



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

Production sequences in the film were designed with square-by-square room-to-room combat, flying droids in the air, and capturing a plot on Geonosis from *Attack of the Clones*. *Arwen* had *Formé* run through a maze, fighting a strange environment, weaving their way through dangerous machinery while battling an elite, elite in a number of guards. Although *Arwen* 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.

When building an encounter, one of your first considerations should always be where the encounter will take place. Is it a fine for a decision, unexpected fight, or a scene in a mundane environment, but when placed in a fight, 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, 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 is rarely of the middle 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 have a few tactical elements to take advantage of their terrain. A combat should provide opportunities to jump, climb, slide, balance, and so on. There should be difficult terrain, verticality, and numbers, places to explore and places to avoid. Terrain should 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 *Mandalore*, their cat-sprite 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 turns, or trapped 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 or planet could give that character a chance to make use of his skills, much as *Arwen* did when Padmé set her face into the galaxy to escape her fate from the Trade Federation occupiers in *The Woman on the Moon*.

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, 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 them to be too easy to overcome. The balance between four and eight opponents of a single type makes the encounter's Challenge Level 1 or 2 of the party's average level, so the individual Challenge Level components should be 1/2 or 1/3 of the group's 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 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 achieved 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 PCs of the commando trooper (rank 1-10), and the mercenary trooper (rank 1-10) in these pages. All of these characters fill the same level and class, but their specific abilities are quite different apart from their abilities.

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's storyline? This helps 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 little to the story 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 group's average and as a whole, the group's Challenge Level should be 1/3 or lower than theirs.

Minor encounters are a bit more involved than obstacles since they affect the outcome of the story, rarely stand as a final battle, and create interesting opponents. Use the PCs 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 far below the character's average level, but the total Challenge Level ought to be within 1/3 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 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 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 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 Def 20 (17 or Footed 20), Fort 10, Will 20

Hit Points Threshold 20

Speed 30 ft./sec.

Melee Weaponry 1d7, 2d10, 4d10

Base Atk +7, Grp +10

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

Special Actions Exchange Reaction (10), Bow (10), 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 (10), Devastating Attack (see description of
weapon), Melee Smash (Weapon Specialization: Use melee
weapons), Feats Armor Proficiency (light, medium), Force Sensitivity
(none), Training (2), Power Attack, Weapon Focus (see melee weapons),
Weapon Proficiency (see melee weapons, pistol, rifle, simple weapons)

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

Possessions 1d6 dice

*Includes 4 dice of the 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 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 deity, saint, and leader of masses of acolytes or
villified as a sorcerer, devil, or practitioner of the ancient power. Regardless,
Force adepts are respected by all for their ability to cut across 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 right arm were a person. Charisma
to get what he wants. Although a Force adept uses a lightsaber, he's still
a natural individual in melee combat. As a rule, upon the dark side to be able
his natural abilities are common, smiling 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—sect

CL 8



group 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) and though Force adepts are
much more prosaic in their contemplation of their nature.

In a martial sense, the Force adept described above could be found alone
or leading a group of warriors, but both are hard to find. His combat style
uses Force adept techniques more than the world might think. He uses
Force adepts (page 120), 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 Force adepts
and Force adepts. The Dathomiri Witch described here could represent
the power of the Force through the use of the Force. The Dathomiri Witch is a
master of the Force, using the Force to see into the future and control the
beams of her staff in second to none, and also to control the Force
and to control the Force. Each Witch has its own
interpretation of how the Force should be used, but it is the same. The
Force is the Force. Members of the Force called the Force adepts and
exception to this rule is that they practice Force adepts powers that the Force
Force adepts would rarely use or be of the Force.

Dathomiri Witeh

CL 10

Medium humanoid (Force), 5'0" tall, 130 lb.

Fur: 5, Strength in the Force

Init: +1, Senses Perception +2, Force (Green), 10

Languages: Basic, Force, 10, Other

Defenses: AC 20 (Force), 22 (Force 20), W 14, A 17

hp 84; Threshold 21

Speed 8 (square)

Melee Weaponry: Force Staff +6 (1d8+4)

Ranged Weaponry: Blaster Rifle +11

Base Atk: +7, Grp: +9

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

Force Powers: Know! (Use the Force), 10; Force Sense, 10; Force Object, 10; Force Sight

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

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

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

Form: Shaman, Force Perception

Feats: Extra Second Wind, Force Sensitivity (Use Force), 10; Force in

[Blade], Skill Focus (Blaster Rifle), Force Staff (Use the Force), Strength in the Force, Weapon Proficiency (Blaster Rifle, bludgeoning weapons)

Skills: Acrobatics +1, Bluff +10, Charisma +0, Initiative +1, Perception +2,

Persuasion +8 (1d8 extra), Survival (Acrobatic), Tact +10, Uses: Force +11

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

Possessions: Staff, Force Staff, Force Staff, Force Staff, Force Staff

If Human: Bonus feat or power: 200

Dathomiri Witeh Encounters

Revered as the central deity of the Force, all Dathomiri Witehs are trained in the art of war and are the most capable combatants when in action. A witeh grows stronger over time as clans seek and train for her gifts (Force powers) to call them to aid. Because of her command of beasts, it's possible that a Dathomiri Witeh could be seen leading the planet's most dangerous animals—the Jaxxon (300)—making for a seriously challenging encounter.

TRIBAL SHAMAN

Among primitive cultures, certain forces exist to sense evil or to heal and with doctors, using the power of the Force to cure ailments and mend bones. In addition to the members of the Force, tribal shamans are also a mix of more mundane curers, although their techniques and methods might seem more advanced compared to primitive human or village cultures. And in many groups, tribal shamans also serve as healers of wounds, using various spiritual (and neutral) methods between a saguaro, a gnat, or a wise word of the tribal shaman. It's a long way to repairing any damage caused by political disputes and in some unity and confidence among their people.

A strong tribal shaman is more focused on caring for his than on leading to the world. Not all of them have such a view of themselves. Some even accompany their warriors into battle. However, the tribal shaman's role is to heal, not to fight. It's a good sign that they are kept to the rest of the planet and protected by a cadre of the military.

Tribal Shaman

CL 9

Medium humanoid (Force), 5'0" tall, 130 lb.

Fur: 4

Init: +1, Senses Perception +12

Languages: Basic, 1, Other

Defenses: AC 11 (Force), 20 (Force 20), W 14, A 17

hp 72; Threshold 21

Speed 8 (square)

Melee Weaponry: Force Staff +6 (1d8+4)

Ranged Weaponry: Blaster Rifle +11

Base Atk: +5, Grp: 15

Special Actions: Equilibrium (Extra Second Wind), Force Form

Force Powers: Know! (Use the Force), 20; Force Sense, 10; Force Sight, 10; Force Sight (2)

Force Techniques: Force Power: Mending (Extra Second)

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

Talents: Acrobatic, Equilibrium, Force Focus (Force Power: Mending), Force

Form: Shaman, Force Perception

Feats: Extra Second Wind, Force Staff (Use the Force), 10; Force Staff (Use the Force)

Defenses: Skill Focus (Blaster Rifle), Skill Focus (Force Staff), Weapon

Proficiency (Blaster Rifle, bludgeoning weapons), Augments

Skills: Endurance +1, Perception +12, Persuasion +12, Survival (Blaster Rifle)

Survival (Blaster Rifle), Use the Force +12

Possessions: Staff, 4 melee

Tribal Shaman Encounters

Tribal shamans communicate best with their people, who may or even more, assist in representing the warriors of the tribe, and include them from their

Because of their unique connection to the Force, some tribal shamans might be considered invulnerable (at least more than a 100% chance, depending on skill and level) and still a 100% hit space. It's possible that a tribal shaman could be so-called upon to sense evil or to heal and mend bones, and for a people who respect his abilities, such as the Force, they might be able to help them with their ailments, however, 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 all of his skills to defend his people's life. Use the Force with power that allows him to leave any necessary work.

ASSASSIN

Assassin

Medium (6 ft. 11 in. 750 lbs.)

Force 1; Dura Side 12

Int +13, Senses Perceivier +1

Languages 2 out of 2 others

Defenses Feat: 1 (Fast Reflex 22), Feat: 21, Will 22

Int 45, Threshold 1

Speed 30, 60, 90

Melee +10 (Sword) +10

Melee +10 (Sword) +10 (Bow) +10 (Spear)

Ranged +10 (Sword) +10 (Bow) +10

Ranged +10 (Sword) +10 (Bow) +10

Base Atk +10 (Sword) +10

Atk 10 (Sword) +10 (Spear), Careful Shot (2x), Deadly Strike

Deadly Strike (2x), Deadly Strike (2x), Deadly Strike (2x)

Deadly Strike (2x), Deadly Strike (2x), Deadly Strike (2x)

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

Talents Durable (Sword), Durable (Spear), Durable (Sword)

Deadly Strike (2x), Deadly Strike (2x), Deadly Strike (2x)

Feats Careful Shot, Deadly Strike, Deadly Strike

Deadly Strike (2x), Deadly Strike (2x), Deadly Strike (2x)

Skills Acrobatics +10, Perception +12, Gather Information +10, Initiative +10

Perception +12, Perception +12, Perception +12

Possessions Master of the Blade (Sword), Longspear, Bow, Pistol

Master of the Blade (Sword), Longspear, Bow, Pistol

Master of the Blade (Sword), Longspear, Bow, Pistol

All assassins kill for money. When it comes to assassins, there is no one size fits all. Some are elite snipers, taking a position far from the watchful eyes of sentries and awaiting a blow for their client. Some are the silent way of death, using their skills to get the job done with a well-placed blow of a wild and when the target is just what is in.

Being an assassin is dangerous work. One who gets it done must acquire a few more skills. Some are elite snipers, taking a position far from the watchful eyes of sentries and awaiting a blow for their client. Some are the silent way of death, using their skills to get the job done with a well-placed blow of a wild and when the target is just what is in.

Some organizations, such as the Assassin Guild, offer the risks of the job. By offering skills in the protection they receive, they are living in this way of death. Being a member in the Assassin Guild is not easy. One must simply need a sponsor to get in. The guild is not particularly interested in the job, since it is a powerful enough to protect these who are the best.

ASSASSIN ENCOUNTERS

Assassins are hidden killers, waiting 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 the target's background, but they are interested in any means to get the job done. An assassin isn't afraid to kill a few bystanders if 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. The high-reward nature of the job is a double-edged sword, as the assassin's skills are often the only ones that can be used. These rewards are expensive resources, and their use is often the assassin's main plan. If an assassin ever finds himself in a tight spot, he is not above renegeing on a job or even going back and forth with a client to get the job done.



DATADAGGER

Simple Weapon

A datadagger is an elaborate and decorative data-splinter (SR 124) that contains a hidden weapon. When the weapon hits the target, a needle-like blade extends from the splinter. 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 splinter).

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

Malkite Poisoner

CR 13

Vecum, humanoid (Malkite)

Force 5; Dark Side 12

Int 14; Senses Perception +14

Languages: Basic, Eoqoa, High Gole, Ue

Defenses: Fort 26; Intimidate 26; Hit 25; W 27; Toxicity Mod: +1; hp: 83; Threshold 25

Speed: 4 squares

Melee: datadagger +2, (L) —3/1d4

Melee: splinter (SR 124) (2d4, 1d4)

Ranged: electroplaster pistol —2 (Dex+0)

Base Atk: +6; Svc: +12

Atk Options: Distract, sneak attack, Malkite techniques, point-blank shot, flanking attack, sneak attack +1d4, Triple Crit (datadagger)

Special Actions: Evoke, Presence, Weapon 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 +1d4, Weapon Devote

Feats: 1st-level: Improved Defenses, Kinship; 2nd-level: Sneak Shot, Raining Arrows, Skill Training (Persuasion), Skill Training (Stealth), Sneaking; 3rd-level: Comp. Int., Trait Crit (datadagger), Weapon Finesse; Weapons Focus, advanced melee weapons, Weapon Proficiency (advanced melee weapons, pistols, single weapons)

Skills: Evasion +14, Gather Information +14, Initiative +14, Knowledge (Eoqoa) +14, Knowledge (High Gole) +14, Knowledge (Life Sciences) +14, Mechanics +14, Perception +12, Persuasion +14, Social Skills, Ue Computer +10

Possessions: 4 splinters, 4 splinter holsters, 2 coats of ultrathin carbon, energy shield, combat kit with 1,000 credits, utility belt, security kit

MALKITE POISONER

To remote work, Malkite earned for a living a sort of the most skilled poisoner making status in the galaxy.

Poison is so common in the galaxy that many nobles and wealthy citizens use it as a means to get rid of their rivals. So he can do so when the time is right, a Malkite poisoner conceals his services by using his body. From the folds of his clothing to the floor of apartments to his belongings, Malkite is so well hidden that a Malkite PC seldom can carry his life as 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 next 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.

BODYGUARD

Bodyguard

CL 6

Medium-sized, short-haired
force 6

Int 11; Senses Perception +1

Languages Basic

DLusur 10, G'ha' (basic), G'ha' (10), T'el 14, Will 17

sp FX, Daresand 18

Speed 150 ft/ste

Melzeur (melee) 19 (1d10+3)

Ranged (melee) 1 (stab) +6 (3d6+3)

Subj. Atk 17 (Grp 14)

Atk Op and Par, 100 ft, Par 1000

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

Abilities Str 13, Dex 16, Con 17, Int 12, Wis 14, Cha 12

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

Flats (in Pain, Blank Shot, Skill Training [Injuries], Skill Training

(Perception, Daring), Weapon Proficiency (pistol, rifle, all

simple weapons)

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

Possessions Pistol, Pistol, Rifle

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 harm to 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 survival is secondary to his client's survival. He is present, lives or dies.

Typho is a bodyguard. He is quiet and maintains a serious composure as if he is concentrating. He must do so for one mistake could cost him the life of his charge. He doesn't need to be flashy, though. He will do whatever it takes 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

Wherever there are the rich and famous, a bodyguard will not be very far away. If there is a plain cloth or hiding in the crowd, he is always seconds away from his client, ready to take action against whatever might threaten his safety.



Bodyguards are most often found in the court of a noble-class character, whether they be politicians on Coruscant, well-to-do merchants on Neimoidia, or the royalty of Hapes. Most times a bodyguard is hired on a contract for a specific person, since the majority of a noble society prefer being protected by someone they recognize to a stranger. However, some bodyguards rent themselves out on a temporary basis, without to move from job to job, instead of being themselves loyal to one person for an extended period.

Ultimately a bodyguard wants a peaceable job, without any trouble, but he is not afraid to stand up to his master and die if the situation calls for it. 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 Malcorra, raised in the shadow of the Royal Space Court, legal Typho grew up with a job to serve the Court as one of her guards. He finally got his chance and completed his training at a young age. He was a good student as attended by his uncle, Captain Quark. Typho joined the Space Court and served with pride that capacity until the Trade Federation took over the planet.

During the battle, Typho hid in a hidden alcove, not allowing anyone to see him. He was 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 unable to capture and assassinate Amidalis's son. At the end of the war, Padmé stepped down from the throne and became Senator of the Galactic Republic. Although many accused Typho of starting his family connection to get a wife during a bad 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, they had been put into place. Typho would have probably 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. There were the Senator, while Padmé returned to Naboo with the Padawan Anakin Skywalker.

After the outbreak of the Clone Wars, Typho stayed close to Amidalis's side, choosing to openly support her by guarding the war effort. He traveled with her during her year that stayed at her apartment in Coruscant. Typho was killed in the war, Yoda was named Padmé's marshal when he sensed a disturbance in the Force coming from the planet. Yoda suggested they all should return 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 use his sense under Amidalis through the Clone Wars, defending the Republic's assassination attempt on Coruscant and Naboo. Following the end of the war, a trouble Padmé asked to help her. Although she did not know her husband about the death of the young girl 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.

Following the Anakin 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 Amidalis's passing, Typho worked with her to help her escape the Imperial presence on Naboo, even though the victory was only temporary.

Captain Typho is highly skilled and a skilled warrior whose loyalty is strictly with Naboo and his citizenship. From his military, he is a Jedi to assist his Jedi Knight and help to get the job done and to a way to help out the Amidalis's interests. His decision to Padmé and Naboo's suffering. He is an honest soldier, best to the best of his ability and a capable pilot.

Captain Typho C1 R

Medium Human Soldier (droid) 6
Force 4

Int: 12; Senses (Perception): 11

Languages: Basic, Galactic Basic, High Galactic, Huttese

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

hp 100; Threshold 12

Speed 4 squares

Melee (unarmed) +9 (D6+E6)

Ranged (blaster pistol) +11 (D6+E6) vs

Ranged (blaster pistol) +9 (D6+E6) with Rapid Shot

Base Atk +7; Grp 10

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

Special Actions Power Header 2; Shot Channeling; Slow Fire; Sense of Duty; Vigilant Senses

Abilities Str 15, Dex 16, Con 13, Int 10, Wis 14, Cha 12

Talents Force Leader, Distant Command, Droid-Tech, Droid's Way, Droid as Ally

Leads Armor Efficiency 2 (light, medium), Careful Shot, Dexterity Improved

Defenses, Lingual, Martial Arts 1, Force Stark Shot, Rapid Shot, Skill Training (Force Information, Weapon Proficiency (blaster rifles, blaster weapons)

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

Perception +1, Force 12, Jedi Combat +10

Profession (soldier) (blaster combat)



BOUNTY HUNTER

Bounty Hunter

CL 10

Moon Count Number: 12, 20, 40, 60, 80, 100, 120, 150, 200, 300, 400, 500, 600, 700, 800, 900, 1000

Place 4; Dark Side 4

Init. +6; Senses: Perception +2

Languages Basic, 1 other

Defenses Ref 28; Fort 28; Fort 28; Will 20

HP 02; Threshold 21

Speed C Squares

Melee with abalone 12; 2d4+01

Ranged blaster pistol 4; 2d6+01

Ranged blaster pistol 4; 3d6+410

Ranged shotgun (Lk 1; 3d6; 1 shot; 2 squares away)

Base Atk +10; Trip +13

Atk Options **Bludgeon** (blaster, ranged) 1 shot; 1d6+12; **Intimidate** (Verb, Prv, Trip)

Special Actions **Hunter's Target**

Abilities Str +14, Dex +13, Con +11, Int +12, Wis +2, Cha 0

Special Qualities **Amplified** +2

Talents **Acute Senses**, **Expert Tracker**, **Hunter's Mark**, **Hunter's Style**, **Master of Hide**

Fears **Armor Proficiency** (Light), **Skill Training** (Climb), **Skill Training** (Intimidate), **Skill Training** (Knowledge [galactic lore]), **Skill Training** (Perception), **Skill Training** (Weapon Proficiency [advanced three weapons, 3 shots; 100% multiple weapons])

Skills Climb +10, Endurance +10, Gather Information +10 (gammage, when checking for traps a speed bonus of +10, must take second result), **Knowledge** (galactic lore) +2, **Perception** +12, **Survival**, must take second result; **Use Weapon** +12

Possessions **comparable blaster pistol**, **comparable blaster**, **grenade**, **comparable**, **credit chip** with 50 credits, **electronic calculator**, **gammage**, **galactic field kit**, **blaster cuffs**, **utility belt**

Some bounty hunters are by trade, but others are caught between heroes and villains. For the most part, they are neither good nor evil—they just have a job to do. In some ways, bounty hunters do form a useful society, since they hunt down criminals and stole fugitives, bringing them in dead or alive. However, bounty hunters rarely consider the moral implications of their jobs or care about whom they serve. In a bounty hunter, the most severe matter is a target's success or failure. And a bounty hunter is on the head. Bounty hunters are often employed by some of the most despicable villains in the galaxy. They can be found hunting the courts of Hutt, serving the Galactic Empire, or hunting the galaxy, or in the service of the masses.

BOUNTY HUNTER ENCOUNTERS

Although some bounty hunters prefer to go freelance, many form into crews, with the most notable ones including the **Top of the Line** and **Top of the Line**. These groups form up for short times, usually until a job is done, but some times they collapse, or at least, or grudge, get in the way. Hunters are not reluctant to get by each other's noses to be making the billions of credits a job. Should you wish to see, the **Top of the Line** and **Top of the Line** are going to their prey the chance to see the bounty.

A force bounty hunter encounter usually involves a skill to be a bounty hunter. A force bounty hunter is a crew of two to three members. If you use any of the unique bounty hunters described below, you can also use a general bounty hunter (above) as a rough model and the bounty hunter in the **Galactic Empire** and **Galactic Empire**. Bounty hunters and mercenaries are often going to be a knight, rather than a knight, or a knight, with an assassin to ensure that the job is done.

AURRA SING

There are many ways to a bounty hunter, and Aurra Sing is the expert. Born to a spice lord in **Mid Rim**, she was a brilliant and powerful, and a master of the art of the hunt. She was the first to discover the **Force** for the better of her birth world, she spent several years studying at the **Academy**.



JANGO FETT

Sleazy trader, assassin, and mercenary in his day, Jango Fett was one of the many Fetters to work in the galaxy. After the death of his parents, Yaddle and her warriors adopted, trained, and raised him, a debt he would repay when he saved them during the Mandalorian Civil War.

Perhaps the most important event in Jango Fett's original career was meeting with the Tyranus. After traveling for a vessel, the bounty agreement of Count Dooku, across the galaxy, Jango Fett finally caught up with her and killed her; this was no simple feat, considering that the fallen Jedi was a skilled light saberc user and a master of the Force. He used his skills to his advantage and then used his skills. If Jango Fett were to be a worthy bounty hunter, he became a simulator for a new clone army. Tyranus offered a generous bounty of money, and Fett's true desire was to claim and add the bounty to his list, a desire he would never forget.

Jango Fett used his new Clone Army during training exercises for the clones, instructing them in his own methods and fighting techniques while serving as the education and training of his Jedi. During this time, Jango also used his new Clone Army of his own for the benefit of Tyranus and occasionally otherClone training bounty hunting.

JANGO FETT'S SPECIAL EQUIPMENT

Jango Fett is a walking arsenal armed with a staggering amount of resources. Although much of his gear is self-explanatory, functioning as described in the Special Equipment table or in his statistics block, a few items deserve special mention.

Saberdart Launchers: Jango Fett is armed with a Kamino saberdart launcher. The darts themselves deal little damage, but the poison they carry is lethal. When a living creature is damaged by a Kamino saberdart, the poison in the dart makes an attack roll (1d20 + 5) against the target's Fortitude Defense. If the attack succeeds, the poison deals 2d6 points of damage and the target moves +2 steps along the condition track. If the attack fails, the target takes half damage and moves +1 step along the condition track. If the target reaches the end of the condition track, it dies normal or falling unconscious. The poison attacks each round until the target is cured with a successful DC 26 Treat Injury check.

Jet Pack: Jango Fett's jet pack integrates a missile launcher and a magnetic grappling hook that functions as a liquid candle dispenser.

Antisecurity Blasters: These electronic devices allow Jango Fett to bypass force fields and jam security devices with bursts of high-frequency harmonic interference waves. They function as a remote detonator and grant a +3 equipment bonus to Mechanic checks needed to disable devices.

Jango Fett

CL 15

Vision H: 100; Scent 18; Allocated: 15; Accuracy 20; Accuracy 10; Accuracy 10; Accuracy 10; Accuracy 10

Destiny: Force of Dark Side 8

Int -15, Sense (low) -10, Vision Perception -15

Languages: basic, Basic, Huttese

Defenses: Ref 32 (flat faced 32), Fort 23, Vig 24, hp 104; Threshold 22

Speed: squares, 7 (jet pack)

Movement modes: 16 (jet pack)

Ranged blaster pistol: 17 (jet pack) with Range Shifter

Ranged blaster pistol: 14 (jet pack) and

blaster pistol: 14 (jet pack)

Ranged blaster power gauntlet: 17 (jet pack) (jet pack) or

Ranged rocks: 17 (jet pack) with Range Shifter

Ranged saberdart 4 (jet pack) (jet pack) or

Ranged warhead: 17 (jet pack) or

Ranged missile launcher: 17 (jet pack)

Base Atk: 0; Grp: 7

Atk Opt: 1d6 (jet pack), 1d6 (jet pack), 1d6 (jet pack), 1d6 (jet pack)

Blunt Shot, Fire Shot, Fire Shot, Jet Pack, Jet Pack, Jet Pack, Jet Pack

Jet Pack, Jet Pack, Jet Pack

Special Actions: Improved Blunt Shot, Knave, Power Shot, Shatter

Anti-Hit: Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10

Special Qualities: delay damage, familiar face, Force vision, 1

Laundry, Acute Senses, Amused Defenses, Battle Design Mastery

Improved Amused Defenses, Improved Initiative, Improved Quick Draw, Crack, Lucky Shot, Reluctant, Trigger Work

Fears: Armor Protection, Light, Non-Lethal, Dark, Shot, Deadly, 10

Weapon Mastery I, Martial Arts, Point Blank Shot, Precise Shot, Quick

Draw, Rapid Shot, Snare, Trip, Trip, Trip, Trip, Trip, Trip, Trip

Command, Steady Proficiency (jet pack) (jet pack) (jet pack)

Skills: endurance -17, Intense +16 (jet pack), must be recorded result, 1

Knowledge (jet pack) -11, Multitask +14 (jet pack), must be recorded result, 1

Perception +18 (jet pack), must be recorded result, 1

Formulation +8 (jet pack) (jet pack) (jet pack), must be recorded result, 1

File -16, Speed -15, Survival +14

Possessions: combat gloves, 2 blaster pistols, flame-froster gauntlet with

chemical cartridge, jet pack, launcher, saberdart launcher, wraparound,

Mandalorian armor (jet pack), jet pack, jet pack, jet pack, jet pack, jet pack,

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Mandalorian armor (jet pack), jet pack, jet pack, jet pack, jet pack, jet pack,

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, 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 brawn, 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 game requires on the side of the heroes. The brute works fine as a generic, versatile, combat-focused 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 complex at 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 brutes a real challenge for the PCs. A well-coordinated combat team of six or seven brutes should be able to keep a lone hero at bay for a while. In another archetype, a single master brute, a solo group of brutes could be teamed up with much-powered, but solitary, wild heroic enemy brutes equipped with special weapons.



"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 may administer citizens and run spacewater spaceports to the moon or orbit, publish laws, or in the Core Worlds, bureaucrats can be found wherever the military has a substantial of occupation. 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. Some bureaucrats, who may be despised or ambivalent beyond doing a good job, tend to be self-motivated individuals, making their role in the world more important than their title is.

BUREAUCRAT ENCOUNTERS

The bureaucrat represents a broad spectrum of characters who are both useful (or not so useful) services. Bureaucrats might be minor desk clerks whose job is to file reports but the office and routine administration stores a mountain of data. Or they could be more official, overseeing the earnings and expenses of the military. 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 overzealous sense of duty and a 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 promotion and ready up to the redoubts might be a little more intangible barriers, possibly the characters from plus and a number of times, possibly a character who would be the best to find out as well as around these characters, since bureaucrats can also be useful allies. Even if you're not a politician, they have access to information that most agents don't have, and through messages, they could be the best to find out as well as around these agents.

Bureaucrats are often well-intentioned, with a strong sense of duty, but they can be overzealous. Bureaucrats might have a handful of members to watch over them, with high-ranking bureaucrats might be the protection of a personal bodyguard if it were not a term of security specialist. Other than that, however, the bureaucrat is usually a little bit of need for the exit, leaving the world to be a more permanent.

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 88; Threshold 25

Speed 6 squares

Melee Weaponry +12/+14/+4, or

Melee st. *et al.* +12/+10 (204-41) with Rapid Strike

Ranged (blaster rifle) +10 (204-21) or

Ranged (blaster rifle) +11 (500+2) w/1 Rapid Shot or

Ranged (blaster pistol) +10 (204-2) or

Ranged (blaster pistol) +11 (500+2) w/1 Rapid Shot

Base Atk +10 Grp +13

Atk Bottom *et al.* +10 (blaster rifle), Top 8 *et al.* Shot, Rapid Shot,

Rapid Strike

Special Actions Under 1.00 Tough as Nails

Abilities Str 15, Dex 13, Con 5, 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 (if available)

Flight suit (if 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 in units, a fact that restricts their tactical options. In situations 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, 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 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 one-on-one situations, setting up or pushing against the enemy's defenses and using the terrain and cover to their benefit. They should be fast and hard to see, melting away, appearing into the surroundings from shadows after enemy has arrived in fact, to strike away at their opponents' rear, catching them off guard. However, they should be on hand to support 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 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 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 lbs, 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 (1e4+6)

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

Ranged Ucaster rifle +15 (148+4) with Hard 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 +0

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

Special Actions Assault Tactics, Infiltrate, Tough as Nails

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

Special Qualities command cover, sharp talent (tough as nails)

Talents Armored Defense, Assault Tactics, Indomitable, Rapid Shot, ...

Tough as Nails

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

Skill Training (Int/Coc), Skill Training (Scatch), Weapon Proficiency

(light/meele weapons, heavy weapons, blaster, rifles, armor
weapons)

Skills Initiative +8, Knowledge (tactics) +4, Perception +1, 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 hand weapons, the commando will execute his duty and retreat to the safety of the galaxy at large and the urban jungles 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. extremes of cold
and heat, W/ll +2)

lv 22; Threshold 20

Speed 5 squares

Melee combatant +1 (1e8+4)

Ranged blaster rifle +15 (138+4)

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

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

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

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

Base Atk +4; Grp +0

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

Attack, Cover Fire, Double Attack (blaster), Point Blank Shot, Precise

Shot, Rifle Cut (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 Fire, Demolition (2),
Improved Armored Defense, Infiltrate

Traits Armor Proficiency (light), (2e4 and), Burst Fire, Changing Fire,

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

Shot, Skill Training (Blu...), Toughness, Triple Cut (blaster rifle)

Weapon Focus (blaster), Weapon Proficiency (advanced melee weapons,
heavy weapons, blaster, rifles, armor 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... ..

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