at-fault, 12, Fort 11, Will 14

hp 90, Threshold 1

Speed 6 squares

Melee Unarmed +2 (1d4)

Ranged Blaster Rifle +4 (3d6)

Base Atk +2, Grp +2

Atk Options *aimed* (blaster rifle)

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

Feats Toughness, Weapon Focus (Blaster Rifle), Weapon Proficiency (Blaster Rifle), Simple Weapon

Skills Intimidate +7

Possessions Blaster Rifle, Toughness Bonus

CR 1

BRUTE ENCOUNTERS

By their very nature, brutes can be found almost anywhere. They serve as a versatile antagonist in every situation—from the high society of Coruscant to the lowly slums of Tatooine. Brutes commonly travel in pairs or larger groups, each carrying a blaster rifle, a blaster submachine gun, or a rifle of some sort. By their very nature, brutes have a strong tendency to engage opponents with muscle and violence, but they can be swayed by intimidation, persuasion, or bribes. However, they are often a bit antiquated—they can also be used as henchmen if the GM requires on the side of the heroes. The brute works fine as a generic, unmemorable, cannon-fodder foe used in the background of an exciting plot, though it can also be a character for the GM to use throughout adventures.

Encounter-building starts to get a little more difficult when they are a threat to the PCs. When the brute has advanced to 6th level or beyond, the number of brutes required to make a group of brutes a real threat goes up from 1d4 to 2d4, depending on combat. That's not what brutes should be used to do. Instead, a group of brutes could be set up to be a much more powerful threat. A brute with heroic levels of brute equipped with a blaster rifle.



4. This is a group of vicious members of gothic breeds who can be found anywhere, even on the most remote of planets. Brutes are typically made not just of brute strength, but whether they work for someone or act independently. Most are motivated by simple agendas: greed, power, and conquest, or just a sad ambition, loyalty. They are rarely well-armed or armored, making up with what they can find, though they constantly seek to find someone better (or someone who has superior equipment). Brutes often hope for more status and wealth and will do almost anything to get it, including murder. Most brutes are very desperate in their figures, either a type of mutant, or a less figure, and so on.

No brute presented here should be a 6th-level or higher member of an organization or the like. Alternatively, the brute has to be a 6th-level or higher member of a group consisting of other 6th-level or higher, in which case, remove the Dark Side 4.

"THIS PLACE CAN BE A LITTLE ROUGH."

— OBI-WAN KENOBI

BUREAUCRAT

Bureaucrat

CL 1

Medium humanoid

Init +1 Senses Perception +6

Languages Basic, 1 other

Defenses Reflex +1, Fortified +0, Fort +3, Will +0

hp 0, Threshold 3

Speed 6 squares

Melee unarmed +1 (D4) D

Ranged blast or bolt +2 (D10) R

Base Atk +2 Grp +2

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

Feats Skill Focus (Knowledge) [Area: Army], Skill Focus (Knowledge)

[Area: Army], Skill Focus (Knowledge) [Area: Army], Skill Focus (Knowledge) [Area: Army]

Skills Knowledge +8, Knowledge (bureaucracy) +3, Persuade +6

Persuade +6, Use Computer +7

Possessions Hardened combat uniform, body of force, 500 gp worth of 100

gp worth of data

Bureaucrats are a type of official who represent government or a political party. They rarely contain cut-throat and cut-throat spaceports to the more cut-throat, public servants in the Core Worlds, bureaucrats can be found wherever there is at least a semblance of civilization. Bureaucrats might fill a number of different roles, but they are all engaged in the political process, and through their efforts, they ensure that the engines of society are well-lubricated and in perfect working order.

Many bureaucrats do not manage, govern, or oversee an organization, but a greater or lesser political power for themselves. Some bureaucrats see their positions as stepping stones to greater status, and therefore do every trick in the book to get there. Others are more idealistic, and designs on ambition beyond doing a good job tend to be self-interest or individualism. For many, their role is far more important than that of a soldier.

BUREAUCRAT ENCOUNTERS

The bureaucrat represents a broad spectrum of characters who are often useful (or not so useful) services. Some bureaucrats might be minor desk clerks whose job is to file reports but the others are essential information stores in hundreds of datapads. Others could be more official concerning the courts and agencies that with the station. Although many encounters with bureaucrats might involve a player character not being a face, a few well-placed plots to overthrow or the direction of a hapless agent, or a plot to overthrow a government, should be ready and available.



Bureaucrats can range from irritating obstacles to sources of critical information, from as dutiful as the letter of the law or those who love a promotion and ready up to the red-tape might be a source of untold riches, provided the characters can pass and a method of finding gold. Bureaucrats are a source of the best of the best, as well as around these characters, since bureaucrats can also be useful allies.

Of course, bureaucrats can also be useful allies. Even if they are not in a position, they have access to information that might be of great value, and through messages, they could be the only way to find out about a situation.

Bureaucrats are often well-informed, with a wide range of social connections. They are often well-informed, with a wide range of social connections. They are often well-informed, with a wide range of social connections. They are often well-informed, with a wide range of social connections.

COMMANDO

Commando

CI 6

Medium humanoid, Elf/Soldier 4

Force 1

Init +14 Senses +enhanced +12

Languages Basic, Common

Defenses Ref 28, Blk forced 18, Con 20, Will 15

hp 58; Threshold 25

Speed 6 squares

Melee Weaponry +12/+14 (4) or

Melee st. (claw) +12/+14 (2x4-4) with Rapid Strike

Ranged (blaster rifle) +10 (2x4-2) or

Ranged (blaster rifle) +11 (5x2+2) w/1 Rapid Shot or

Ranged (blaster pistol) +10 (2x4-2) or

Ranged (blaster pistol) +11 (5x2+2) w/1 Rapid Shot

Base Atk +10 Grp +13

Atk Bottom (20) (3) (blaster rifle), Top (8) (2) (blaster rifle), Rapid Strike

Rapid Strike

Special Actions Under 100 lbs. Tough as Nails

Abilities Str 15, Dex 13, Con 20, Int 12, Wis 2, Cha 9

Talents Bulwark, Tough as Nails

Feats 4 (not 40) (Energy Light), Pain, Blank Shot, Rapid Strike

Skills Training (Initiative) 5, Training (Stealth) 4, Survival 3, Senses

(Enhanced) 10, Knowledge (Tactics) 1, Knowledge (Weapons)

Skills Initiative +14, Mechanic +12, Perception +12, Stealth +14

Possessions (blaster pistol, blaster rifle, command armor (jet armor),

flight suit (4 armor), beret, cloak)

A commando is a type of soldier who specializes in fighting in fast, one-on-one and targeted environments, undertaking difficult missions for which regular troops lack the training and equipment. Most commandos go to combat zones, a fact that creates harsh environmental conditions where they are expected to drop in, engage the enemy, and get the job done. Sometimes commandos precede regular ground troops to reach a well-guarded area of enemy forces before the body of the troops, and to extract in a stealthy, tactical, and unorthodox fashion. Commandos are a vital part of any army's force.

COMMANDO ENCOUNTERS

Commando teams consist of small groups of two to four individuals under the command of an officer, usually a squad leader, and of two or three other elite soldiers. Several teams might work together, collating up to achieve smaller objectives that are related to tackling a larger problem. Such large



strike teams are reserved for the most deadly and important missions, such as to destroy a vital command center or to sabotage a world-class scientific intelligence facility on enemy's part.

Commandos are often called in to handle one-on-one situations, setting up or pushing against the enemy's defenses and using the terrain and cover to their benefit. They strike fast and hard before melting away, often appearing into the surroundings from shadows after enemy has been in fact to this away at their opponents' heads together. In areas that have a clear horizon, a fact that a group might circle around the horizon's point to find a good place to set and to stay support (or escape) vehicles.

Commandos can also serve as support units, formed for a group of high-level operations. As highly trained specialists, commandos might compensate for the hero's weaknesses when they are dealing with a difficult situation, covering them while they work toward completing their mission goals.

SQUAD LEADER

Commandos rarely work alone, though they do tend to fight to best in one-on-one situations with defined roles. Commando squad leaders usually have some officer training and are skilled at making snap decisions in the heat of battle. A commando squad leader needs a high-level goal to ensure that the mission is completed with as few casualties as possible. Squad leaders are not only in a tight command of their squad, they also ensure that they carry out their assigned mission.

Command Squad Leader CL 10

Medium soldier: 150 lb, 5'11", 175 lb
 Force 1
 Int +18, Senses Perception +17
 Languages basic 1 (other _____)
 Defenses: AC 21 (flat-footed 21), Fort 26, Will 26
 HP 83; Threshold +4
 Speed 6 squares
 Melee + Unarmed +10 (1d4+6)
 Ranged blaster rifle +1 (1d8+4) or
 Ranged Ucaster rifle +15 (1d8+4) with Burst Fire or
 Ranged blaster rifle +1 (1d8+4) with Burst Fire or
 Ranged Ucaster rifle +15 (1d8+4) or
 Ranged blaster pistol +1 (1d6+4) with Rapid Shot
 Base Atk +4; Grp +17
 Atk Options accurate (eye, eye, eye), Burst Fire, Point Blank Shot, Rapid Shot
 Special Actions *Assault Tactics*, *Commander's Tough as Nails*
 Abilities Str 14, Dex 18, Con 14, Int 12, Wis 12, Cha 12
 Special Qualities command cover, sharp talent (tough as nails), talents Armored Defense, Assault Tactics, Indomitable, Inspire Leadership, Tough as Nails
 Feats Armor Proficiency (light), Burst Fire, Point Blank Shot, Rapid Shot, Skill Training (Intelligence), Skill Training (Perception), Weapon Proficiency (loaded melee weapons, heavy weapons, pistols, rifles, single weapons)
 Skills Initiative +18, Knowledge (tactics) +4, Perception +11, Survival +5
 Possessions blaster pistol, blaster rifle, commander's armor, flight suit, +8 armor, secure comlink

ELITE COMMANDO

Elite commandos are the most skilled veterans of combat in the army. An elite commando has seen more missions than anyone else combined, and he has learned from his experiences and become a formidable soldier. The commando often embodies the phrase "one man, one kill" that means after accepting an assignment with only a blaster and a few weapons, the commando takes extremely deadly and difficult to stop assignments on missions, and they are frequently at the forefront of the galaxy's toughest and most dangerous battles of the Core Worlds.

Elite Commando CL 14

Medium soldier 170
 Force 1
 Int +14, Senses Perception +17
 Languages basic _____
 Defenses: AC 27 (flat-footed 29), Fort 28, Will 28 (28 hp as extreme at scale and feat), Ws +27
 HP 129; Threshold 21
 Speed 7 squares
 Melee combatant +1 (1d8+4)
 Ranged blaster pistol +15 (1d6+4)
 Ranged blaster pistol +1 (1d6+4) or
 Ucaster pistol +1 (1d6+4) with Double Attack or
 Ranged blaster rifle +1 (1d8+4) or
 Ranged blaster rifle +2 (1d8+4) with Burst Fire
 Base Atk +14; Grp +16
 Atk Options accurate (blaster rifle), Burst Fire, Changing Fire, Command Shot, Cover Fire, Double Attack (blaster rifle), Point Blank Shot, Precise Shot, triple crit (blaster rifle)
 Special Actions *Tactical Analysis*, *Terminator's*
 Abilities Str 14, Dex 14, Con 13, Int 10, Wis 11, Cha 9
 Talents Armored Defense, Burst Analysis, Cover Hit, Terminator (2), Improved Armored Defense, Infiltrator
 Feats Armor Proficiency (light, medium), Burst Fire, Changing Fire, Cover Hit Attack, Double Attack (blaster rifle), Point Blank Shot (blaster rifle), Skill Training (Bluff), Toughness, Triple Crit (blaster rifle), Weapon Focus (Blaster Rifle), Weapon Proficiency (advanced melee weapons, heavy weapons, pistols, rifles, single weapons)
 Skills Initiative +15, Initiative +14, Knowledge (tactics) +2, Mechanics (2), Stealth +4
 Possessions blaster pistol, blaster rifle (with silencer), blaster rifle and targeting scope, battle armor +8 armor, +7 equipment (explosive charge, 20 rounds of detonate with 20 mm sensor comlink, field kit, glow rod, medical kit, etc.)

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