



# STAR WARS

ROLEPLAYING GAME

THREATS OF THE GALAXY

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# STAR WARS

## THREATS OF THE GALAXY

CHARLES DE GREEK, EDITOR IN CHIEF; ROBERT L. CHAMBERS, OF THE NEW YORK TIMES; ROBERT THOMPSON



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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

Production sequences in the film were designed with square-by-square room-to-room combat, flying characters, the use of the acturing droid on Geonosis, and *Attack of the Clones*. Anakin and Padmé run through a mine, slipping into a mine, weaving their way through dangerous machinery while battling an elite, hellfire underguards. Although Anakin's more than a match for these things, so Jaxi 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 occasional, unexpected fight to happen in a mundane environment, but when placed in for a night, be sure that the scene will be some of interesting tactical elements, given the encounter's circumstances.

The second consideration, limit yourself to just a few interesting elements. The more factors you add, the harder the combat becomes to manage. As a GM, your job is to add, 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, magma or pits, 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 is rarely of the middle part. They occur in places as different as the desert, the void, the rain, the clouds, the encounter is unusual terrain, it's complexity to the encounter, it's a great opportunity, and you have a few tactical considerations to take advantage of their terrain. A combat should provide opportunities to jump, to slide, to balance, and so on. There should be difficult, low, or high ground, 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 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 on Naboo, their cat-spring 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 take place on a ground, and the environment changed as it developed, but although there was a sense of space, the particular environment that you use in your encounter must always be used for the fight, 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 always use attention to the role of the players, not just 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 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 calculating 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 them to be too easy to overcome. The number of foes should be within 1/2 of the party's average level, so the individual Challenge Level of opponents should be 1/2 to 1/3 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 Saga Editor. 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, or a droid and characters, or a mix of all three.

Variety is also achieved by approaching the same broad archetype from an unusual perspective. Instead of having similar characters at an array of different Challenge Levels. That's what you'll find, for instance, the different PCs in the common to rescue (part 1) (10), and the mercenary plot in (part 1) in these pages. All of these characters fill the same level and class, 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 villain's how the encounter fits into the adventure storyline? What does the villain's how the encounter fit into the adventure storyline help guide your choices about what the minions should be able to face and

win? An encounter that's not much more than an obstacle for the PCs doesn't need much detail, and varying the final battle between the boss and the minions can save your time and energy wisely.

Obstacles are the simplest encounters. By chance, as in an encounter, add the total enemy level, amount of hit points and merely sense a degree to control the pacing of the adventure. Individual opponents should be 1/2 below the group's average and as a whole, the group's Challenge Level should be 1/2 or lower than theirs.

Minor encounters are a bit more involved than obstacles since they affect the outcome of the sides rarely stand. As in our fourth example, the features opponents use directly to the advantage (10), and the results of the combat might have consequences for the adventure's outcome. As with obstacles, the individual opponents can and should be 1/2 below the character's average level, but the total Challenge Level ought to be within 1/2 of the PC's 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 number of 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 Editor* core rulebook. For convenience and to make reading this book 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 detect opponents 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 Percept 00 +10

Languages Basic

Defenses Ref 20 (17 or 18), Fort 17, Will 23

Hit Points Threshold 27

Speed 30 ft./sec.

Melee Attack 17 (2d10+7)

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) Immense, Speed Sum-  
mary, 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  
(none), Training (2), Power Attack, Weapon Focus (see melee weapons),  
Adept Training (1) (see melee weapons, pistol, rifle, simple weapons)

Skills Int +1 (see 1), Perception +10, Use the Force +12

Possessions 100 gp

\*Includes 4 rounds of Power Array

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 of or-  
biting 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 and receive hundreds of acolytes or  
villified as a heretic, as even the practitioners of the most powerful Force  
adepts are respected by all for their ability to cut down 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  
wisdom into an extension of his body, as if his right arm were a person. Charisma  
to get what he wants. Although a Force adept uses a lightsaber, he's still  
a combat-ready individual in melee combat. On the dark side to be sure,  
his natural abilities are excellent, smiling death at death.

### FORCE ADEPT ENCOUNTERS

Some Force adepts stand together, creating a cult that has set new records  
in the way of the Force, although they might call it something else—most

CL 8



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

The martial life of the Force adept described above could be found in one  
of the following groups of warriors, who both resemble and fear his combat style.  
Force adepts found on more than two worlds 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  
other adepts, who see the value in utilizing Force adept skills and the  
potential of Force adepts for them who go to the dark side.

### DATHOMIRI WITCH

The Dathomiri Witches are female Dathomiri Force users who use their  
abilities to ward off Dathomiri. The Dathomiri Witch described here could rep-  
resent the powerful side of one of the most powerful Force adepts in the  
powers of the Force through the Jedi method. The Dathomiri Witch is a  
master of the Force, a person in tune with the future, and a person in  
the heart of her heart in second to none, and a person in tune with the  
most powerful Force adepts who protect her from harm. Each Witch has its own  
interpretation of how the Force should be utilized, but it is the best of  
them for the Force. Members of the clan called the Dathomiri are all  
exceptional in their ability to practice Force adepts powers that the Force  
Force adepts would rarely see or hear of the dark side.

### Dathomiri Witeb

Medium humanoid (Force), 5 ft. 3 in.

Force 5, Strength 16 (E)

Init. +1, Senses Perception +2, Force (Green), Ho

Languages Basic, Force, Ho, Lother

Defenses Ref 12, Fort 20, Will 12

hp 34; Threshold 21

Speed 30 ft.

Melee Knife +6 (1d4+4)

Ranged Force Staff (1d4+4)

Base Atk +7; Grp +9

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

Force Powers Know (Use the Force) 1d6 (Force), Know (Object),

Know (Place)

Force Techniques Force Form: Ready, Improved Sense Surroundings

Abilities Str 6, Dex 12, Con 10, Int 14, Wis 16, Cha 18

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

Form, Shaman, Force Perception

Skills Astro Sense and Wind, Force Sensitivity, Use the Force (Sense and

Shield), Use the Force (Invest), Use the Force (Use the Force, Strong in the

Force), Weather Proficiency (ip, use of Force, using weapons)

Skills Acrobatics +1, Bluff +5, Charisma +0, Initiative +1, Perception +2,

Persuasion +8 (1d6 extra convincing), Ride +10, Stealth +11

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

Possessions Staff, Force Staff, Dathomiri, Force Staff, Mother

10 Human, 1000 Force Credits

### Dathomiri Witeb Encounters

Recruiters of the Force usually find the Dathomiri Witeb as a trainer in the art of Force and the attendant capabilities when in use. A witeb crew is never far from a clan's side and family or her own Force powers to call them to aid. Because of her command of beasts, it's possible that a Dathomiri Witeb could be recruiting the planet's most dangerous animals—the Jaberwocks—making for a very busy and engaging encounter.

## TRIBAL SHAMAN

Among primitive cultures, certain forces exist to heal and with doctors, using the power of the Force to cure ailments and mind benders. In addition to the members of the Force, tribal shamans are also a great fit in more modern cultures, although their techniques and methods might seem more exotic compared to modern medicine and village cultures. And in many groups, tribal shamans also serve as healers of words, using words to spread joy and neutralize the stress between warring parties, to give words of the Force, shaming a wrong way of repairing any damage caused by political disputes and inspire unity and confidence among their people.

A strong tribal shaman is focused on learning the skills that tend to be the most difficult of them, such as a way of communication. Some even accompany their warriors into battle, however, if it's to lead a retreat or face a difficult process, meaning that they are kept to the rest of the clan and protected by a cadre of the warriors.

### Tribal Shaman

CL 9

Medium humanoid (Force), 5 ft. 3 in.

Force 4

Init. +1, Senses Perception +2

Languages Basic, Lother

Defenses Ref 11, Fort 20, Will 20

hp 22; Threshold 21

Speed 30 ft.

Melee Knife +6 (1d4+4)

Ranged Force Staff (1d4+4)

Base Atk +5; Grp +8

Special Actions Equilibrium, Extra Second Wind, Force Form

Force Powers Know (Use the Force) 1d6 (Force), Know (Object),

Know (Place) (2)

Force Techniques Force Power: Mummy (1d6 damage)

Abilities Str 10, Dex 8, Con 14, Int 12, Wis 16, Cha 18

Talents Acrobatic, Equilibrium, Force Focus, Force Power: Mummy (1d6

damage), Force Power

Force Form: Speed of Wind, Force Form: Use the Force, Use the Force

Defenses Skill Focus (Persuasion), Skill Focus (Treat Injury), Weapon

Proficiency (2d6), Use the Force (Use the Force, using weapons)

Skills Endurance +1, Intimidation +2, Persuasion +12, Ride +10, Survival

+10, Treat Injury +12, Use the Force +12

Possessions Knife, 4 medals

### Tribal Shaman Encounters

Tribal shamans communicate best with their own way of speaking even more, artists representing the warriors of the tribe, and usually, they train in

Because of their unique connection to the Force, some tribal shamans might be considered insane or at least more than a little strange, such as odd behaviors and strange abilities. However, a tribal shaman can't be so-called upon these words or actions unless he or she is a people who respect his or her customs and culture—the only way to offend with his or her culture, however, is the while trying not to disrespect the clan and its customs and traditions.

When forced to defend himself or his people, a tribal shaman might use odd or even die to an opponent's will. Learning the words of the Force to leave any necessary work.



## DATADAGGER

### Simple Weapon

A datadagger is an elaborate and decorative data injector (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 injector).

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

## Malkite Poisoner

CI 13

Ved am rindre Bithale 7

Force 5; Dark Side 12

Int 14; Senses Perception 14

Languages Basic, Ewoca, High Galk, Ue

Defenses Jet 25; Intimidate 30; Hit 25; W 27; Tech Ability hp 83; Threshold 25

Speed Equines

Melee d. dagger +2, k +3/4

Melee s. bl. or s. 1d3 (2d4, 1d)

Ranged bl. or sl. blaster pistol +2 (Jet+C)

Base ATK +6; Str +12

Atk Options Distract, y. bl. (Malkite), connex, f. m. bl. (sl. shot), knowing attack, sneak attack +1d3, Triple Crit (dagger)

Special Actions Evoke, Presence, Waker, Devote

Abilities Str 12, Dex 6, Con 10, Int 14, Wis 12, Ue 6

Traits Damaging Strike, Knave; Malkite Techniques: Numbing Poison, Presence, Sneak Attack +1d3, Waker, Devote

Feats Jet 2, Waker, Defenses, Kinship, Hard Blow, Fast, Raining Attacks, Skill Training (Persuasion), Skill Training (Stealth), Skill Training (Use Computer), Trait Crit (Datadagger), Weapon Finesse, Weapon Focus, advanced melee weapons, Weapon Proficiency (advanced melee weapons, pistols, sl. bl. or sl. m. bl.)

Skills Evaluator 14, Gather Information +14, Initiative +1, Knowledge (Ewoca or any) +7, Knowledge (Life Sciences) +13, Mechanics 13, Perception +12, Persuasion +14, Social Skills, Use Computer +13

Possessions 4 grenades, 4 grenades, 4 bl. or sl. blaster pistol, 2 containers of dioxin, 2 doses of cybersickness, 2 doses of nerve gas, 1000, 1000, 1000 credits, utility belt, security kit

## MALKITE POISONER

To remote work, Malkite earned for a good reason: the way skilled poison makers stay in the galaxy.

Poison is one of the most valuable and profitable commodities and wealthy citizens as a means to get rid of their rivals. So, he can do when the time is right, a Malkite poisoner conceals his streets for his own honey. From the front of his clothing to hidden compartments in his belongings, Malkite can do well indeed. Only a Malkite PC can carry the toxins 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 an array of exotic 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 another delivery method) by succeeding on a Knowledge (Life 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 +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, tough look (no armor)

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 ordinary plot, though it can also be a character for the GM to use in special adventures.

Encounter-building starts to get a little more difficult when they are a threat to the PCs. When the number has increased to 6TH level or beyond, the number of brutes required to make a group of brutes a real threat is more than 100, so to coordinate a combat that involves that many brutes is a little more of a chore. If stronger brutes or another archetype should be used, a GM, ideally, a group of brutes could be set up with much more of a tactical flavor with heroic levels of brutes equipped with special weapons.



4TH EDITION: Various members of gothic societies 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 as a simple agenda: greed, power, and conquest, or just a passion, loyalty. They are rarely well-armed or armored, making do with whatever 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, usually including murder. If they are really desperate, they figure out a way to get it, even if it means killing you.

No brute presented here should be a high-level henchman or an organized member of a crime. Alternatively, the brute has to be a representative of a member or a member of a criminal organization, which you can use as a Dark Side Story.

"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 Diplomacy +8, Knowledge (bureaucracy) +3, Persuade +6

Persuade +6, Use Computer +7

Possessions Masterpiece sword, medium sword, 100 gp worth of

mail, 100 gp worth of

Bureaucrats are a type of official who represent government or a political party. They may administer internal and/or underwater spaceports to the more affluent, 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.

Most 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 everything they can to get the better positions. Others who have no designs on anything beyond doing a good job here to be self-satisfied individuals, making their role in the world as important as they can make it.

### 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 more important positions attract a stream of notices of datapads. They could be minor officials overseeing the earnings and expenses of the establishment. Although many encounters with bureaucrats might involve a player character not being the best placed to be somewhere in the direction of a hapless accident, a bureaucrat with an important secret could end in violence.



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 parchment and ready up to the necessities might be into the intangible barriers, possibly the characters from plus and a number of times, possibly to someone who would be the best to find out as well as around these characters, since bias is often not a matter of importance.

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 use to the mission, and through messages they could be the best to find out as well as around these characters.

Bureaucrats are often well-informed with a number of sources of security personnel, even though they are bureaucrats might have a number of members to work for them, with high-ranking bureaucrats might be the protection of a person or a group of people in a term of security specialists. Other than that, the bureaucrat is usually the best to need for the exit, leaving the best to be the best of the best.

# COMMANDO

## Commando

CL 6

Medium humanoid, Elf/Soldier 4

Force 1

Init +4 Senses +enhanced +10

Languages Basic, Common

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

hp 58; Threshold 25

Speed 6 squares

Melee Weaponry +12/+14 (4) or

Melee Weaponry +12/+14 (2d4+1) with Rapid Strike

Ranged Weaponry +10 (2d4+2) or

Ranged Blaster Rifle +11 (5d8+2) w/1 Rapid Shot or

Ranged Blaster Pistol +11 (3d6+2) or

Ranged Blaster Rifle +11 (5d8+2) w/1 Rapid Shot

Base Atk +10; Grp +13

Atk Bottoms up (CL 6) (Blade +1), Tact. Bonus Shot, Rapid Shot,

Rapid Strike

Special Actions Under Fire, Tough as Nails

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

Talents Bulwark, Tough as Nails

Feats 4 (for 4d10, every 1 grant): Point-Blank Shot, Rapid Shot, Rapid Strike

Skills Training (Initiative) 5, Training (Stealth) 5, Survival 5, Tactics 5

Feataneer's Feats: 2 (1 bonus, 1 elite, 1 elite w/ bonus)

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

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

Flight Suit (if armor), Survival Toolkit

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 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 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 on bushes against the enemy command and using the terrain and cover to mount the assault. They should be fast and hard to see, melting away, appearing into the surroundings from shadows after enemy has arrived in fact. To this way of their opponents' reasoning, they are just a few enemies' head on, which such a group might circle around the command's position to find out about their and to stay support (or escape) as they see fit.

Commandos can also serve as support units, formed for a group of high-level operations. As highly trained specialists, they can make the most of the enemy's weaknesses when they are dealing with a few units of less combat, even 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 responsible for the commando's team, they also ensure that they carry out their assigned mission.

### Command Squad Leader

CL 10

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

Force 1

Int +18, Senses Perception +1

Languages basic 1 (other)

Defenses: tel 21 (flat-footed 21), Int 25, Will 25

Int 33; Threshold 34

Speed 5 squares

Melee + Unarmed +10 (1e4+6)

Ranged blaster rifle +1 (1e8+4) or

Ranged Ucaster rifle +15 (148+4) with Burst Fire or

Ranged blaster rifle +1 (1e8+1) with Burst Fire or

Ranged Ucaster rifle +15 (138+4) or

Ranged blaster rifle +1 (1e8+4) with Rapid Shot

Base Atk +4; Grp +17

Atk Options accurate (eye), tele., Burst Fire, Point Blank Shot, Rapid Shot

Special Actions Assault Tactics, Infiltration, 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, Rapid Shot, Tough as Nails

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

Skill Training (Int), Com., Skill Training (combat), Weapon Proficiency

(lighter melee weapons, heavy weapons, pistols, rifles, sniper 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: tel 21 (flat-footed 20), Int 28 (32 hp as extreme at scale and feat), Will 21

Int 32; Threshold 23

Speed 5 squares

Melee combatant +1 (1e8+4)

Ranged blaster rifle +15 (138+21)

Ranged blaster pistol +1 (1e8+1) or

Ucaster pistol +1 (1e6+7) with Double Attack or

Ranged blaster rifle +1 (1e8+1) or

Tanged blaster rifle +2 (1e8+7) with Burst Fire

Base Atk +4; Grp +16

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

Attack Cover Time, Double Attack (snaky), 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 9

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

Improved Armored Defense, Infiltration

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

Commando Attack, Double Attack (snaky), Point Blank Shot (snaky),

Shot, Skill Training (blaster rifle), tough (2), Triple Crit (blaster rifle)

Weapon Focus (rifle), Weapon Proficiency (advanced melee weapons,

heavy weapons, pistols, rifles, sniper weapons)

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

(2), Seal, H +4

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

and targeting scope, utility armor (4 armor +7 equip merit),

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

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



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