



# STAR WARS

ROLEPLAYING GAME

THREATS OF THE GALAXY

RODNEY THOMPSON    ROBERT J. SCHWALB

---

# STAR WARS

## THREATS OF THE GALAXY

CHARLES DE VRIES, EDITOR IN CHIEF; JAMES B. OAKLEY, EXECUTIVE EDITOR; ROSEMARY THOMPSON



# CONTENTS

## INTRODUCTION . . . 4

Jung, Jhs Book . . . . .	5
Building Great Team Inter. . . . .	6
Character Guide . . . . .	6
Character . . . . .	7
Character Abilities . . . . .	7

## CHARACTERS . . . 8

Adapt Force . . . . .	10
Adapt Force . . . . .	10
Adapt Force . . . . .	11
Adapt Force . . . . .	12
Adapt Force . . . . .	13
Adapt Force . . . . .	14
Adapt Force . . . . .	14
Adapt Force . . . . .	16
Adapt Force . . . . .	16
Adapt Force . . . . .	17
Adapt Force . . . . .	19
Adapt Force . . . . .	20
Adapt Force . . . . .	21
Adapt Force . . . . .	22
Adapt Force . . . . .	22
Adapt Force . . . . .	23
Adapt Force . . . . .	24
Adapt Force . . . . .	25
Adapt Force . . . . .	26
Adapt Force . . . . .	27
Adapt Force . . . . .	28
Adapt Force . . . . .	29
Adapt Force . . . . .	31
Adapt Force . . . . .	32
Adapt Force . . . . .	32
Adapt Force . . . . .	33
Adapt Force . . . . .	34
Adapt Force . . . . .	35
Adapt Force . . . . .	36
Adapt Force . . . . .	37
Adapt Force . . . . .	38
Adapt Force . . . . .	38
Adapt Force . . . . .	40

Adapt Force . . . . .	41
Adapt Force . . . . .	42
Adapt Force . . . . .	43
Adapt Force . . . . .	44
Adapt Force . . . . .	44
Adapt Force . . . . .	46
Adapt Force . . . . .	47
Adapt Force . . . . .	48
Adapt Force . . . . .	48
Adapt Force . . . . .	50
Adapt Force . . . . .	51
Adapt Force . . . . .	52
Adapt Force . . . . .	54
Adapt Force . . . . .	55
Adapt Force . . . . .	56
Adapt Force . . . . .	58
Adapt Force . . . . .	59
Adapt Force . . . . .	60
Adapt Force . . . . .	61
Adapt Force . . . . .	62
Adapt Force . . . . .	63
Adapt Force . . . . .	64
Adapt Force . . . . .	65
Adapt Force . . . . .	66
Adapt Force . . . . .	66
Adapt Force . . . . .	69
Adapt Force . . . . .	69
Adapt Force . . . . .	70
Adapt Force . . . . .	71
Adapt Force . . . . .	72
Adapt Force . . . . .	73
Adapt Force . . . . .	74
Adapt Force . . . . .	75
Adapt Force . . . . .	76
Adapt Force . . . . .	76
Adapt Force . . . . .	77
Adapt Force . . . . .	78
Adapt Force . . . . .	79
Adapt Force . . . . .	80
Adapt Force . . . . .	80
Adapt Force . . . . .	82

Adapt Force . . . . .	83
Adapt Force . . . . .	84
Adapt Force . . . . .	86
Adapt Force . . . . .	87
Adapt Force . . . . .	88
Adapt Force . . . . .	89
Adapt Force . . . . .	90
Adapt Force . . . . .	90
Adapt Force . . . . .	92
Adapt Force . . . . .	92
Adapt Force . . . . .	94
Adapt Force . . . . .	95
Adapt Force . . . . .	96
Adapt Force . . . . .	97
Adapt Force . . . . .	98
Adapt Force . . . . .	99
Adapt Force . . . . .	100
Adapt Force . . . . .	101
Adapt Force . . . . .	102
Adapt Force . . . . .	102

## CREATURES . . . 104

Adapt Force . . . . .	106
Adapt Force . . . . .	107
Adapt Force . . . . .	108
Adapt Force . . . . .	109
Adapt Force . . . . .	110
Adapt Force . . . . .	111
Adapt Force . . . . .	112
Adapt Force . . . . .	113
Adapt Force . . . . .	114
Adapt Force . . . . .	115
Adapt Force . . . . .	116
Adapt Force . . . . .	118
Adapt Force . . . . .	119
Adapt Force . . . . .	120
Adapt Force . . . . .	121
Adapt Force . . . . .	122
Adapt Force . . . . .	123
Adapt Force . . . . .	123

Adapt Force . . . . .	124
Adapt Force . . . . .	125
Adapt Force . . . . .	126
Adapt Force . . . . .	126
Adapt Force . . . . .	127
Adapt Force . . . . .	128
Adapt Force . . . . .	129
Adapt Force . . . . .	130
Adapt Force . . . . .	131

## DEMONS . . . . . 132

Adapt Force . . . . .	134
Adapt Force . . . . .	135
Adapt Force . . . . .	136
Adapt Force . . . . .	137
Adapt Force . . . . .	137
Adapt Force . . . . .	138
Adapt Force . . . . .	139
Adapt Force . . . . .	140
Adapt Force . . . . .	141
Adapt Force . . . . .	141
Adapt Force . . . . .	142
Adapt Force . . . . .	143
Adapt Force . . . . .	144
Adapt Force . . . . .	145
Adapt Force . . . . .	146
Adapt Force . . . . .	147
Adapt Force . . . . .	148
Adapt Force . . . . .	148
Adapt Force . . . . .	150
Adapt Force . . . . .	151
Adapt Force . . . . .	152
Adapt Force . . . . .	153
Adapt Force . . . . .	154
Adapt Force . . . . .	155
Adapt Force . . . . .	156
Adapt Force . . . . .	157
Adapt Force . . . . .	158
Adapt Force . . . . .	159
Adapt Force . . . . .	160

# 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 entry 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

Production sequences in the film were designed with square-by-square room with neither the flying droids in the air, nor the action going on. Geographical *Attack of the Clones* *Attack of the Clones* had Padmé run through a maze of rooms, straining to get through, weaving their way through dangerous machinery while battling an ever-evolving number of guards. Although *Attack* is more than a match for these things, so Jax's 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 this fine for a peaceful, unexpected fight to happen in a mundane environment, but when placed for a fight, be sure that the scene will contain some interesting tactical elements to alter 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 the role of a GM, 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

Dark Coruscant Star Wars rarely of the movie side part. They bring in places as if they had, as the characters involved. These include the use of encounter as usual terrain, and complexity to the encounter, and the environment, and you can take a few tactical elements to take advantage of their terrain. A combat should provide opportunities to plan, and the side balance and so on. There should be difficult, low, or high terrain, and obstacles, 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 only exciting because of the action going on in the background. The trick is to create the illusion of space by spreading things away, but with limited options for movement. For example, when Qui-Gon Jinn fought Darth Maul or Mace, their path forced 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 tunnel, topped with the energy barriers. A duel can be a lot of ground, and the environment changed as it developed, but although there was a sense of space, the particular environment that they were in set the scene and many were the best fought on the bridge, the tunnel, and finally the lower part 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 scene, the players have 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 arena could give that character a chance to make use of his skills, much as Anakin did when Padmé set her face into the galaxy to escape him 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 Difficulty of 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 heroes 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 them 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 an Imperial 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, or a droid and characters, or a mix of all three.

Variety is also served by approaching the same broad archetype from an unusual perspective, such as in the similar characters of an army of different Challenge Levels. That's why you'll find, for instance, the different CLs of the common to rousers (and 10), and the mercenary bots in *CL 10* in these pages. All of these characters fill the same basic role, but their specific abilities are quite different apart from one another.

### Function

Ultimately, the question you need to answer when constructing the encounter is: *What is the main challenge you're putting into the adventure and why?* This helps guide your choices about what the heroes should ultimately face and

when. An encounter that's not much more than an obstacle for the PCs doesn't need much depth, and varying the final battle between the boss and the minions can spend your time with efficiency wisely.

Obstacles are the simplest encounters. By contrast, using an encounter to add the role-playing or development of the plot and merely serve as a device to control the pacing of the adventure. Individual opponents should be far below the heroes' 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 sides rarely shown. In our fourth example, the featured opponents use Dexterity to the advantage (30), and the results of the combat might have consequences for the characters's outcome. As with obstacles, the individual opponents can and should be 10 below the characters' average level, but the total Challenge Level ought to be within 1 of the PCs' average level.

The last function is the major encounter. This is the big one, where the types 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 hero's. The major villain might be able to handle a group of heroes, but in most cases you might need to insulate the villain with minions and low-level adversaries to slow the fight and to 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 Editor Core Rulebook*. For convenience and to make reading this chapter easier, we've listed them 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 rancors, 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 Perception +12

Languages Basic

Defenses Reflex 20 (with Force 2), Fort 17, Will 23

Hit Points Threshold 27

Speed 30 feet

Melee Weaponry Light 2d10+7

Base Atk +7, Grp +10

Atk Options Deceit, 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) Immersion, 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 the weapon),  
Dedication, Melee Smash (Adept Specialization: Use the re-  
spective weapon), Feats Armor Proficiency (light, medium), Force Sensitivity  
(none), Training (2), Power Attack, Weapon Focus (see the weapon),  
Adept Training (1) (see melee weapons, pistols, rifles, simple weapons)

Skills Intuition +8, Perception +10, Use the Force +12

Possessions 10 coins

\*Includes 4 rounds of Power Armor

The galaxy is a vast place, and the Jedi and the Sith are not the sole keep-  
ers of knowledge of the Force. Many planets have their own legends and/or  
cultures, 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 deity, saint and leader of masses of acolytes or  
villified as a sorcerer, even a practitioner of the ancient power. Regardless,  
Force adepts are respected by all for their ability to cut down the power of  
the Force to perform amazing feats.

The Force adept provided here represents an excellent individual in tune  
with the Force, capable of slipping into his inner self. The Force adept uses his  
wisdom into an extension 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 natural individual in melee combat. As a rule, upon the dark side to be able  
his natural abilities are becoming swirling death at death.

### FORCE ADEPT ENCOUNTERS

Some Force adepts stand together, forming sects that train their new recruits  
in the way of the Force, although they might call it something else—such

CL 8



groups may have Force adepts, but some believe it can be baffling for  
more than one Force-user, such as the Jedi or the Sith. Force adepts also  
have a close connection with mystics (page 60) although Force adepts are  
much more prosaic with their contemplative or interior life.

In a martial sense, the Force adept described above could be found either  
as the head of a group of warriors, or as a soldier who has had his combat expe-  
rience. Force adepts found on more than one world might ally themselves with  
the Sith (page 12C), instead of Jedi. Because of his connection with  
the dark side, a Force adept could also accompany Dark Jedi adepts or  
other practitioners, 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 Witches are female Human Force users who are from the  
planet of Dathomir. The Dathomiri Witch described here could repre-  
sent the party for a powerful side of one of the various arts that use the  
powers of the Force through the Jedi method. The Dathomiri Witch is a  
master of the Jedi path, training in seeing into the future, and controlling  
the breath of her mouth in second to none, and also for training in the  
art of magic, conjurations and protection for her form. Each Witch has its own  
interpretation of how the Force should be utilized, but most will be the same  
"never for evil to exist." Members of the clan called the *Witchlings* are an  
exception to this rule, practicing Force abilities powers that the Force  
Force-users would rarely use or being of the dark side.



# ASSASSIN

## Assassin

Medium humanoid (Humanoid)

Force 10; Dura Side 12

Int +13; Wisdom Perception +1

Languages Dura; 2 others

Defenses Feat: 17; Fortitude 22; Hit 21; Will 22

FR 45; Threshold 1

Speed 30; Fly 30

Melee +10; Grapple +7; Trip +7

Melee +10; Grapple +11 (2d6+7); +11; Rapier Strike

Ranged +10; Master pistol +11 (1d6+9);

Ranged +10; Master rifle +11 (3d6+7)

Base Atk +1; Grp +1

Atk. Options: +1; 10; (Master rifle), Careful Shot, Grapple Strike

Deadly Long Attack (to torso), Grapple, Weapon, Feat: 17; Fort Shot

Grapple Shot, Head Bone, Flaming Attack, Sneak Attack +1; 3; Str +1

Abilities Str +1, Dex +12, Con 2, Int +14, Wis +12, Cha +14

Talents Dura Side Strike, Devastating Attack (to torso), Careless (melee weapon),

Sneak Attack +2d6; Weapon Specialization (rifle, rapier, melee weapon),

Feats Careful Shot, Point Shot Shot, Grapple Shot, Triple Strike SK

Feat: 17; Grapple (to torso), Feat: 17; Grapple (to torso), Feat: 17; Grapple (to torso)

Grapple (to torso), Feat: 17; Grapple (to torso), Feat: 17; Grapple (to torso)

Grapple (to torso), Feat: 17; Grapple (to torso), Feat: 17; Grapple (to torso)

Skills Acrobatics +12; Perception +12; Gather Information +13; Initiative

+10; Persuasion +1; Performance +1; Pilot +1; Street +7

Possessions Master rifle with 100 rounds, Longspear, Master pistol

with 100 rounds, concealed holster for 2 pistols, 100 gold coins, 1000 gold coins

All assassins kill for money. When it comes to assassins, different techniques they use, some are skilled snipers, taking a position far from the watchful eyes of sentries and awaiting a signal for their kill. Others are more direct, remaining in the shadows with a well-placed blow of a wildlance when the target is just what is in.

Being an assassin is dangerous work. One who gets caught must acquire a new currency to pay for escape or, if caught, a new commission and lack any sense of justice when a victim's friends come looking for justice.

Some organizations, such as the Assassin Guild, offer the risks of the job to you by offering skills, training, the protection they need to survive living in this party of chaos. Being a member in the Assassin Guild is not easy, you must simply need a sponsor to vouch for you. The guild is not particularly interested in you, since it is powerful enough to protect these who bear its secrets.

## 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.

Assassins focus on eliminating their targets with the least amount of risk possible. They aren't interested in combat damage, but rather in the ability to kill in any manner possible. In fact, an assassin isn't afraid to kill a few bystanders if that's one 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 mercenary or a hired assassin, or he might be a member of a secret organization. These are ways and expedient resources, and their use is as to keep the assassin's hands clean. If an assassin ever finds himself caught, he is not above retribution, including death or again, and with a great deal more force.



## DATADAGGER

### Simple Weapon

A datadagger is an elaborate and decorative data cylinder (SR 124) that contains a hidden weapon. When the weapon is stowed, a needle-like blade extends from the socket. Since the blade is so well hidden within the code's electronics, it is hard to detect (+5 bonus to the Stealth check to conceal the object and no circumstance bonus if the examiner touches the cylinder).

Size Tiny; Cost 1000; Damage 1d4; Stun Damage —; Weight 0.1 kg; Type Piercing; Availability Illegal.

## Malkite Poisoner

CR 13

Vecum (non-drow) (Humanoid)

Force 5; Dark Sight 12

Int 14; Senses Perception +14

Languages Basic, Ecuise, High Gole, Ute

Defenses AC 26; Intimidate 26; Fort 25; Wis +27; Resist Memory hp 83; Threshold 25

Speed 4 squares

Melee dagger +2, (L) —3/1d4

Melee staff or pole 0/1 (2d4, 1d4)

Ranged lightning blast (staff) +2 (Dex+C)

Base Atk +6; Str +12

Atk Options Distracting Strike, Malkite techniques, Point-blank shot, Flanking attack, sneak attack +6, Triple Crit (datadagger)

Special Actions Knock, Presence, Weapon Deceive

Abilities Str 12, Dex +6, Con 10, Int +4, Wis 12, Ute +6

1-traits Dazzling Strike, Knave: Malkite Techniques, Numbing Poison, Presence, Sneak Attack +6, Weapon Deceive

Feats 1st: 1st: Improved Defenses, Kinship (Point-blank Shot), Raining Arrows, Skill Training (Persuasion), Skill Training (Stealth), Skill Training (Use Computer), Trait 1st: (Datadagger), Weapon Finesse, Weapon Focus, advanced melee weapons, Weapon Proficiency (advanced melee weapons, polearms, staff weapons)

Skills Climb +14, Gather Information +14, Initiative +14, Knowledge (Languages Any) +7, Knowledge (Languages Ute) +14, Mechanics +14, Perception +12, Persuasion +14, Social Skills, Use Computer +10

Possessions 4 staves, 4 metal rods, 40 lightning bolts, 2 containers of dioxin, 2 doses of elven poison, 2 doses of werewolf poison, 20000 credits, 20000 credits, utility belt, security kit

## MALKITE POISONER

To remote work, Malkite earned for a century a sort of the most skilled poison maker status in the galaxy.

Users' superior skills, especially in preparing poisons and wealthy clients as a means to get close to their mark. So he can do when the time is right, a Malkite, to so, in conceals his streets for a few meters beyond the front of his clothing to hidden compartments in his belongings. This case is so well hidden that a Malkite PC search can carry no DCs past even the most modern security teams.

## MALKITE POISONER TALENT TREE

You have mastered the deadly arts of poison from the masters of Malkite. You can employ a wide array of lethal toxins with which you can quickly and efficiently destroy your targets.

**Malkite Techniques:** Once per encounter, you can apply a toxin to any nonenergy slashing or piercing weapon as a standard action. If an attack roll with that weapon also exceeds the target's Fortitude Defense, that target is poisoned. From round on the creature's turn, the poison makes an attack roll (1d20 + your threat level) against the target's Fortitude Defense. If the attack succeeds, the target takes damage equal to 1d6 + one-half your threat level and moves +1 step along the condition track. A target moved to the end of the condition track by the poison is unconscious but continues to take damage as long as the poison continues to attack. The poison attacks each round until it misses or until the victim is cured with a heal injury check (DC 10 + your threat level).

**Modify Poison:** You can modify the delivery method of a poison (contact, ingested, inhaled, injected, or otherwise) by succeeding on a Knowledge (the sciences) check (DC equal to the poison's Treat Injury DC). The poison's capabilities and specific effects are unchanged.

**Prerequisite:** Malkite Techniques.

**Numbing Poison:** Any target you poison is automatically denied its Dexterity bonus to its Reflex Defense for as long as it remains poisoned.

**Prerequisite:** Malkite Techniques.

**Undetectable Poison:** The treat injury DC needed to cure a poison you have used against a target increases by 5.

**Prerequisite:** Malkite Techniques.

**Vicious Poison:** Any poisons you have used against a target gain a +2 bonus to their attack rolls made against the target's Fortitude Defense.

**Prerequisite:** Malkite Techniques.















# BRUTE

## Brute

Medium humanoid

Dark Side 4

Int +2, Wises +2, Pers +1, Cha +0

Languages Basic

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

hp 30, Mindshield 1

Speed 6 squares

Melee Unarmed +2 (1d4)

Ranged Blaster (m) +4 (3d6)

Base Atk +2, Grp +2

Atk Options *aimed* (blaster carbine)

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

Feats Toughness, Weapon Focus (Blaster), Weapon Proficiency (Blaster), *aimed*, *single weapon*

Skills Intimidate +7

Possessions Blaster carbine, tough look (no armor)

CR 1

Brutes are a glibious number of gothic brutes who can be found anywhere, even on the most remote of planets. Brutes are typically crude and brutish, but regardless of whether they work for someone or act independently, they are motivated by a simple agenda: greed, power, and conquest, or just plain ambition, loyalty. They are rarely well-armed or armored, making do with whatever they can find, though they constantly seek out someone better (or someone who has superior equipment). Brutes prefer to gain more status and wealth and will do almost anything to get it, including murder. Most brutes are by default depicted as a brutish figure, either a type of Minotaur, a Gorm figure, and so on.

No brute presented here should be a high-level henchman or an organized member of a crime. Alternatively, the brute has to be a co-leader, partner, or a member of a posse consisting of other low-level thugs, in which case, remove the Dark Side 4 trait.

**"THIS PLACE CAN BE A LITTLE ROUGH."**

— OBI-WAN KENOBI

## 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 carbine, a blaster submachine gun, or a rifle of some sort. By their very nature, brutes have a strong tendency to engage in combat with brute and violence, but they can be swayed by intimidation, persuasion, or bribes. However, they are not the most antagonistic—they can also be used as henchmen or as goons working on the side of the heroes. The brute works best as a generic, versatile, common foe that can be used in the background of an ordinary plot, though it can also be a character for the GM to use in special adventures.

Encounter building starts to be a good idea lower levels, where they are a threat to the PCs. When the number has increased to 6th level or beyond, the number of brutes can rise to make a group of 10 or more a decent challenge for a well-coordinated combat team. At 10th level, brutes should be used as a group of 10 or more if they are to be another archetype should be master. At 16th level, a group of 10 or more could be set up with much more powerful talents (such as with heroic levels of brutes equipped with special weapons).



# BUREAUCRAT

## Bureaucrat

CL 1

Medium humanoid

Init +1 Senses Perception +6

Languages Basic, 1 other

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

hp 0, Threshold 3

Speed 6 squares

Melee unarmed +1 (D4) D

Ranged plasma pistol +2 (D10) R

Base Atk +2 Grp +2

Abilities Str +1, Dex +1, Con +1, Int +2, Wis +1, Cha +0

Feats Skill Focus (Knowledge) [Area: Army], 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 Masterpiece (combat), body of (level-dependent) with 100 credits, datapad

Bureaucrats are a class of officials who represent government and political policy. Traditionally, their duties ranged from spacewater spaceports to the more current, public services 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. In their eyes, both bureaucrats see their positions as stepping stones to greater status, and therefore will every trick to climb the ladder. Even bureaucrats who have no designs on anything beyond doing a good job here tend to be self-promoting individuals, making their role of authority more important than their duties.

## BUREAUCRAT ENCOUNTERS

The bureaucrat represents a broad spectrum of characters who are often useful (or not so useful) services. Bureaucrats might be minor desk clerks whose job is to file reports but the obscure and obscure information stored in hundreds of datapads. Or they could be more official, overseeing the earnings and expenses of a wealthy nation. Although many encounters with bureaucrats might involve a player character not being the best-placed individual to be anywhere in the direction of a hapless accident, a riot, or a war, with an encounter, speed, or a deadly end.



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 lies to find out as well as around these characters, since bias is often a necessary part of their work.

Of course, bureaucrats can also be useful allies. Even without a position of power, they have access to information that most agents do not have, and through messages, they could be the only link and contact to a source of intelligence.

Bureaucrats are often well-intentioned, with a strong sense of duty, but they are often too slow to act. Bureaucrats might have a handful of members to watch over them, with high-ranking bureaucrats might be the protection of a personal bodyguard or a team of security specialists. Other than that, however, the bureaucrat is usually the first to need for the exit, leaving the rest of the team to deal with the aftermath.

# COMMANDO

## Commando

CL 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 88; Threshold 25

Speed 6 squares

Melee Weaponry +12/+14 (4) or

Melee Weaponry +12/+14 (2x4-4) with Rapid Strike

Ranged Weaponry +10 (2x4-2) or

Ranged Blaster Rifle +11 (Sc&E+2) w/1 Rapid Shot or

Ranged Blaster Pistol +11 (Sc&E+2) or

Ranged Blaster Pistol +11 (Sc&E+2) w/1 Rapid Shot

Base Atk +10 Grp +13

Atk Bottoms w/20' (9) (Blaster Rifle), Topk 8 (Rapid Shot, Rapid Strike)

Rapid Strike

Special Actions Under 10' (1) Tough as Nails

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

Talents Bulwark, Tough as Nails

Feats 4 (for 40' Energy Flight, Pain, Blank Shot, Rapid Strike)

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

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

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

Possessions Blaster Pistol, Blaster Rifle, Commando Armor (or armor),

Flight Suit (if armor), Secure Comlink

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 in units, a tactic that features 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 stealth, demolition, and technical tactics. 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 or a sergeant. For a given mission, several teams might work together, collating to achieve smaller objectives that are related to tackling a larger problem. Such large



strike units 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 unsuspecting opponents, setting up an ambush against the enemy's advances and using the terrain and cover to their benefit. They strike last and tend to be melting away, disappearing into the surroundings. Commandos often employ hit-and-run tactics to hit always at their opponents' weak spots, often using their cover as a decoy. In fact, such a group might circle around the rear enemy's position to do a job such as hit and destroy support (or escape) vehicles.

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

## SQUAD LEADER

Commandos rarely work alone, though they do tend to fight to best advantage 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 used to lead commandos in a squad, they also ensure that they carry out their assigned mission.

### Command Squad Leader

CL 10

Medium soldier: 150 lb, 5'10", 170 lbs

Force 1

Int +18, Senses Perception +1

Languages basic 1 (other)

Defenses (el 2) (flat-footed 20) (not vs. W/ll vs

lv 33) Threshold +4

Speed 5 squares

Melee + Unarmed +10 (vs 4-6)

Ranged blaster rifle +1 (vs 8-14) or

Ranged Ucaster rifle +15 (vs 8+6) with Burst Fire or

Ranged blaster rifle +1 (vs 8-14) with Burst Fire or

Ranged Ucaster rifle +15 (vs 8+6) or

Ranged blaster rifle +1 (vs 8-14) with Rapid Shot

Base Atk +4; Grp +17

Atk Options accurate (vs eye, 10 ft.), Burst Fire (Point Blank Shot),  
Rapid Shot

Special Actions Assault Tactics (dismember, tough vs. Mark)

Abilities Str 14, Dex 18, Con 14, Int 12, Wis 12, Cha +2

Special Qualities command cover, sharp talent (tough vs. Mark)

Talents Armored Defense, Assault Tactics, Indomitable (vs. all vs. ...)

Tough as Nails

Feats Armor Proficiency (Light), Burst Fire (Point Blank Shot), Rapid Shot

Skill Training (Intelligence), Skill Training (Cavalry), Weapon Proficiency

(advanced melee weapons, heavy weapons, blasters, rifles, armor  
weapons)

Skills Initiative +18, Knowledge (tactics) +4, Perception +11, Survival +5

Possessions blaster pistol, blaster rifle, commando armor (as a model)

Tight suit +8 armor, secure coilink

### 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 top jobs in the arenas of the Core Worlds.

### Elite Commando

CL 14

Medium soldier 17

Force 1

Int +14, Senses Perception +7

Languages basic

Defenses (el 2) (flat-footed 20) (not vs. W/ll vs 33) (vs. extreme cold and heat, W/ll +2)

lv 22; Threshold 21

Speed 5 squares

Melee combatant +1 (vs 8-14)

Ranged blaster rifle +15 (vs 8-14)

Ranged blaster pistol +1 (vs 8-14) or

Ucaster pistol +1 (vs 8-14) with Double Attack or

Ranged blaster rifle +1 (vs 8-14) or

Tanged blaster rifle +2 (vs 8-14) with Burst Fire

Base Atk +4; Grp +16

Atk Options accurate (blaster rifle), Burst Fire (Charging Fire, Commando

Attack Cover Time, Double Attack (vs. stable), Point Blank Shot, Precise

Shot, triple crit (blaster rifle)

Special Actions Battle Analysis, Demolition.

Abilities Str 14, Dex 14, Con 13, Int 10, Wis 11, Cha +3

Talents Armored Defense, Battle Analysis, Cover Hit, Demolition (2),  
Improved Armored Defense, Infiltrator

Feats Armor Proficiency (light), accurate, Burst Fire (Charging Fire,

Cover Hit Attack, Double Attack (vs. stable), Point Blank Shot (vs. ...)

Shot, Skill Training (Blaster Rifle), Toughness, Triple Crit (blaster rifle)

Weapon Focus (Blaster Rifle), Weapon Proficiency (advanced melee weapons,  
heavy weapons, blasters, rifles, armor weapons)

Skills Initiative +15, Initiative +14, Knowledge (tactical) +2, Mechanics  
(2), Survival +4

Possessions blaster pistol, blaster rifle (with silencer), utility vest

and targeting scope, utility armor (vs armor +7 equip max),

explosive charge, 2H tools of demolition with 20 min. secure coilink,

field kit, glow rod, med. kit, U.S.A.S.S.



---

sample content of Threats of the Galaxy (Star Wars Roleplaying Game)

- [\*Wanted Cultured Ladies Only!: Female Stardom and Cinema in India, 1930s-1950s here\*](#)
- [Organisational Behaviour for Social Work pdf, azw \(kindle\), epub](#)
- [click Art of the Quickie: Fast Sex, Fast Orgasm, Anytime, Anywhere](#)
- [Beat The Devil online](#)
- [read \*Of Human Bondage \(Barnes & Noble Classics Series\)\* book](#)
  
- <http://www.netc-bd.com/ebooks/Soul-Seeker--Eisenmenger-and-Flemming-Forensic-Mysteries--Book-8-.pdf>
- <http://wind-in-herleshausen.de/?freebooks/Evolutionary-Naturalism--Selected-Essays.pdf>
- <http://aseasonedman.com/ebooks/Island-of-Wings--A-Novel.pdf>
- <http://cavalldecartro.highlandagency.es/library/Beat-The-Devil.pdf>
- <http://xn--d1aboelcb1f.xn--p1ai/lib/State-of-Denial--Bush-at-War--Book-3-.pdf>