

ALLISEE

Real Name: Lt. Mitra'llis'eeronudo.

Occupation: Military sniper.

Identity: Known to the Imperial authorities.

Legal Status: Subject of the Sith Empire.

Other Aliases: Allisee Skyrunner, "Allie".

Place of Birth: Nar Shaddaa, Y'Toub system, Hutt Space.

Marital Status: Single.

Known Relatives: Frankliin "Mudwreck" Skyrunner (father, deceased), Tika, Pegali, Raiki, Neha, Andoya (half-sisters), Jaek (alias Duusha, half-brother), Klekletta, Xibeda, Zalen (half-brothers), Mikk'el (half-brother, deceased), Andralina (alias Wileykitten, adopted sister), Nesri Se'lan (alias Darth Lolipop, sister-in-law), Renee (sister-in-law), mother (name unrevealed).

Group Affiliation: Imperial Army, 501st Special Forces Division, Gamma Company, Shadow Squad, informally known as the Shadow Snipers.

Base of Operations: Mobile aboard the starship *Silver Shadow*.

History: Allisee was born on Nar Shaddaa, the daughter of a Human smuggler and a Chiss intelligence agent for the Ascendancy about halfway through the Great War. Her mother relocated her and her fully Human half-brother Jaek back to Csilla, the Chiss homeworld, when Allie was only an infant. Like most half-Human hybrids, the alien genes were dominant, and biologically Allisee was indistinguishable from other Chiss. Despite this, she never felt at home among the Chiss, which she attributed to her hybrid nature.

Upon reaching maturity at the age of twelve, Allie enlisted with the Sith Empire's Army rather than the Chiss Expeditionary Defense Force. She served with distinction during the last few years of the Great War, earning numerous commendations but constantly passed over for promotion due to being an alien, and hence a second-class citizen in the Empire. She didn't participate in the Sacking of Coruscant, although it happened in her third year of service; instead, she was stationed on some Outer Rim mud ball as part of a feint in order to draw the Republic military away from the Core. During this feint, she downed three Republic Talon fighters with her blaster rifle by shooting their pilots through the canopies; she made care to also shoot the engines in order to hide her Force-Sensitivity from the Sith and her superiors.

In the last ten years, Allie has served with distinction with the Imperial Army, and has finally been promoted to an officer rank. In her spare time, she has distinguished herself as a big game hunter.

Age: 25.

Height: 5' 9".

Weight: 145 lbs.

Eyes: Red, no visible pupils.

Hair: Black, worn in a tail.

Skin: Blue.

Other Distinguishing Features: Allisee has a scar over her right eye, and her right hand is a bionic prosthetic with a fake skin-like covering over it.

Uniform: Standard black Imperial Army uniform. When in the field, she'll wear the usual black and gray Imperial issue battlesteel combat armor, with a helmet with upgraded optics suitable for sniping (or more likely no helmet).

Strength Level: Allisee possesses the normal strength of a Chiss woman her age, height, and build who engages in moderately intensive regular toning exercise.

Known Force Powers: Although she hides her Force-Sensitivity, Allisee has learned to channel the Force in such a way as to know exactly where to aim her rifle for best effect. She has even managed to shoot down incoming blaster fire with her blaster rifle.

Other Abilities: Allie is a trained sniper and soldier. She is an excellent shot with a sniper rifle, and is proficient at hand to hand and knife fighting.

Weapons: Allisee normally wields a specially modified sniper blaster rifle. She also carries a blaster pistol and a vibroknife for her personal protection.



SWTOR Class: Imperial Agent: Sniper (L70).

500 points

Attributes: ST 11 [0*]; DX 14 [80]; IQ 12 [40]; HT 12 [10*].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 14 [10]; Per 14 [10]; FP 12 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0].

Languages: Cheunh (Native) (Native Language) [0]; Galactic Basic (Native) [6]; Huttese (Accented) [4].

Cultural Familiarities: Chiss Ascendancy (Native) [0]; Rim Worlds [1]; Sith Empire [1].

Advantages: Acute Vision 3 [6]; Appearance (Beautiful) [12]; Bionic Hand [1]; Chiss [5]; ESP Talent 2 [10]; Force-Sensitive [5]; Gunslinger [25]; High Pain Threshold [10]; Military Rank 3 (Lieutenant) [15]; Signature Gear (Sniper Rifle) [1]; Status 1 [0†]; Very Fit [15].

Force Powers: Enhanced Time Sense (ESP, -10%) [41]; Force Quickness 2 [160].

Perks: Accent (Coruscanti) [1]; Area Defense (Beam Weapons (Rifle)) [1]; Armorer's Gift (Beam Weapons (Rifle)) [1]; Controllable Disadvantage (Callous) [1]; Infinite Ammunition (Quasi-Realistic Ammo) [1]; Just Winged Him (Beam Weapons (Rifle)) [1]; Lightning Fingers (Rifle) [1]; Looks Good In Uniform [1]; Rope Shooter (Beam Weapons (Rifle)) [1]; Weapon Bond (Sniper Rifle) [1].

Disadvantages: Code of Honor (Soldier's) [-10]; Duty (Imperial Army) (12) [-10]; Pacifism (Cannot Harm Innocents) [-10]; Secret (Imprisonment; Force-Sensitive) [-20]; Social Stigma (Second-Class Citizen) [-5]; Workaholic [-5].

Quirks: Bloody Mess [-1]; Broad-Minded [-1]; Careful [-1]; Collects Trophies of Her Big Game Hunts [-1]; Consummate Professional [-1].

Skills: Acrobatics (H) DX+0 [4] - 14; Acting (A) IQ+1 [4] - 13; Beam Weapons/TL11 (Rifle) (E) DX+11 [40] - 25; Body Language (Human/Near-Human) (A) Per+0 [2] - 14; Camouflage (E) IQ+1 [2] - 13; Judo (H) DX+1 [8] - 15; Karate (H) DX+1 [8] - 15; Knife (E) DX+0 [1] - 14; Observation (A) Per+4 [4] - 18‡; Soldier/TL11 (A) IQ+0 [2] - 12; Stealth (A) DX+1 [4] - 15; Tracking (A) Per+0 [4] - 14; Wrestling (A) DX-1 [1] - 13.

Techniques: Precision Aiming (Beam Weapons/TL11 (Rifle)) (A) def+2 [2] - 19; Quick-Shot (Beam Weapons/TL11 (Rifle)) (A) def+2 [2] - 24; Targeted Attack (Rifle/Skull) (H) def+2 [3] - 20.

Starting Spending Money: \$15,000 (20% of Starting Wealth).

Theme Song: Ozzy Osborne, "Shot In The Dark".



* Includes +1 to ST and +1 to HT from the Chiss racial package.

† Includes +1 from Military Rank.

‡ Includes +3 from Acute Vision.

Role-Playing Notes:

Allisee is naturally a charming young woman, but she is also a consummate professional. She is keenly aware of the anti-alien nature of the Empire, and so finds herself needing to be even more professional than her fellows, which leads many to find her cold and aloof.

Allie hides her Force Sensitivity, keeping it a secret from her superiors, as she feels she's more useful as a sniper in the military than she ever would be as a Sith with a lightsaber.

Allisee's Sniper Rifle

Beam Weapons (Rifle)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
11	Tarisian Headhunter Sniper Rifle	7d (5) burn sur	10+4	3,100/9,300	23/2C	3	6(3)	10†	-7	1	\$48,000	2	[1]

Targeting Systems:

HUD Link (sees distance to target; *Ultra-Tech*, p. 149)

Enhanced Targeting Scope (gives +4 to Acc, Hyperspectral Vision with Tunnel Vision, and 16× magnification; Acc bonus, weight, and cost already factored on stat line; *Ultra-Tech*, p. 149)

Notes:

[1] Tarisian Headhunter Sniper Rifle built using the *Blaster and Laser Design* article in *Pyramid #3/37* (pp. 11-15).

Chiss

5 points

Attribute Adjustments: ST +1 [10]; HT +1 [10].

Advantages: Night Vision 5 [5]

Disadvantages: Code of Honor (Chiss) [-5]; Sense of Duty (Chiss People) [-15].

Features: Early Maturation 1 [0].

TIKA

Real Name: Tika Skyrunner.

Occupation: Warrior, mercenary.

Identity: Known to the authorities.

Legal Status: Citizen of Mandalore with no criminal record.

Other Aliases: Tika Ordo.

Place of Birth: Mandalore, Mandalore system, Outer Rim.

Marital Status: Single.

Known Relatives: Frankliin "Mudwreck" Skyrunner (father, deceased), Allisee, Pegali, Raiki, Neha, Andoya (half-sisters), Jaek (alias Duusha, half-brother), Klekletta, Xibeda (half-brothers), Mikk'el (half-brother, deceased), Andralina (alias Wileykitten, adopted sister), Nesri Se'lan (alias Darth Lolipop, sister-in-law), Renee (sister-in-law), mother (name unrevealed, deceased).

Group Affiliation: None.

Base of Operations: Mobile aboard the starship *Remember Malachor V*.

History: Tika was born on Mandalore to a traditional Mandalorian warrior of Clan Ordo. She was raised believing that her father was a Mandalorian who fell in battle during the Great War, and for this reason came to resent the Sith Empire and its heartless use of Mandalorians to fight its wars. It was only after her mother died during the Sacking of Coruscant that Tika learned the truth of her paternal heritage: that her father was a smuggler who her mother had had a one-night stand with on Nar Shaddaa, and that she possessed a large and varied extended family on both sides of the conflict.

Seeking out her family, she soon came to wonder if she was better off not knowing. The only family members she seems to get along with are her Chiss half-sister Allisee and her half-brother Jaek, now a bounty hunter.

Tika has distanced herself from her fellow Mandalorians, as she refuses to fight for the Sith Empire. However, she also refuses to sign on with the Republic. One of these days her loyalties may be put to the test; for now, she takes comfort in performing mercenary work for neutral parties.

Age: 27.

Height: 5' 8".

Weight: 150 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: Black and red cortosis weave durasteel body armor.

Strength Level: Tika possesses the normal human strength of a woman her age, height, and build who engages in intensive regular exercise.

Known Force Powers: None

Other Abilities: Tika is a skilled hand to hand combatant, a marksman with blaster rifles, heavy repeating blasters, and mounted lasers/blasters, and a skilled airspeeder and shuttle pilot.

Weapons: As a heavy weapons specialist, Tika wields a three-barrel Gatling assault blaster she inherited from her mother, which has been passed through the generations since the Mandalorian Wars.

SWTOR Class: Republic Trooper: Commando (L70).

301 points

Attributes: ST 14 [40]; DX 14 [80]; IQ 12 [40]; HT 12 [20].

Secondary Characteristics: Dmg 1d/2d; BL 39 lbs.; HP 14 [0]; Will 12 [0]; Per 12 [0]; FP 12 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 10.

Languages: Galactic Basic (Native) [6]; Huttese (Accented) [4]; Mando'a (Native) (Native Language) [0].

Cultural Familiarities: Rim Worlds (Native) [0]; Sith Empire [1].

Advantages: Appearance (Beautiful) [12]; Born Tactician 2 [20]; Combat Reflexes [15]; Fit [5]; Gunslinger [25]; Signature Gear (Primordial Assault Cannon and E-Cell) [9]; Wealth (Wealthy) [20].



Perks: Cookie-Cutter (Beam Weapons (Squad Support Weapon)) [1]; Courtesy Military Rank 3 [3]; Infinite Ammunition (Over-the-Top Ammo) [1].

Disadvantages: Code of Honor (Mandalorian's) [-10]; On the Edge (12) [-15]; Pacifism (Cannot Harm Innocents) [-10]; Sense of Duty (Mandalorians) [-10]; Status 0 [-5*].

Quirks: Bloody Mess [-1]; Broad-Minded [-1]; Dislikes Dishonesty [-1]; Hollywood Homely [-1]; Proud [-1].

Skills: Artillery/TL11 (Guided Missile) (A) IQ+2 [8] – 14; Beam Weapons/TL11 (Rifle) (E) DX+2 [4] – 16; Beam Weapons/TL11 (Squad Support Weapon) (E) DX+2 [4] – 16; Broadsword (A) DX+0 [2] – 14; Driving/TL11 (Hovercraft) (A) DX+0 [2] – 14; Driving/TL11 (Hovercycle) (A) DX+0 [2] – 14; Gunner/TL11 (Beams) (E) DX+1 [2] – 15; Guns/TL11 (Grenade Launcher) (E) DX+1 [2] – 15; Hiking (A) HT+0 [2] – 12; Judo (H) DX+0 [4] – 14; Karate (H) DX+0 [4] – 14; Leadership (A) IQ+2 [2] – 14†; Piloting/TL11 (Aerospace) (A) DX+0 [2] – 14; Piloting/TL11 (Light Airplane) (A) DX+0 [2] – 14; Riding (Dewback) (A) DX-1 [1] – 13; Savoir-Faire (Military) (E) IQ+2 [1] – 14†; Soldier/TL11 (A) IQ+2 [2] – 14†; Tactics (H) IQ+1 [2] – 13†.

Starting Spending Money: \$75,000 (20% of Starting Wealth).

Theme Song: AC/DC, "War Machine".

* Includes +1 from Wealth.

† Includes +2 from Born Tactician.

Role-Playing Notes:

Tika lives by the Mandalorian Code, as well as the Mandalorian adage, "there is no 'overkill', just 'open fire' and 'time to reload'." Despite that adage, she is not as bloodthirsty as many Mandalorians, nor as prone to acting without knowing what she's up against.

Tika's Primordial Assault Cannon

Beam Weapons (Squad Support Weapon)

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Acc</i>	<i>Range</i>	<i>Weight</i>	<i>RoF</i>	<i>Shots</i>	<i>ST</i>	<i>Bulk</i>	<i>Rcl</i>	<i>Cost</i>	<i>LC</i>	<i>Notes</i>
11	Primordial Assault Cannon	8d (5) burn sur	15+1	1,000/3,000	19/Ep	10!	210 (5)	14†	-6	1	\$76,000	1	[1]

Targeting Systems:

HUD Link (+1 to Acc, sees distance to target; *Ultra-Tech*, p. 149)

Notes:

[1] Primordial Assault Cannon built using the *Blaster and Laser Design* article in *Pyramid #3/37* (pp. 11-15).

Tika's Mandalorian Armor

<i>TL</i>	<i>Armor</i>	<i>Locations</i>	<i>DR</i>	<i>Cost</i>	<i>Weight</i>	<i>LC</i>	<i>Notes</i>
11	Combat Hardsuit	full suit	110/66	\$10,000	30	2	[1, 2]
11	Combat Infantry Helmet	head	40/26	\$2,000	5	2	[1, 2]

Notes:

[1] Cortosis Weave, which gives +10% more DR for the same weight (already accounted for in the DR column) and one level of Hardened, reducing the Armor Divisor of blasters from (5) to (3).

[2] Split DR; use the higher number for the torso (on suits) or skull (on helmets), and the lower number for the extremities.

PEGALI

Real Name: Darth Pegali Skywalker.

Occupation: Sith lord.

Identity: Publicly known.

Legal Status: Naturalized citizen of the Sith Empire; formerly a citizen of the Galactic Republic. Wanted for treason in the Galactic Republic.

Other Aliases: Peg.

Place of Birth: Nar Shaddaa, Y'Toub system, Hutt Space.

Marital Status: Single.

Known Relatives: Frankliin "Mudwreck" Skywalker (father, deceased), Allisee, Tika, Raiki, Neha, Andoya (half-sisters), Jaek (alias Duusha, half-brother), Klekletta, Xibeda (half-brothers), Mikk'el (half-brother, deceased), Andralina (alias Wileykitten, adopted sister), Nesri Se'lan (alias Darth Lolipop, sister-in-law), Renee (sister-in-law), mother (name unrevealed).

Group Affiliation: Sith Order, formerly the Jedi Order.

Base of Operations: The Sith Academy on Korriban, mobile aboard the starship *Blind Vengeance*, formerly the Jedi Temple on Tython.

History: Pegali was born to a large family on Nar Shaddaa, the daughter of a smuggler and a Miraluka Jedi Consular. From a young age she was trained as a Jedi, including some tutelage under a Trandoshan. She excelled at lightsaber combat, and her underwent her Jedi trials on Tython alongside her half-brother Mikk'el. While on Tython, Mikk developed a relationship with Ranna Tao'Ven, the young Matriarch of the illegal Twi'lek settlement not far from the Jedi Temple.

Some months after becoming full-fledged Jedi, Peg and Mikk were assigned to investigate a Sith plot in the Refugee Sector on their native Nar Shaddaa. Before Mikk could join her, however, his affair was discovered by the Jedi and he was given a choice: the Jedi or Ranna. He chose the Jedi, though the choice devastated him emotionally. In such a state, when he and Peg discovered the Sith they had been tracking, Mikk was killed and Peg severely injured. Frustration and anger rose within her, feelings she unleashed on her quarry in revenge, cutting her foe into several pieces before collapsing.

Pegali was discovered like that by another Sith, one who felt the darkness inside her and was intrigued. This Sith, a yellow-skinned Twi'lek who never gave Peg her name, carried Peg to a medical facility and kept close watch on her.

Once she recovered, Peg felt that she could not return to the Jedi, feeling as though the Jedi had betrayed her brother by killing his spirit when they forced him to choose, a choice which led to his death. Nursing her anger in a cantina on the Nar Shaddaa Promenade, Peg was approached by the mysterious Sith; this Sith offered to loan Peg a Sith holocron, contingent on Peg surviving a day on Korriban. Peg agreed.

Pegali contacted her half-sister Neha, who flew a smuggler's vessel across the contested border, and convinced her to drop her on Korriban. Neha was concerned for her sibling, but ultimately acquiesced, even giving Peg identification papers indicating she was an Imperial slave who had recently been discovered as Force Sensitive. At the Sith Academy on Korriban, however, the overseers soon discovered the truth: they had a former Jedi in their midst! Many times the instructors and overseers gave Pegali the toughest assignments they could think of, expecting her to die, but Peg proved them all wrong. Peg didn't just survive the trials; she thrived on them. Furthermore, on Korriban she soon learned many Force techniques, tapping into the Dark Side to fuel her power as well as studying the ways of Sith sorcery. Lightning and telekinesis were at her command, and she reveled in the power. The more she learned, the more power she craved. Her rivals came to kill her in many of the tombs she explored, but Pegali delighted in torturing them before killing them. Often, she'd send her rivals' heads to the overseers or mounted them on pikes outside the tombs' entrances.

On Korriban, Pegali came to the attention of Darth Sorscha, who took Peg as an apprentice once she had proved herself worthy of being called "Sith." Sorscha could tell that Pegali craved the knowledge of the Dark Side and fed that craving, all the while keeping her wanting more. Sorscha used Pegali to gather ancient Sith artifacts; while Sorscha had a plan and was interested in specific artifacts, Pegali was discovering other artifacts that she kept from Sorscha, including holocrons made by Naga Sadow, Vodal Kressh,



and Darth Traya, among others, increasing her own power. During this time, Peg formed a working relationship with the Imperial Reclamation Service, letting them study lesser artifacts she discovered, including the remains of a Rakata mind trap discovered on Tatooine (rendered inoperable by a Republic team that had beat her to the site).

Once Pegali had gathered the artifacts Darth Sorscha was looking for, Sorscha attempted to kill her. Pegali, however, turned the tables on Sorscha by proving much more powerful than Sorscha suspected. Using an ancient Dark Side ritual, Pegali trapped Sorscha's mind and spirit in a black pyramidal prism similar to a Sith holocron. (As a matter of fact, it was the same Rakata mind trap she'd discovered, repaired and re-purposed to serve the Sith.) Impressed with this feat, the Dark Council granted Pegali the title of Darth.

Now a full-fledged Sith Lord, Pegali continues to plot and scheme to gain personal power inside the Sith Empire as well as plotting the destruction of the Jedi Order. She especially wants to kill Jedi Grand Master Satele Shan, as Shan was the one who forced Mikk to make the choice that destroyed him. Her current apprentice is a purple-skinned Togruta Sith Marauder named Canesh Vento, to whom she has taught much of the Jar'Kai style.

Age: 26.

Height: 5' 4".

Weight: 110 lbs.

Eyes: None.

Hair: Brown.

Other Distinguishing Features: Pegali possesses a scar which runs from her right temple down to her chin.

Uniform: Black plasteel body armor under a hooded maroon woolen robe.

Strength Level: Pegali possesses slightly greater strength than a human of her age, height, and build who engages in regular exercise.

Known Force Powers: As a Jedi, Pegali primarily possessed the ability to anticipate and deflect blaster fire with her lightsabers as well as incredible leaping ability and the Jedi Mind Trick. As a Sith, she has learned the art of Sith sorcery, most notably in telekinesis and lightning techniques, while retaining her Jedi training. In addition, her natural Miraluka Force Sight enables her to see the Force auras surrounding a person as well as see somewhat normally, except in areas where the Force is being suppressed or curiously absent.

Other Abilities: As a Jedi, Pegali was considered one of their top Jar'Kai duelists; she retains much of this skill despite relying primarily on her Sith sorcery techniques.

Weapons: Pegali carries a pair of lightsabers. Her primary lightsaber has a purple blade with a black core, which she built at the Forge on Tython; her off-hand lightsaber, which she built on Coruscant but used only occasionally since her defection to the Sith, possesses a blue blade.

Limitations: Pegali was born with no eyes, rendering her physically blind.

SWTOR Class: Sith Inquisitor: Sith Sorcerer (L70); originally Jedi Knight: Jedi Sentinel.

1,690 points

Attributes: ST 12 [20]; DX 14 [80]; IQ 13 [60]; HT 14 [40].

Secondary Characteristics: Dmg1d-1/1d+2; BL 29 lbs.; HP 12 [0]; Will 15 [10]; Per 13 [0]; FP 14 [0]; Basic Speed 7.00 [0]; Basic Move 7 [0]; Dodge 10.

Languages: Ancient Sith (Accented) [4]; Galactic Basic (Native) (Native Language) [0]; Huttese (Native) [6].

Cultural Familiarities: Core Worlds [1]; Hutt Space [1]; Rim Worlds (Native) [0]; Sith Empire [1].

Advantages: Ally (Canesh Vento, Sith Apprentice; 50% point value) (12) [4]; Ambidexterity [5]; Appearance (Attractive) [4]; Combat Reflexes [15]; Danger Sense [15]; Energy Control Talent 2 [10]; Energy Reserve (Force) 30 [90]; Feudal Rank 6 [30]; Fit [5]; Flexibility [5]; Force Talent 2 [20]; Hard to Kill 2 [4]; Hard to Subdue 2 [4]; High Pain Threshold [10]; Miraluka [31]; Psychokinesis Talent 2 [10]; Resistant to Poisons (+8) [7]; Social Regard (Feared) 4 [20]; Status 6 [20*]; Temperature Tolerance 2 [2]; Trained By A Master [30]; Unfazeable [15]; Wealth (Multimillionaire 1) [75]; Weapon Master (Lightsaber) [20].

Force Powers: Energy Deflection 30 [225]; Force Barrier 30 [120]; Force Crush 5 [25]; Force Leap [8]; Force Lightning 6d [30]; Force Push [8]; Force Wave [14]; Lightning Storm [72]; Mind Trick [28]; Rebuke [43]; Shatterpoint [24]; Shock [15]; Soft Landing [9]; Speed Burst [33]; Telekinesis 15 [60]; Thought Scan [21].

Perks: Off-Hand Weapon Training (Force Sword) [1]; Style Familiarity (Ataru) [1]; Style Familiarity (Jar'Kai) [1]; Style Familiarity (Juyo) [1]; Style Familiarity (Makashi) [1]; Style Familiarity (Niman) [1]; Style Familiarity (Shien) [1]; Style Familiarity (Shii-Cho) [1]; Style Familiarity (Soresu) [1]; Weapon Bond (Lightsaber) [1]; Weapon Bond (Off-Hand Lightsaber) [-1].

Disadvantages: Bloodlust (9) [-15]; Callous [-5]; Dark Side Taint 10 [-30]; Enemy (Sith Apprentice; 50% point value) (6) [-2]; Megalomania [-10]; Reputation (Cruelly Sadistic, Even For A Sith) -4 (Almost Everyone Except Fellow Sith) (10) [-6]; Sadism (6) [-30]; Selfish (9) [-7].

Quirks: Deadpan Smarker [-1]; Distinctive Feature (Facial Scar) [-1]; Enjoys Torturing With Force Lightning [-1]; Incompetence (Force Healing) [-1]; Never Smiles [-1]; Stop Having Fun, Guys! [-1].

Skills: Acrobatics (H) DX+0 [4] - 14; Body Language (Humanoids) (A) Per+1 [4] - 14; Breath Control (H) HT+0 [4] - 14; Climbing (A) DX+2 [1] - 16†; Deflect Energy (A) IQ+2 [1] - 15‡; Detect Lies (H) Per-1 [2] - 12; Farsight (H) Per+2 [4] - 15§; Fast-Draw (Force Sword) (E) DX+1 [1] - 15#; Flying Leap (H) IQ+0 [4] - 13; Force Barrier (H) IQ+2 [1] - 15¥; Force Crush (H) IQ+5 [8] - 18¥; Force Sight (H) Per+3 [8] - 16§; Force Storm (H) IQ+7 [16] - 20‡; Force Sword (A) DX+4 [16] - 18; Hidden Lore (Force Secrets) IQ+3 [12] - 16; Hiking (A) HT+0 [2] - 14; Innate Attack (Beam) DX+2 [4] - 16; Intelligence Analysis/TL11 (H) IQ+1 [8] - 14; Interrogation (A) IQ+1 [2] - 14⊕; Intimidation (A) Will+1 [4] - 16; Judo (H) DX+0 [4] - 14; Jumping (E) DX+0 [1] - 14; Karate (H) DX+0 [4] - 14; Lightning (H) IQ+7 [16] - 20‡; Mental Strength (E) Will+0 [1] - 15; Mind Block (A) Will-1 [1] - 14; Mind Trick (H) IQ+2 [4] - 15§; Observation (A) Per+1 [4] - 14; Path of Body Control (VH) IQ+7 [24] - 20£; Path of Mind

Control (VH) IQ+7 [24] – 20£; Path of Necromancy (VH) IQ+7 [24] – 20£; Philosophy (Jedi Code) (H) IQ-1 [2] – 12; Philosophy (Sith Code) (H) IQ-1 [2] – 12; Politics (A) IQ+1 [4] – 14; Power Blow (H) Will+0 [4] – 15; Precognitive Parry (H) IQ+2 [12] – 15; Rebuke (H) Will+2 [4] – 17§; Research/TL11 (A) IQ+3 [12] – 16; Riding (Tauntaun) (A) DX-1 [1] – 13; Ritual Magic (Sith Sorcery) (VH) IQ+7 [36] – 20; Running (A) HT+0 [2] – 14; Savoir-Faire (High Society) (E) IQ+1 [2] – 14; Savoir-Faire (Military) (E) IQ+1 [2] – 14; Shatterpoint (H) Per+3 [8] – 16§; Stealth (A) DX+0 [2] – 14; Streetwise (A) IQ+1 [4] – 14; Swimming (E) HT+0 [1] – 14; Tactics (H) IQ-1 [2] – 12; Telekinetic Control (H) IQ+7 [16] – 20¥; Telepathy (H) IQ+2 [4] – 15§.

Techniques: Breakfall (Acrobatics) (A) def+2 [2] – 16; Dual-Weapon Attack (Force Sword) (H) def+4 [5] – 18; Kicking (Karate) (H) def+2 [3] – 14; Sweeping Kick (Karate) (H) def+3 [4] – 14; Torture (Lightning) (A) def+3 [3] – 20.

Starting Spending Money: \$14,977,920 (20% of Starting Wealth, minus the cost of her armor and two lightsabers).

Theme Song: Fleetwood Mac, "Black Magic Woman".

* Includes +2 from Feudal Rank and +2 from Wealth.

† Includes +3 from Flexibility.

‡ Includes +4 from Energy Control Talent.

§ Includes +2 from Force Talent.

Includes +1 from Combat Reflexes.

¥ Includes +4 from Psychokinesis Talent.

☐ Defaulted from Intimidation

£ Defaulted from Ritual Magic (Sith Sorcery).

Role-Playing Notes:

Once a caring young woman, Peg has given in to the darkness inside her. She is harsh, cruel, and casually sadistic. No atrocity is too great to consider; if capable of such a feat, she would gladly destroy a planet to get to one person. In speech, she is almost always condescending and snarky, regardless of who she is speaking to.

Pegali's Lightsabers

Force Sword

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>	<i>Notes</i>
11^	Lightsabers (×2)	8d (5) burn	1, 2	0	\$10,000	2	3	

Pegali's Sith Armor

<i>TL</i>	<i>Armor</i>	<i>Locations</i>	<i>DR</i>	<i>Cost</i>	<i>Weight</i>	<i>LC</i>	<i>Notes</i>
11	Plasteel Body Armor	full suit	60	\$2,080	31.2	2	

Miraluka

31 points

Advantages: Force-Sensitive [5]; Injury Tolerance (No Eyes) [5]; Force Sight* [41].

Disadvantages: Blindness (Mitigator: Force Sight, -60%) [-20].

* Force Sight is built as: Penetrating Vision 2 (ESP, -10%) [18] + See Invisible (Force Vision) (ESP, -10%) [14] + Detect (Force-Sensitives and Dark Side Taint) (ESP, -10%) [9].

NEHA

Real Name: Neha Skyrunner.

Occupation: Smuggler.

Identity: Known to the authorities in both the Galactic Republic and Sith Empire.

Legal Status: Citizen of Hutt Space with a criminal record in both the Galactic Republic and Sith Empire.

Other Aliases: "Mudwreck's Brat".

Place of Birth: Nar Shaddaa, Y'Toub system, Hutt Space.

Marital Status: Single.

Known Relatives: Frankliin "Mudwreck" Skyrunner (father, deceased), Allisee, Tika, Pegali, Andoya (half-sisters), Raiki (sister), Jaek (alias Duusha, brother), Klekletta, Xibeda (half-brothers), Mikk'el (brother, deceased), Andralina (alias Wileykitten, adopted sister), Nesri Se'lan (alias Darth Lolipop, sister-in-law), Renee (sister-in-law), mother (name unrevealed).

Group Affiliation: Captain of the crew of the smuggler's vessel *Idiot's Array*.

Base of Operations: Mobile aboard the tramp freighter *Idiot's Array*.

History: Born on Nar Shaddaa to a large inter-species family, Neha was her father Frankliin's favorite as from a very young age she insisted on accompanying him in his tramp freighter, the *Idiot's Array* (named after the guaranteed-win sabacc hand), on many runs. By the time she was thirteen, she was already adept at flying and performing repairs to the *Idiot's Array*.

When she was sixteen, Neha was on Taris with her father and adopted sister, Wileykitten, when the settlement there was attacked by rakghouls, savage creatures that could turn any sentient into one of them with a scratch or bite. To her horror, Frankliin was bitten by one of the rakghouls; to spare him from becoming one of them, Wileykitten had to kill him. This drove a wedge between the sisters for a time, but as she grew older Neha eventually forgave Wiley.

Frankliin had left Neha the *Idiot's Array*, and soon after the funeral on Nar Shaddaa she took off to begin her own career as a smuggler. Neha soon earned the life debt of a Wookiee, Itchiwaroo, who she saved from a Hutt who tried to pit Itchy against a starved rancor. Itchy has since become Neha's first mate and sworn protector. As a smuggler, Neha often moves medicine and weapons to resistance movements and slave rebellions on Imperial-held planets. She has from time to time landed in Republic and Imperial prisons for various small offenses. The Imperials currently have a "shoot on sight" order for her after she broke into and then out of the Imperial "Shadowtown" prison on Nar Shaddaa while delivering some goods.

Age: 19.

Height: 5' 6".

Weight: 130 lbs.

Eyes: Green.

Hair: Blond (dyed green).

Usual Outfit: Purple tube top, red leather trench coat, red leather pants, nerf-skin boots, gun-belt with two holsters.

Strength Level: Neha possesses the normal human strength of a woman her age, height, and build who engages in moderate exercise.

Known Force Powers: Neha's only exhibited Force power is the ability to perceive blaster bolts in flight, letting her dodge them easier and shoot her blasters in such a manner as to intercept the blaster fire with her own.

Other Abilities: Neha is a daredevil starship pilot and a skilled marksman with blaster pistols. She is also reputed to be one of the fastest draws in the galaxy.

Weapons: Neha carries a pair of blaster pistols designed to look like Pre-Republic cartridge revolvers.

Han: What's the first rule of a caper?

Allana: ... Always check for tracking devices?

Han: No, that's the first rule of an escape. The first rule of a caper is, "Have the right crew for the job."

– Star Wars: Fate of the Jedi: (sixth book?)

SWTOR Class: Smuggler: Gunslinger (L70).

600 points

Attributes: ST 10 [0]; DX 16 [120]; IQ 12 [40]; HT 14 [40].



Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 12 [4]; Will 12 [0]; Per 15 [15]; FP 14 [0]; Basic Speed 7.50 [0]; Basic Move 7 [0]; Dodge 14.

Languages: Galactic Basic (Native) (Native Language) [0]; Huttese (Native) [6].

Cultural Familiarities: Core Worlds [1]; Hutt Space (Native) [0]; Rim Worlds [1]; Sith Empire [1].

Advantages: 3D Spatial Sense [10]; Ally (Itchiwaroo, Wookiee w/ Life-Debt; 150% Starting Value) (15) [30]; Appearance (Beautiful) [12]; Daredevil [15]; Enhanced Dodge 3 [45]; Enhanced Parry (Area Defense) 3 [15]; Fit [5]; Force-Sensitive [5]; Gunslinger (Accessibility: Blaster Pistols Only, -60%) [10]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Hot Pilot 2 [1]; Luck (Extraordinary) [30]; Merchant Rank 1 [5]; Smooth Operator 2 [30].

Force Powers: Enhanced Time Sense (ESP, -10%) [41].

Perks: Akimbo (Beam Weapons (Pistol)) [1]; Area Defense (Pistol) [1]; Fastest Gun in the Galaxy (Pistols) 2 [2]; Flimsy Cover [1]; Gun Sense [1]; Infinite Ammunition (Quasi-Realistic Ammo) [1]; Just Winged Him (Pistol) [1]; Off-Hand Weapon Training (Beam Weapons (Pistol)) [1]; Off-Screen Reload [1]; One-Way Fluency (Understands Binary) [1]; One-Way Fluency (Understands Shyriiwook) [1]; Pistol Fist (Beam Weapons (Pistol)) [1]; Style Familiarity (Double Trouble) [1]; Trick Shooter: Aerial Target Shooter (Beam Weapons (Pistol)) [1]; Weapon Bond (Beam Weapons (Pistol)) 2 [2].

Disadvantages: Bad Sight (Farsighted) (Mitigator: Corrective Lenses, -60%) [-10]; Code of Honor (Pirate's) [-5]; Enemy (To Be Named; Equal in Power; Rival) (9) [-5]; Greed (12) [-15]; On the Edge (12) [-15]; Pacifism (Cannot Harm Innocents) [-10]; Sense of Duty (Crew and Family) [-5]; Social Stigma (Criminal Record) [-5].

Quirks: Broad-Minded [1]; Distinctive Feature (Green Hair) [-1]; Immodest [-1]; Incurable Flirt [-1]; Responsive [-1].

Skills: Accounting (H) IQ+0 [4] - 12; Acrobatics (H) DX+0 [4] - 16; Area Knowledge (Galaxy) (E) IQ+2 [4] - 14; Armoury/TL11 (Small Arms) (A) IQ+0 [2] - 12; Artillery/TL11 (Guided Missile) (A) IQ+1 [4] - 13; Beam Weapons/TL11 (E) DX+4 [12] - 20; Body Language (Humanoid) (A) Per-1 [1] - 14; Brawling (E) DX+2 [4] - 18; Carousing (E) HT+2 [1] - 16*; Climbing (A) DX-1 [1] - 15; Connoisseur (Wine) (A) IQ+0 [2] - 12; Current Affairs/TL11 (Headline News) (E) IQ+2 [4] - 14; Driving/TL11 (Hovercycle) (A) DX+0 [2] - 16; Electronics Repair/TL11 (Force Shields) (A) IQ+0 [2] - 12; Electronics Repair/TL11 (Security) IQ+1 [4] - 13; Electronics Repair/TL11 (Sensors) (A) IQ+0 [2] - 12; Escape (H) DX+0 [4] - 16; Fast-Draw/TL11 (Ammo) (E) DX+1 [1] - 17†; Fast-Draw (Pistol) (E) DX+4 [8] - 20†; Fast-Talk (A) IQ+3 [4] - 15*; First Aid/TL11 (Humanoid) (E) IQ+0 [1] - 12; Gambling (A) IQ+2 [8] - 14; Gunner/TL11 (Beams) (E) DX+2 [1] - 18‡; Leadership (A) IQ+2 [2] - 14*; Lip Reading (A) Per+1 [4] - 16; Lockpicking (A) IQ+0 [2] - 12; Mechanic/TL11 (High Performance Spacecraft) (A) IQ+1 [4] - 13; Mechanic/TL11 (Reactionless Thrusters) (A) IQ+1 [4] - 13; Merchant (A) IQ+1 [4] - 13; Navigation/TL11 (Hyperspace) (A) IQ+3 [4] - 14§; Observation (A) Per+0 [2] - 15; Pickpocket (H) DX-1 [2] - 15; Piloting/TL11 (Aerospace) (A) DX+4 [4] - 20‡#; Piloting/TL11 (High-Performance Spacecraft) (A) DX+4 [4] - 20‡#; Riding (Tauntaun) (A) DX+0 [2] - 16; Running (A) HT+0 [2] - 14; Savoir-Faire (High Society) (E) IQ+2 [1] - 14*; Savoir-Faire (Mafia) (E) IQ+3 [2] - 15*; Sex Appeal (Humanoid) (A) HT+4 [1] - 19*¥; Sleight of Hand (H) DX-1 [2] - 15; Smuggling (A) IQ+2 [8] - 14; Streetwise (A) IQ+3 [4] - 15*; Throwing (A) DX+0 [2] - 16.

Techniques: Dual-Weapon Attack (Beam Weapons (Pistol)) (H) def+4 [5] - 20.

Starting Spending Money: \$6,200 (20% of Starting Wealth, minus the cost of two blaster pistols).

Theme Song: Glenn Frey, "Smuggler's Blues".

* Includes +2 from Smooth Operator.

† Includes +1 from Enhanced Time Sense.

‡ Includes +2 from Hot Pilot.

§ Includes +2 from 3D Spatial Sense.

Includes +1 from 3D Spatial Sense.

¥ Includes +4 from Appearance.

Role-Playing Notes:

Neha presents herself as carefree with a "me against the Galaxy" bearing. She has principles many other smugglers don't; she refuses to trade in spice or slaves, preferring to smuggle guns and medicines to those working against oppressive regimes. She tries to hide it, but she has a heart of gold and won't let anyone suffer if she can help it.

Neha's Blasters

Neha's blaster pistols are designed to look like Pre-Republic cartridge revolvers. She affectionately calls them her "six-guns".

Beam Weapons (Pistol)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
11	Blaster Pistol (×2)	3d (5) burn sur	5	300/900	1.6/C	3	40 (3)	4	-2	1	\$4,400	3
	<i>Stun Setting</i>	HT-3 (3) aff	-	-	-	-	-	4	-	1	-	-

DUUSHA

Real Name: Jaek Skyrunner.

Occupation: Bounty hunter, former soldier.

Identity: Publicly known.

Legal Status: Citizen of the Chiss Ascendancy with a criminal record in the Galactic Republic.

Other Aliases: None.

Place of Birth: Nar Shaddaa, Y'Toub system, Hutt Space.

Marital Status: Single.

Known Relatives: Renee (wife), Frankliin "Mudwreck" Skyrunner (father, deceased), Raiki, Neha (sisters), Allisee, Tika, Pegali, Andoya (half-sisters), Klekleta, Xibeda (half-brothers), Mikk'el (brother, deceased), Andralina (alias Wileykitten, adopted sister), Nesri Se'lan (alias Darth Lollipop, sister-in-law), mother and step-mother (names unrevealed).

Group Affiliation: None, formerly the Chiss Army.

Base of Operations: Mobile aboard the starship *Blue Inside*.

History: Born to a large multiracial family on Nar Shaddaa, Jaek was taken as an infant by his father's third wife, a Chiss intelligence agent for the Ascendancy, to the Chiss homeworld Csilla. He grew up there alongside his half-sister Allisee, and while not fully grown at the time entered the Chiss military at age twelve (Chiss mature faster than Humans, and reach physical and mental maturity between the ages of ten and twelve). Despite his physical shortcomings and just entering the Human phase of puberty, Jaek tried to keep up with his Chiss comrades. He's never said whether he was ever fully successful at earning their respect.

During an intense firefight when he was fourteen, Jaek's right arm was blown off and shrapnel embedded itself in his right eye. Invalided out of the Chiss military, he was fitted with bionic prostheses. Desperate, he returned to his family on Nar Shaddaa, where his Chiss-like demeanor and code of honor soon had others his age calling him "duusha", as they felt he was "blue on the inside". (The term *duusha* refers to a kind of cheese, popular on the Outer Rim, made from bantha milk; the cheese itself is blue like the milk, while the molds used in its production turn the outside of the cheese wheels a multitude of different colors.) Not realizing the term was meant as an insult, Jaek took the name "Duusha" as his working name when he began his bounty hunting career. Occasionally, his bounty hunting career landed him in a Republic prison when he inadvertently broke Republic laws in pursuit of a target.

It wasn't long before he encountered another bounty hunter going after the same target he was: Renee, an orange-skinned Twi'lek bounty hunter from Ryloth. While Renee wanted to eliminate him and claim the bounty for herself, she soon came to respect Duusha's persistence and skill, and they decided to join forces and split the money. This led to a working partnership and, most recently, a marriage.

Age: 25.

Height: 6'.

Weight: 200 lbs.

Eyes: Brown.

Hair: Brown.

Other Distinguishing Features: Duusha possesses a bionic right arm, a cybernetic right eye, and a number of other cybernetic implants visible on his head.

Uniform: Green, white, and brown cortosis weave durasteel body armor, HUD display.

Strength Level: Duusha possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise.

Known Force Powers: None.

Cybernetic Augmentations: Duusha's cybernetic right eye enables him to see in the infrared spectrum, letting him see the heat signatures of those around him. He also possesses a comlink implant. His bionic arm possesses slightly greater strength than a normal arm, but because the rest of his body isn't enhanced he cannot lift much more than normal.

Other Abilities: Duusha is a skilled soldier and bounty hunter. He is an expert marksman with both a pistol and a rifle, a skilled



tracker, and a skilled spacecraft pilot. He also possesses a greater will than most, having proven resistant to the Jedi Mind Trick on multiple occasions.

Weapons: Duusha carries a number of weapons. His primary weapons are a pair of heavy blaster pistols and a forearm gauntlet which combines a rocket launcher, a grapnel spike launcher, a flamethrower, and a carbonite sprayer.

SWTOR Class: Bounty Hunter: Mercenary (L70).

400 points

Attributes: ST 13 [30]; DX 14 [80]; IQ 12 [40]; HT 12 [20].

Secondary Characteristics: Dmg 1d/2d-1; BL 34 lbs.; HP 13 [0]; Will 15 [15]; Per 15 [15]; FP 12 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 10.

Languages: Cheunh (Native) (Native Language) [0]; Galactic Basic (Native) [6]; Huttese (Native) [0].

Cultural Familiarities: Chiss Ascendancy (Native) [0]; Hutt Space [1]; Rim Worlds [1].

Advantages: 3D Spatial Sense [10]; Absolute Timing (Temporary Disadvantage: Electrical, -20%) [2]; Ambidexterity [5]; Appearance (Attractive) [4]; Bionic Arm (One Arm) [5]; Bionic Eye (One Eye) [4]; Combat Reflexes [15]; Danger Sense [15]; Fearlessness 3 [6]; Gunslinger [25]; High Pain Threshold [10]; Intuition [15]; Resistant to Jedi Mind Tricks (+3) [3]; Single-Minded [5]; Stalker 2 [10]; Tough Guy 2 [10]; Very Fit [15].

Perks: Deep Sleeper [1]; Equipment Bond (Body Armor) [1]; Job Hunter [1]; Not Easily Frightened (Rule of 15) [1]; Patience of Job [1]; Weapon Bond (Blaster Pistols) [2].

Disadvantages: Code of Honor (Chiss) [-5]; Code of Honor (Professional) [-5]; Pacifism (Cannot Harm Innocents) [-10]; Social Stigma (Criminal Record) [-5]; Truthfulness (9) [-7].

Quirks: Attentive [-1]; Broad-Minded [-1]; Distinctive Feature (Facial Scars) [-1]; OUCH! [-1]; Pokes Fun At Force Users [-1].

Skills: Artillery/TL11 (Guided Missile) (A) IQ+2 [8] – 14; Beam Weapons/TL11 (Pistol) (E) DX+4 [12] – 18; Brawling (E) DX+1 [2] – 15; Explosives/TL11 (Demolition) (A) IQ+0 [2] – 12; Fast-Draw/TL11 (Ammo) (E) DX+1 [1] – 15*; Fast-Draw (Pistol) (E) DX+1 [1] – 15*; Forced Entry (E) DX+2 [1] – 16†; Gunner/TL11 (Beams) (E) DX+2 [4] – 16; Guns/TL11 (Wrist Gun) (E) DX+2 [4] – 16; Hiking (A) HT+1 [1] – 13‡; Intimidation (A) Will+1 [1] – 16†; Liquid Projector/TL11 (Flamethrower) (E) DX+2 [4] – 16; Liquid Projector/TL11 (E) DX+0 [1] – 14; Navigation/TL11 (Hyperspace) (A) IQ+2 [2] – 14§; Navigation/TL11 (Land) (A) IQ+4 [1] – 16‡#; Piloting/TL11 (Aerospace) (A) DX+2 [4] – 16¥; Piloting/TL11 (High-Performance Spacecraft) (A) DX+2 [4] – 16¥; Savoir-Faire (Military) (E) IQ+0 [1] – 12; Shadowing (A) IQ+4 [8] – 16†; Stealth (A) DX+2 [2] – 16‡; Streetwise (A) IQ+3 [4] – 15†; Tracking (A) Per+1 [1] – 16‡; Wrestling (A) DX+2 [8] – 16.

Techniques: Dual-Weapon Attack (Beam Weapons (Pistol)) (H) def+4 [5] – 18.

Starting Spending Money: \$51,700 (100% of Starting Wealth, minus cost of weapons and armor)

Theme Song: Def Leppard, "Die Hard The Hunter".

- * Includes +1 from Combat Reflexes.
- † Includes +2 from Tough Guy.
- ‡ Includes +2 from Stalker.
- § Includes +2 from 3D Spatial Sense.
- # Includes +3 from 3D Spatial Sense.
- ¥ Includes +1 from 3D Spatial Sense.

Role-Playing Notes:

Thanks to his Chiss upbringing, Duusha is rather reserved in his speech, observing silently before doing anything. He's been described as having nerves of durasteel, as very little seems to frighten him. He holds himself to a strict code of honor, never killing his targets if he can help it.

Duusha's Weapons

Beam Weapons (Pistol)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
11	Heavy Blaster Pistol (x2)	4d (5) burn sur	5	500/1,500	3.3/2C	3	33 (3)	6	-3	1	\$11,200	3
	<i>Stun Setting</i>	HT-4 (3) aff	–	–	–	–	–	6	–	1	–	–

Guns (Gyroc or Wrist Gun)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	CPS	LC	Notes
11	Wrist Launcher	6d pi++	0	1,900	1/0.1	1	1 (3i)	6	-1	1	\$50	\$5	3	
11	Explosive Rocket	6d (0.5) pi++	-	-	-	-	-	-	-	-	-	\$5	2	
	<i>follow-up</i>	2d+4 cr ex [1d-1]	-	-	-	-	-	-	-	-	-	-	-	
11	APHEX Rocket	6d (2) pi++	-	-	-	-	-	-	-	-	-	\$20	2	
	<i>follow-up</i>	1d cr ex [1d-1]	-	-	-	-	-	-	-	-	-	-	-	
11	Concussive Rocket	6d (0.5) pi++	-	-	-	-	-	-	-	-	-	\$5	2	
	<i>follow-up</i>	2d+4 cr ex	-	-	-	-	-	-	-	-	-	-	-	
11	HEMP Rocket	6d×2 (5) imp inc	-	-	-	-	-	-	-	-	-	\$10	1	
	<i>linked</i>	1d cr ex [1d-1]	-	-	-	-	-	-	-	-	-	-	-	
11	Ion Rocket	1d-4 cr ex	-	-	-	-	-	-	-	-	-	\$50	2	
	<i>linked</i>	HT-8 (2) aff (1 yd)	-	-	-	-	-	-	-	-	-	-	-	[1]
11^	Grav Pulse Rocket	2d+2 cr dbk ex	-	-	-	-	-	-	-	-	-	\$25	2	
11^	Plasma Rocket	3d burn ex sur	-	-	-	-	-	-	-	-	-	\$50	1	

Notes:

[1] Only affects droids, bionics, and computers

Liquid Projector (Flamethrower)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
11	Flamethrower	4d burn	0	5/10	1/0.1	Jet	5 (3)	6	-1	1	\$500	2	[1]

Notes:

[1] Operates off a B cell which is good for 20 shots. The second number of the Weight statistic indicates the weight of a cartridge of spun tibanna gas, not the B cell.

Liquid Projector (Sprayer)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
11	Carbonite Sprayer	spec.	0	5	1/0.1	Jet	1 (3)	4	-1	1	\$250	3	[1]

Notes:

[1] Encases its target in a coating of fast-drying liquid carbonite; the initial coating binds with an effective ST 20. This sprayer does *not* place the target in suspended animation, but due to its porous nature enables the target to breathe. A freezing chamber is necessary for long-term survival of the target.

Duusha's Body Armor

TL	Armor	Locations	DR	Cost	Weight	LC	Notes
11	Combat Hardsuit	full suit	110/66	\$200,000	30	2	[1, 2]
11	Combat Infantry Helmet	head	40/26	\$40,000	5	2	[1, 2]

Notes:

[1] Cortosis Weave, which gives +10% more DR for the same weight (already accounted for in the DR column) and one level of Hardened, reducing the Armor Divisor of blasters from (5) to (3).

[2] Split DR; use the higher number for the torso (on suits) or skull (on helmets), and the lower number for the extremities.

WILEYKITTEN

Real Name: Andralina Skyrunner.

Occupation: Militia investigator.

Identity: Known to Taris settlers.

Legal Status: Citizen of Taris, which by extension makes her a citizen of the Galactic Republic.

Other Aliases: "Wiley", "Kitten", "Kitty" (she hates the last one).

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: Frankliin "Mudwreck" Skyrunner (adopted father, deceased); Allisee, Tika, Pegali, Raiki, Neha, Andoya (adopted sisters), Jaek (alias Duusha, adopted brother), Klekletta, Xibeda (adopted brothers), Mikk'el (adopted brother, deceased), Nesri Se'lan (alias Darth Lolipop, adopted sister-in-law), Renee (adopted sister-in-law), mother (name unrevealed).

Group Affiliation: Taris militia.

Base of Operations: Mobile aboard the starship *Rakghoul's Bane*, formerly the Cathar Resettlement Zone on Taris.

History: Andralina was raised on Taris in the Cathar Resettlement Zone. At some point in the past she was legally adopted by one of the smugglers who frequented the settlement, but for some reason she was never taken off-world. The only family members she had contact with were her adopted father and his daughter, Neha who often flew with him.

As she neared adulthood, she began to train with the Cathar settlers' militia on Taris. It was at this point her strength and grace were noted, as well as her investigative talent. Those, combined with her skill with the Cathar Honor Sword her adopted father presented her on her fourteenth summer, earned her the appellation "Wileykitten" by the other settlers, a name she took for her own.

When she was eighteen, her adopted father was visiting the settlement when they were attacked by a pack of rakghouls, vicious beasts that had once been human that were a product of Sith alchemy several hundred years before and could infect others, turning them into rakghouls as well. To her horror, her adopted father was bit and infected; Wileykitten was forced to kill him before he could turn, an act which estranged her from Neha for several months. Wiley later met the rest of her family at her adopted father's funeral on Nar Shaddaa; she was surprised to find that her adopted siblings included a Sith and a few Jedi.

Not long ago, Wileykitten discovered that a smuggler had captured a live rakghoul and carried it off-world. Before the rest of the militia could act, Wileykitten took it upon herself to bring the smuggler to justice and destroy the off-world rakghoul population before they could spread like on Taris. To do this, she "borrowed" one of the militia's cruisers and followed the smuggler's trail.

Age: 21.

Height: 5' 7".

Weight: 140 lbs.

Eyes: Blue.

Hair: Brown.

Usual Outfit: On Taris, Wileykitten wore red and black body armor. Now away from wildlife that could turn her into one of them with a bite or scratch, she has taken to wearing a red and white bikini, a fur-lined cloak, a red and white loincloth, and sandals.

Strength Level: Wileykitten possesses incredible strength due to heavy-gravity training, possessing greater than twice the normal human strength of a woman her age, height, and build.

Known Force Powers: None.

Other Abilities: Wileykitten is a skilled swords-woman and investigator. Her powerful feline legs enable her to make incredible leaps. She is also skilled at throwing her vibrosword in such a manner that it boomerangs back to her.

Weapons: Wileykitten carries a Cathar Honor Sword, a vibrosword with a 48 inch long blade which is balanced enough to wield one-handed but has a handle for wielding two-handed.



SWTOR Class: Jedi Knight: Jedi Guardian (L70).

750 points

Attributes: ST 15 [30*]; DX 16 [120]; IQ 12 [40]; HT 15 [50].

Secondary Characteristics: Dmg 2d-1/3d+1; BL 45 lbs.; HP 15 [0]; Will 12 [0]; Per 15 [15]; FP 15 [0]; Basic Speed 8.00 [5]; Basic Move 8 [0]; Dodge 14.

Languages: Catharese (Native) (Native Language) [0]; Galactic Basic (Native) [6].

Cultural Familiarities: Rim Worlds (Native) [0].

Advantages: Appearance (Beautiful) (Impressive, +0%) [12]; Cathar [56]; Combat Reflexes [15]; Daredevil 1 [15]; Enhanced Dodge 3 [45]; Enhanced Parry (All Parries) 3 [30]; Extra Attack (Multi-Attack, +20%) [30]; Fearlessness 3 [6]; High Pain Threshold [10]; Imbue 2 (Limited Skill Access: One Skill, -80%) [4]; Legal Enforcement Powers 2 [10]; Natural Copper 4 [40]; Police Rank 1 [5]; Signature Gear (Cathar Honor Sword) [2]; Stalker 2 [10]; Striking ST +4 [10*]; Super Jump 2 [20]; Survivor 2 [10]; Very Fit [15]; Weapon Master (Cathar Honor Sword) [20].

Perks: Extra Option (Bulletproof Nudity) [1]; Form Mastery (Cathar Honor Sword) [1]; Good With Nexu [1]; Grip Mastery (Cathar Honor Sword) [1]; Limited Camouflage (Plains) [1]; One-Way Fluency (Huttese) [1]; Rapid Retraction (Kicks) [1]; Rapid Retraction (Punches) [1]; Special Exercises (Striking ST) +2 [2]; Style Familiarity (Longsword Fighting) [1]; Weapon Bond (Cathar Honor Sword) [1].

Disadvantages: Duty (Taris Militia) (9) [-5]; Impulsiveness (9) [-15]; Light Sleeper [-5]; Obsession (Destroy Off-World Rakghoul Population) (12) [-10]; On the Edge (9) [-22]; Pacifism (Cannot Harm Innocents) [-10].

Quirks: Broad-Minded [-1]; Habit (Tends to Yell "Meow!" When Leaping At Someone) [-1]; Incurable Flirt [-1]; Prefers the "Primitive Barbarian" Look [-1]; Show-Off [-1].

Skills: Beam Weapons/TL11 (Rifle) (E) DX+0 [1] – 16; Body Language (Human/Near-Human) (A) Per+3 [1] – 18†; Boomerang Strike (Throwing) (VH) DX+0 [8] – 16; Brawling (E) DX+2 [4] – 18; Breaking Blow (H) IQ+2 [12] – 14; Broadsword (A) DX+4 [14] – 20‡; Climbing (A) DX+0 [2] – 16; Criminology/TL11 (A) IQ+6 [8] – 18†; Detect Lies (H) Per+3 [2] – 18†; Fast-Draw (Two-Handed Sword) (E) DX+2 – 18§; Hiking (A) HT+1 [1] – 16#; Intelligence Analysis/TL11 (H) IQ+6 [12] – 18†; Judo (H) DX+0 [4] – 16; Jumping (E) DX+2 [4] – 18; Naturalist (Taris) (H) IQ+0 [1] – 12¥; Navigation/TL11 (Land) (A) IQ+1 [1] – 13#; Observation (A) Per+3 [1] – 18†; Power Blow (H) Will+2 [12] – 14; Riding (Nexu) (A) DX+0 [2] – 16; Riding (Tauntaun) (A) DX+0 [2] – 16; Shadowing (A) IQ+5 [8] – 18†; Stealth (A) DX+2 [2] – 18#; Streetwise (A) IQ+3 [1] – 15†; Survival (Swampland) (A) Per+3 [4] – 18¥; Survival (Woodlands) (A) Per+1 [1] – 16¥; Throwing (A) DX+2 [8] – 18; Tracking (A) Per+3 [4] – 18#; Two-Handed Sword (A) DX+4 [16] – 20.

Techniques: Close Combat (Two-Handed Sword) (H) def+4 [5] – 16; Counterattack (Two-Handed Sword) (H) def+5 [6] – 20.

Starting Spending Money: \$15,000 (20% of Starting Wealth).

Theme Song: Whitesnake, "Kitten's Got Claws".

* Includes +2 to ST and +2 to Striking ST from Cathar.

† Includes +4 from Natural Copper.

‡ Defaulted from Two-Handed Sword.

§ Includes +1 from Combat Reflexes.

Includes +2 from Stalker.

¥ Includes +2 from Survivor.

Role-Playing Notes:

Wileykitten is normally friendly and cheerful, but becomes an unstoppable force of destruction when rakghouls are involved. Secretly, the death of her adopted father at her own hands to spare him from being a rakghoul pains her deeply, and she doesn't ever want to be put in that position ever again.



Wileykitten's Cathar Honor Sword

Broadsword

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>	<i>Notes</i>
11	Cathar Honor Sword	4d+11 (5) cut	1, 2	15U	\$30,000	5.5	11	[1]
	<i>or</i>	2d+8 (5) imp	2	15U	–	–	11	–

Two-Handed Sword

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>	<i>Notes</i>
11	Cathar Honor Sword	4d+12 (5) cut	1, 2	15	\$30,000	5.5	10†	[1]
	<i>or</i>	2d+9 (5) imp	2	15	–	–	10†	–

Notes:

[1] Cathar Honor Sword build as a Thrusting Bastard Sword (*Low-Tech*, p. 66) with the Superfine (*Ultra-Tech*, p. 163) and Vibroblade (*Ultra-Tech*, p. 164) options.

Cathar

56 points

Attribute Adjustments: ST +2 [20].

Languages: Catharese (Native) [0]. Can learn to speak Basic and Huttese.

Advantages: Acute Hearing +2 [4]; Claws (Sharp Claws) [5]; Discriminatory Smell [15]; Parabolic Hearing 1 [4]; Rapid Healing [5]; Striking ST +2 [10]; Teeth (Sharp Teeth) [1].

Perks: Fur [1]; Extended Hearing (High) [1].

Disadvantages: Code of Honor (Cathar) [-10].

KLEKLETTA

Real Name: Klekletta Skyrunner.

Occupation: Sith lord.

Identity: Publicly known.

Legal Status: Citizen of the Sith Empire with a juvenile criminal record on Nar Shaddaa.

Other Aliases: Darth Furious, Lord Furious, "Klek", "the Ax-Man".

Place of Birth: Nar Shaddaa, Y'Toub system, Hutt Space.

Marital Status: Married.

Known Relatives: Nesri Se'lan (alias Darth Lolipop, wife), Frankliin "Mudwreck" Skyrunner (father, deceased), Allisee, Tika, Pegali, Raiki, Neha, Andoya (half-sisters), Xibeda (brother), Jaek (alias Duusha, half-brother), Mikk'el (half-brother, deceased), Andralina (alias Wileykitten, adopted sister), Renee (sister-in-law), mother (name unrevealed, deceased).

Group Affiliation: Sith Order, formerly a Nar Shaddaa swoop gang.

Base of Operations: Kaas City, Dromund Kaas, Sith Empire; mobile aboard the starship *Savage Fury*.

History: Born on Nar Shaddaa to a smuggler and his fourth wife, a Sith Pureblood who had fled Korriban because she feared the Sith trials, which claimed the lives of many, Klekletta grew up embarrassed by his mother's failure as a Sith. In rebellion to this, he fell in with a swoop bike gang in the Nar Shaddaa undercity. It was there he learned to thrive on the fear his gang caused. His skill with the Force and with the pair of axes he took off a Gamorrean he instinctively Force choked came to the attention of several Sith who were building their own power base on Nar Shaddaa. These Sith approached Klek and convinced him to train on Korriban as a Sith himself. Klek decided that the only way the Sith Academy would accept him was if he presented them with the head of a traitor, so he killed his mother, packed her head in ice, and traveled to Korriban, mounting his mother's head on a pike in front of the Academy.

While at the Sith Academy, he found himself attracted to a fellow acolyte, the Twi'lek Nesri Se'lan. The attraction was mutual, and the two soon became partners, eliminating all their rivals. They were given separate final trials, and Klek showed that he was not dependent on her, nor she him. As a reward for this, both were taken as apprentices by a Sith lord, Lord Quesada. In reality, their "apprenticeship" was work as Quesada's enforcers, and he didn't bother to teach them anything, out of fear of them eliminating him before he could destroy them.

The two were betrayed by Lord Quesada two years later, but survived the Sith Lord's clumsy assassination attempt. Their anger and hatred fueled by this betrayal, Klek and Nesri commandeered an Imperial fleet and engaged in a series of hit-and-run attacks on Quesada's forces. As their attacks increased in frequency, Quesada became more and more unhinged. Finally, Klek and Nesri, now calling themselves Lord Furious and Lady Lolipop (the latter with a touch of ironic humor), confronted Quesada about his betrayal on the grounds of the Sith Academy on Korriban. Their confrontation was witnessed by Darth Ravage and Darth Thanaton of the Dark Council, who granted Klek and Nesri the rank of Darth before killing Quesada themselves. Not long after that, Nesri proposed to Klek, and the two were quickly married.

Age: 25.

Height: 6' 6".

Weight: 350 lbs.

Eyes: Red.

Hair: Brown.

Skin: Red.

Uniform: Red and white chanlon reinforced corselet, white chanlon leg guards, white boots, red and white gloves.

Strength Level: Klekletta possesses the normal strength of a man of his age, height, and admittedly prodigious build who engages in intensive regular exercise. Using the Force, Klek can increase his strength to many times normal, enabling him to bench-press just under two tons.



Known Force Powers: Klek has primarily internalized his Force usage, with rudimentary telekinetic ability. As well as being able to bolster his already prodigious strength, he is able to leap incredible distances, cause his axes to return to him when thrown, and telekinetically choke a person. He's able to deflect blaster fire with his axes, and has absorbed the energy of blaster pistols with his bare hands.

Other Abilities: Klekletta is a skilled swoop bike racer and an expert at wielding a pair of Gamorrean vibro-axes.

Weapons: Klekletta wields a pair of Gamorrean vibro-axes made of phrick alloy, which lets them withstand blows from blasters and lightsabers without being damaged.

SWTOR Class: Sith Warrior: Sith Marauder (L70).

1,000 points

Attributes: ST 24/47 [70*]; DX 13 [60]; IQ 12 [40]; HT 15 [50].

Secondary Characteristics: Dmg 2d+1/4d+2 (8d-1/5d+2); BL 115 lbs. (442 lbs.); HP 24/47 [0]; Will 15 [15]; Per 12 [0]; FP 20 [15]; Basic Speed 7.00 [0]; Basic Move 7 [0]; Dodge 11.

Languages: Ancient Sith (Accented) [4]; Galactic Basic (Native) [6]; Huttese (Native) (Native Language) [0].

Cultural Familiarities: Hutt Space (Native) [0]; Rim Worlds [1]; Sith Empire [1].

Advantages: Charisma 2 [10]; Combat Reflexes [15]; Enhanced Parry (All Parries) 3 [30]; Feudal Rank 6 [30]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [15]; Indomitable [15]; Pickaxe Penchant 2 [10]; Rapid Healing [5]; Single-Minded [5]; Sith Pureblood [29]; Status 6 [10†]; Wealth (Multimillionaire 1) [75]; Weapon Master (Paired Gamorrean Axes) [25].

Force Powers: Danger Sense (ESP, -10%) [14]; Energy Absorption 10 [95]; Force Crush 5 [25]; Force Leap 2 [16]; Super ST +7/+30 (Psychokinetic, -10%) [273].

Perks: Akimbo (Axe/Mace) [1]; Classic Features (Sith Pureblood) [1]; Dirty Fighting [1]; Fearsome Stare [1]; Focused Fury [1]; Off-Hand Weapon Training (Axe/Mace) [1]; Special Exercises (Increased MaxST for Gamorrean Axes) [1]; TK Tether [1]; Weapon Bond (Gamorrean Axe) 2 [2].

Disadvantages: Bad Temper (9) [-15]; Berserk (12) [-10]; Bloodlust (9) [-15]; Bully (12) [-10]; Code of Honor (Pirate's) [-5]; Dark Side Taint -8 [-24]; Selfish (9) [-7]; Social Stigma (Criminal Record) [-5].

Quirks: Disrespectful of Authority Figures [-1]; Punishes Disloyalty Severely [-1]; Rewards Loyalty Generously [-1]; Show-Off [-1].

Skills: Absorb Energy (H) IQ+2 [12] – 14; Area Knowledge (Nar Shaddaa) (E) IQ+1 [2] – 13; Axe/Mace (A) DX+5 [12] – 18‡; Brawling (E) DX+2 [4] – 15; Climbing (A) DX+0 [2] – 13; Detect Lies (H) Per-2 [1] – 10; Driving/TL11 (Hovercycle) (A) DX+1 [4] – 14; Fast-Draw (Axe) (E) DX+1 [1] – 14; Force Crush (H) IQ+2 [12] – 14; Forced Entry (E) DX+2 [1] – 15‡; Hobby Skill (Feats of Strength) (E) DX+1 [2] – 14; Intimidation (A) Will+0 [2] – 15; Jumping (E) DX+0 [1] – 13; Leadership (A) IQ+2 [2] – 14#; Lifting (A) HT-1 [1] – 14; Mental Strength (E) Will+0 [1] – 15; Precognitive Parry (H) IQ+2 [12] – 14; Running (A) HT-1 [1] – 14; Savoir-Faire (High Society) (E) IQ+0 [1] – 12; Savoir-Faire (Mafia) (E) IQ+2 [4] – 14; Streetwise (A) IQ+2 [8] – 14; Tactics (H) IQ-1 [2] – 11; Thrown Weapon (Axe/Mace) (E) DX+3 [2] – 16‡; Two-Handed Axe/Mace (A) DX+3 [2] – 16‡¥; Urban Survival (A) Per+0 [2] – 12; Wrestling (A) DX+1 [4] – 14.

Techniques: Dual-Weapon Attack (Axe/Mace) (H) def+1 [2] – 15; Eye-Gouge (Brawling) (H) def+2 [3] – 12; Force Choke (Force Crush) (H) def+10 [11] – 14; Head Butt (Brawling) (H) def+1 [2] – 15; Mounted Combat (Axe/Mace / Driving (Hovercycle)) (H) def+2 [3] – 16.

Starting Spending Money: \$14,958,800 (20% of Starting Wealth, minus the cost of two Gamorrean Axes).

Theme Song: George Thurgood, "Born To Be Wild".

* Includes +7/+30 from Super ST.

† Includes +2 from Feudal Rank and +2 from Wealth.

‡ Includes +2 from Pickaxe Penchant.

§ Includes +1 from Combat Reflexes.

Includes +2 from Charisma.

¥ Defaulted from Axe/Mace.

Role-Playing Notes:

Klek is brash and disrespectful of most authority figures. Much of the disrespect is probing to find out how far those in authority can be pushed. He rewards loyalty generously, and betrayal – of those above or below you – extremely harshly. He is famed (perhaps infamous) for his rage, which he is known to unleash on his foes with a flurry of blows from his axes. Around non-Sith, he tends to be a bully.

Klekletta's Gamorrean Axes

Axe/Mace

TL	Weapon	Damage	Reach	Parry	Cost	Weight	Power	ST	Notes
11^	Gamorrean Axe (×2)	5d+16 (10) cut	1	16U	\$20,600	6.5	C/75 sec.	17	[1, 2]
	<i>with Super ST</i>	9d+21 (10) cut	–	–	–	–	–	51	–

Two-Handed Axe/Mace

TL	Weapon	Damage	Reach	Parry	Cost	Weight	Power	ST	Notes
11^	Gamorrean Axe (×2)	5d+17 (10) cut	1	15U	\$20,600	6.5	C/75 sec.	15+	[1, 2]
	with Super ST	9d+22 (10) cut	–	–	–	–	–	45+	–

Thrown Weapon (Axe/Mace)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	Power	Notes
11	Gamorrean Axe (×2)	5d+16 (10) cut	2	24/36	6.5	1	T(1)	17	-3	1	\$20,600	C/75 sec.	[1, 2]
	with Super ST	9d+21 (10) cut	–	47/71	–	–	–	51	–	–	–	–	–

Notes:

[1] Composed of phrick alloy, treated as a Hyperdense Blade (*Ultra-Tech*, p. 164).

[2] Gamorrean Axe built as a Throwing Axe with the Fine (p. B274), Hyperdense Blade, and Vibroblade (*Ultra-Tech*, p. 164) options (weight and power consumption calculated in that order).

Sith Pureblood

29 points

Advantages: Claws (Blunt Claws) [3]; Damage Resistance 2 (Tough Skin, -40%) [6]; Force-Sensitive [5]; Social Regard (Feared) 3 [15].



Klekletta Skyrunner, born to ride

RAIKI

Real Name: Raiki Skywalker.

Occupation: Jedi investigator and infiltrator.

Identity: Known to the Republic authorities.

Legal Status: Citizen of the Galactic Republic with no known criminal record, bounty posted for her capture in the Sith Empire.

Other Aliases: Has impersonated more than a few Sith lords and Sith apprentices.

Place of Birth: Nar Shaddaa, Y'Toub system, Hutt Space.

Marital Status: Single.

Known Relatives: Frankliin "Mudwreck" Skywalker (father, deceased), Allisee, Tika, Pegali, Andoya (half-sisters), Neha (sister), Jaek (alias Duusha, brother), Klekletta, Xibeda (half-brothers), Mikk'el (brother, deceased), Andralina (alias Wileykitten, adopted sister), Nesri Se'lan (alias Darth Lolipop, sister-in-law), Renee (sister-in-law), mother (name unrevealed).

Group Affiliation: Jedi Order.

Base of Operations: Jedi Temple, Tython, Deep Core; mobile aboard the starship *Twilight Princess*.

History: Raiki was born on Nar Shaddaa to a Jedi-trained Alderaanian noble who married a smuggler. Her strength in the Force was apparent from a young age, and her mother took it upon herself to train Raiki as a Jedi. As her mother was a native of Alderaan, Raiki began thinking of herself as an Alderaanian, even going so far as to adopt an Alderaanian accent.

At the age of sixteen, Raiki was sent to Tython to continue her Jedi training, along with several of her siblings (Pegali, Mikk'el, Andoya, and Xibeda). While exploring the ruins of the ancient stronghold of Kaleth, she discovered several teachings from the ancient Jee'dai General Rajivari, who had spoken out against the Jee'dai becoming the Jedi during the ancient Force Wars in Pre-Republic times. After defeating several of the droids left over from the Force Wars, she brought the remains of one to the Jedi Temple, where it was rebuilt and programmed to follow her orders. Raiki also began to secretly study Rajivari's teachings, coming to hold them as superior to the orthodox Jedi's teachings. Among these teachings were many Dark Side techniques, which Raiki soon began using.

The Jedi weren't sure what to do with Raiki at this point. While she showed strong leanings towards the Dark Side, she was not turning against the Jedi, like so many who had fallen in the past had done. Instead, she possessed an immense hatred towards the Sith, and began wanting to take a more active stance towards destroying the Jedi's ancient enemy. It wasn't until Jedi Master Nomen Karr took her as his Padawan that Raiki's loyalties were tested; Nomen Karr had once infiltrated the Sith Order, and was no stranger to using the Dark Side. Raiki was sent to infiltrate an Imperial compound in the Balmorran capital city of Sobrik, posing as a Sith apprentice on a surprise inspection, and report back once the Imperial presence was assessed or eliminated. Raiki not only slaughtered the Imperials, she fought a Sith who attempted to recruit her; she returned to present Master Karr with the Sith's head. (Even he was unnerved by this, but admitted that it was her loyalty, not her methods, that was being tested.)

Since that time, Raiki has been utilized as the Jedi's secret Dark Side weapon, infiltrating Imperial compounds by posing as a Sith and eliminating them. Although she has been confirmed as a full-fledged Jedi Knight, the Jedi Council has been hesitant to give her a Padawan of her own, as they fear what would happen if she or her Padawan were to defect to the Sith. (That Raiki's half-sister, Pegali, defected to the Sith certainly doesn't help allay their suspicions.) The Sith know her name and have posted a bounty for her, but so far they have not learned what she looks like (the bounty is for a *live* capture, as many Sith would love to make her an apprentice). Despite this, she has recently taken it upon herself to train a young Arkanian girl named Gaina Kess, who Raiki discovered on an isolated border world, in the ways of the Force and Master Rajivari's teachings. One of these days, Raiki is almost certain to go up against one of her Sith Lord siblings.

Age: 24.



Height: 5' 6".

Weight: 130 lbs.

Eyes: Green (normally), red (when channeling the Dark Side).

Hair: Red.

Usual Outfit: Black sleeveless shimmersilk blouse, floor-length red velvet cape held by a metallic gold neck-piece, black nerf-skin miniskirt, gold wrist-bands, red boots, red shimmersilk sash around the waist. When undercover as a Sith, wears various styles of body armor, sometimes adorned with spikes and with an identity-concealing full-face mask.

Strength Level: Raiki possesses the normal human strength of a woman her age, height, and build who engages in regular exercise.

Known Force Powers: Raiki uses the Force aggressively, delving into many Dark Side techniques. She has the ability to bend light around her to hide her from sight, to cause herself to "vanish" from those sensing the Force, and to subtly alter her Force aura in order to hide or enhance her Dark Side signature. Other abilities she has used include using the Force to crush someone's vital organs, create a wave of force pushing everyone around her away from her, and using Force-generated lightning against her foes. Her strength with Force telekinesis is such that she is able to lift up to twenty tons. She is also adept at using the Force to short out recording equipment in her vicinity. Like all Jedi, she is trained to deflect blaster fire with her lightsaber.

Other Abilities: Raiki is a skilled saber-staff combatant, and has become adept at impersonating Sith lords, maintaining the charade so effectively that many Sith who were unaware of who she really was and several Jedi who *were* aware have been fooled. To assist in her missions, she has learned to speak with an upper-crust Imperial accent.

Weapons: Raiki wields a double-bladed lightsaber with black-cored purple blades, which she built at the Forge on Tython. She is also known to occasionally use a personal force shield generator, hidden inside her sash.

"Showing mercy to an enemy creates a spiral of destruction."

– Master Rajivari's Fifth Principle

SWTOR Class: Jedi Consular: Jedi Shadow (L70).

Alternate SWTOR Class: Sith Inquisitor: Sith Assassin (L70).

1,284 points

Attributes: ST 10 [0]; DX 13 [60]; IQ 13 [60]; HT 13 [30].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 13 [6]; Will 15 [10]; Per 13 [0]; FP 15 [6]; Basic Speed 7.00 [10]; Basic Move 7 [0]; Dodge 10.

Languages: Ancient Sith (Accented) [4]; Galactic Basic (Native) (Native Language) [0]; Huttese (Accented) [4].

Cultural Familiarities: Core Worlds [1]; Hutt Space [1]; Rim Worlds [0]; Sith Empire [1].

Advantages: Appearance (Beautiful) [12]; Charisma 2 [10]; Chi Talent 2 [30]; Combat Reflexes [15]; Energy Reserve (Force) 10 [30]; Enhanced Parry (All Parries) 3 [30]; Extra Attack 1 (Multi-Strike, +20%) [30]; Fit [5]; Force-Sensitive [5]; Hard to Kill 2 [4]; Hard to Subdue 2 [4]; High Pain Threshold [10]; Jedi Rank 2* [20]; Legal Enforcement Powers 3 [15]; Perfect Balance [15]; Resistant to Poisons (+8) [7]; Smooth Operator 2 [30]; Social Regard (Respected) 3 [15]; Trained By A Master [30]; Wealth (Wealthy) [20].

Force Powers: Force Cloak 4 [94]; Force Concealment [36]; Force Crush 3 [15]; Force Push [8]; Force Wave [14]; Mind Trick [30]; Psychometry [30]; Shatterpoint [24]; Shock [15]; Speed Burst [33]; Stun Droid 5 [30]; Telekinesis 11 (Increased Range (×5), +20%; Super-Effort, +400%; Psychokinetic, -10%) [281]; Thought Scan [21].

Perks: Accent (Alderaan) [1]; Accent (Dromund Kaas) [1]; Cloaked [1]; Convincing Nod [1]; Fearsome Stare [1]; Haughty Sneer [1]; Not Easily Frightened (Rule of 15) [1]; Style Familiarity (Ataru) [1]; Style Familiarity (Djem So/Shien) [1]; Style Familiarity (Juyo) [1]; Style Familiarity (Makashi) [1]; Style Familiarity (Niman) [1]; Style Familiarity (Shii-Cho) [1]; Style Familiarity (Soresu) [1]; Weapon Bond (Double-Bladed Lightsaber) [1].

Disadvantages: Bloodlust (6) [-20]; Callous [-5]; Dark Side Taint -10 [-30]; Discipline of Faith (Mysticism) [-10]; Duty (Jedi Order; Extremely Hazardous) [-15]; Intolerance (Sith/Imperials) [-5]; Obsession (Destroy the Sith) (9) [-15]; Reputation (Dark Side Jedi) -4 (Small Class of People: Fellow Jedi; Frequency: 10 or less) [-3].



Quirks: Bloody Mess [-1]; Never Leaves Imperial Bystanders Alive [-1]; Nosy [-1]; Proud [-1].

Skills: Acrobatics (H) DX+1 [4] – 14†; Acting (A) IQ+5 [12] – 18‡; Blind Fighting (VH) Per+1 [4] – 14§; Body Language (Human/Near-Human) (A) Per+1 [4] – 14; Breaking Blow (H) IQ+1 [2] – 14§; Climbing (A) DX+1 [2] – 14†; Conceal Aura (H) IQ+1 [8] – 14; Current Affairs/TL11 (High Culture) (E) IQ+0 [1] – 13; Dancing (A) DX+1 [4] – 14; Detect Lies (H) Per+1 [2] – 14‡; Electronics Operation/TL11 (Security) (A) IQ+1 [4] – 14; Explosives/TL11 (Demolition) (A) IQ+0 [2] – 13; Fast-Draw (Force Sword) (E) DX+1 [1] – 14#; Fast-Talk (A) IQ+1 [1] – 14‡; Force Cloak (H) IQ+3 [16] – 16; Force Crush (H) IQ+1 [8] – 14; Force Staff (H) DX+5 [24] – 18; Force Sword (A) DX-1 [1] – 12; Immovable Stance (H) DX+5 [2] – 18§¥; Interrogation (A) IQ+1 [4] – 14; Intimidation (A) Will+3 [1] – 16‡; Jumping (E) DX+1 [2] – 14; Karate (H) DX+1 [8] – 14; Meditation (H) Will-1 [2] – 14; Mental Strength (E) Will+3 [2] – 18§; Mind Trick (H) IQ+1 [8] – 14; Observation (A) Per+1 [4] – 14; Precognitive Parry (H) IQ+1 [2] – 14§; Psychometry (H) Per+1 [8] – 14; Riding (Tauntaun) (A) DX-1 [1] – 12; Savoir-Faire (High Society) (E) IQ+2 [1] – 15‡; Savoir-Faire (Military) (E) IQ+2 [1] – 15‡; Sex Appeal (Human/Near-Human) (A) HT+5 [1] – 18‡⊖; Shadowing (A) IQ+0 [2] – 13; Shatterpoint (H) Per+1 [8] – 14; Stealth (A) DX+1 [4] – 14; Stun Droid (H) IQ+1 [8] – 14; Survival (Jungle) (A) Per-1 [1] – 12; Survival (Mountain) (A) Per-1 [1] – 12; Swimming (E) HT+1 (2) – 14; Telekinetic Control (H) IQ-1 [2] – 12; Telepathy (H) IQ+0 [4] – 13.

Techniques: False Aura (Conceal Aura) (H) def+4 [5] – 14; Kicking (Karate) (H) def+2 [3] – 14; Scramble Computer (A) def+3 [3] – 14; Spinning Kick (Karate) (H) def+3 [4] – 14; Whirlwind Attack (Force Staff) (H) def+5 [6] – 18.

Starting Spending Money: \$11,000 (20% of Starting Wealth minus the cost of her lightsaber and shield generator).

Theme Song: The Kinks, "Little Miss Queen of Darkness".

* Jedi Rank follows the rules set forth in *Social Engineering: Pulling Rank*, with the Jedi Order akin to a 30-point Patron and Rank at 10/level. At Jedi Rank 2, Raiki can expect official help from the Jedi Order on an Assistance Roll of 7 or less.

† Includes +1 from Perfect Balance.

‡ Includes +2 from Smooth Operator.

§ Includes +2 from Chi Talent.

Includes +1 from Combat Reflexes.

¥ Includes +4 from Perfect Balance.

⊖ Includes +4 from Appearance.

Role-Playing Notes:

Raiki is cold, calculating, ruthless, and driven to destroy the Sith. Unlike other Jedi, she sees nothing wrong with using the Dark Side to accomplish her goals; in fact, she tends to use the Dark Side almost exclusively. It is these very traits which make her so adept at infiltrating and eliminating Sith plots across the galaxy, as the Sith do not suspect a Dark Jedi of being loyal to the Jedi Order. Raiki possesses an intense, almost instinctive, hatred towards the Sith, and any offer of defection will only fuel this anger and hate. Beyond the anger and hate, however, she is almost emotionally dead.

Raiki carries herself with an air of the snotty nobility of Alderaan, and tends to affect an Alderaanian accent (essentially, the "Mid-Atlantic" accent, the accent of the American elite who try to sound a bit British) when dealing with those she meets. When on assignment behind enemy lines, she adopts an upper-crust Imperial (Oxford or London British) accent.



Raiki's Double-Bladed Lightsaber

Force Staff

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>	<i>Notes</i>
11^	Double-Bladed Lightsaber	8d (5) burn	1, 2	0	\$40,000	4	5†	[1]

Notes:

[1] Raiki's lightsaber possesses custom styling on the hilt, giving her a +1 Reaction bonus to those who notice and doubling its price.

Raiki's Personal Force Shield

<i>TL</i>	<i>Shield</i>	<i>DR</i>	<i>Cost</i>	<i>Weight</i>	<i>Power</i>	<i>LC</i>	<i>Notes</i>
11^	Personal Force Shield	30	\$24,000	2.5	C/15 min.	3	[1, 2, 3, 4]

Notes:

[1] Force Shields in *Star Wars* possess three levels of Hardened, reducing the armor divisor of blasters and lightsabers from (5) to (1).

[2] Price doubled from the Personal Force Screen in *Ultra-Tech* (p. 191) due to appearing one tech level early.

[3] DR is semi-ablative, and regenerates 3 DR per second.

[4] Shield is permeable, permitting air to pass through it.

DARTH LOLIPOP

Real Name: Nesri Se'lan Skyrunner.

Occupation: Sith lord.

Identity: Known inside the Sith Empire.

Legal Status: Citizen of the Sith Empire with no criminal record.

Other Aliases: Lady Lolipop.

Place of Birth: Kaas City, Dromund Kaas, Sith Empire.

Marital Status: Married.

Known Relatives: Klekletta (husband), Allisee, Tika, Pegali, Raiki, Neha, Andoya (sisters-in-law), Jaek (alias Duusha, brother-in-law), Xibeda (brother-in-law), Andralina (alias Wileykitten, adopted sister-in-law), Renee (brother-in-law's wife), unnamed Imperial Moff (alleged father), mother (name unrevealed).

Group Affiliation: Sith Order.

Base of Operations: Kaas City, Dromund Kaas, Sith Empire; mobile aboard the starship *Savage Fury*.

History: Nesri Se'lan was born to a household pleasure slave of an Imperial Navy Moff on the Sith Empire capital of Dromund Kaas. Discovered at a young age to be Force-Sensitive, Nesri's owner (who may have been her father) freed her and sent her to be trained as a Sith at the Sith Academy on Korriban, among the first classes of aliens to be trained. Because of this, she met much prejudice at the Academy; many of her instructors gave her tests intended to kill her. Nesri survived every attempt on her life.

While at the Sith Academy, Nesri found herself attracted to a fellow acolyte, the Sith Pureblood Klekletta Skyrunner. The attraction was mutual, and the two soon became partners, eliminating all their rivals. They were given separate final trials, and Nesri showed that she was not dependent on him, nor he her. As a reward for this, both were taken as apprentices by a Sith lord, Lord Quesada. In reality, their "apprenticeship" was work as Quesada's enforcers, and he didn't bother to teach them anything, out of fear of them eliminating him before he could destroy them.

The two were betrayed by Lord Quesada two years later, but survived the Sith Lord's clumsy assassination attempt. Their anger and hatred fueled by this betrayal, Klek and Nesri commandeered an Imperial fleet and engaged in a series of hit-and-run attacks on Quesada's forces. As their attacks increased in frequency, Quesada became more and more unhinged. Finally, Klek and Nesri, now calling themselves Lord Furious and Lady Lolipop (the latter with a touch of ironic humor), confronted Quesada about his betrayal on the grounds of the Sith Academy on Korriban. Their confrontation was witnessed by Darth Ravage and Darth Thanaton of the Dark Council, who granted Klek and Nesri the rank of Darth before killing Quesada themselves. Not long after that, Nesri proposed to Klek, and the two were quickly married.

Age: 24.

Height: 5' 9"

Weight: 160 lbs.

Eyes: Blue.

Hair: None.

Skin: Red.

Other Distinguishing Features: Lolipop possesses black Sith tattoos on her lekku and cheeks.

Uniform: Pink battlesteel body armor with purple trim.

Strength Level: Darth Lolipop possesses the normal humanoid strength of a woman her age, height, and build who engages in intensive regular exercise. Using the Force to bolster her strength to superhuman levels, she is able to bench-press roughly a ton.

Known Force Powers: Nesri has exhibited telekinetic power, most notably the ability to choke people using nothing but the Force and cause her lightsaber to return to her when thrown. She has otherwise internalized her Force power; as well as being able to bolster her strength, she is able to leap incredible distances.

Other Abilities: Nesri is a skilled strategist, hand to hand combatant, and lightsaber duelist, being a practitioner of the acrobatic Ataru



and defensive Soresu styles.

Weapons: Lolipop carries a pink-bladed lightsaber. She is also known to occasionally use a personal shield generator.

SWTOR Class: Sith Warrior: Sith Juggernaut (L70).

1,061 points

Attributes: ST 21/35 [50*]; DX 14 [60†]; IQ 13 [60]; HT 14 [40].

Secondary Characteristics: Dmg 2d/4d-1 (4d-1/6d+1); BL 88 lbs. (245 lbs.); Will 14 [10†]; Per 14 [5]; FP 14 [0]; Basic Speed 7.00; Basic Move 7 [0]; Dodge 11.

Languages: Ancient Sith (Accented) [4]; Galactic Basic (Native) (Native Language) [0]; Huttese (Accented) [4]; Ryl (Accented) [4].

Cultural Familiarities: Sith Empire (Native) [0].

Advantages: Ambidexterity [5]; Appearance (Beautiful) [8‡]; Combat Reflexes [15]; Enhanced Parry (Force Sword) 3 [15]; ESP Talent 2 [10]; Extra Attack 1 [25]; Feudal Rank 6 [30]; Force Sensitive [5]; High Pain Threshold [10]; Night Vision 5 [5]; Perfect Balance [15]; Psychokinesis Talent 4 [20]; Resistant to Disease (+8) [5]; Resistant to Poisons (+8) [7]; Social Regard (Feared) 3 [15]; Status 6 [10§]; Trained By A Master [30]; Twi'lek Female [24]; Very Fit [15]; Voice [10]; Wealth (Multimillionaire 1) [75]; Weapon Master (Lightsaber) [20].

Force Powers: Danger Sense (ESP, -10%) [14]; Force Crush 3 [15]; Force Leap 2 [16]; Force Push [8]; Mind Trick [28]; Shatterpoint [24]; Soft Landing [9]; Super ST +6/+20 (Psychokinetic, -10%) [234].

Perks: Focused Fury [1]; Gecko Grip [1]; Style Familiarity (Ataru) [1]; Style Familiarity (Soresu) [1]; Sure-Footed (Uneven) [1]; TK Tether (Lightsaber) [1]; Weapon Bond (Lightsaber) [1].

Disadvantages: Code of Honor (Pirate's) [-5]; Dark Side Taint 3 [-9]; Overconfidence (12) [-5]; Sense of Duty (Sith Empire) [-15]; Stubbornness [-5]; Trickster (12) [-15]; Truthfulness (6) [-10].

Quirks: Congenial [-1]; Distinctive Features (Sith Tattoos) [-1]; Proud [-1]; Toys With Her Opponents [-1].

Skills: Acrobatics (H) DX+0 [2] – 14#; Blind Fighting (VH) Per+0 [8] – 14; Body Language (Humanoid) (A) Per+0 [2] – 14; Breath Control (H) HT+0 [4] – 14; Climbing (A) DX+3 [1] – 17#¥; Connoisseur (Dance) (A) IQ+0 [2] – 13; Current Affairs/TL11 (Politics) (E) IQ+1 [2] – 14; Dancing (A) DX+0 [2] – 14; Detect Lies (H) Per+0 [4] – 14; Driving/TL11 (Hovercycle) (A) DX-1 [1] – 13; Force Crush (H) IQ+2 [1] – 15□; Force Sword (A) DX+4 [16] – 18; Immovable Stance (H) DX+4 [4] – 18£; Intelligence Analysis/TL11 (H) IQ+0 [4] – 13; Interrogation (A) IQ+1 [4] – 14; Intimidation (A) Will+0 [2] – 14; Judo (H) DX+0 [4] – 14; Jumping (E) DX+0 [1] – 14; Karate (E) DX+0 [4] – 14; Leadership (A) IQ+0 [2] – 13; Lifting (A) HT+0 [2] – 14; Meditation (H) Will+0 [4] – 14; Mind Trick (H) IQ+0 [4] – 13; Parry Missile Weapons (H) DX+4 [20] – 18; Power Blow (H) Will+0 [4] – 14; Precognitive Parry (H) IQ+5 [16] – 18¢; Public Speaking (A) IQ+3 [4] – 16©; Running (A) HT+0 [2] – 14; Savoir-Faire (Dojo) (E) IQ+1 [2] – 14; Savoir-Faire (High Society) (E) IQ+1 [2] – 14; Savoir-Faire (Military) (E) IQ+1 [2] – 14; Sex Appeal (Humanoid) (A) HT+5 [2] – 20©®; Shatterpoint (H) Per+0 [1] – 14¢; Strategy (Space) (H) IQ-1 [2] – 12; Survival (Desert) (A) Per+0 [2] – 14; Swimming (E) HT+0 [1] – 14; Throwing (A) DX+0 [2] – 14.

Techniques: Acrobatic Stand (Acrobatics) def+5 [6] – 14; Force Choke (Force Crush) def+10 [11] – 15; Kicking (Karate) (H) def+2 [3] – 14.

Starting Spending Money: \$14,893,300 (20% of Starting Wealth, minus the cost of her lightsaber, armor, and shield generator).

Theme Song: AC/DC, "Sink the Pink".

* Includes +6/+20 from Super ST.

† includes +1 to DX and -1 to Will from Twi'lek Female.

‡ Upgraded from Appearance (Attractive), part of Twi'lek Female.

§ Includes +2 from Feudal Rank and +2 from Wealth.

Includes +1 from Perfect Balance.

¥ Includes +3 from Flexibility.

□ Includes +4 from Psychokinesis Talent.

£ Includes +4 from Perfect Balance.

¢ Includes +2 from ESP Talent.

© Includes +2 from Voice

® Includes +4 from Appearance

Role-Playing Notes:

As can be expected from her chosen Sith name, Lady Lolipop is cheerful and often playful, a contrast to the brooding anger of other Sith. Unlike other Sith, she tries to keep an eye on the big picture, having seen first-hand how anti-alien prejudices and Sith infighting can sabotage an otherwise-successful military campaign. Her playfulness can be a weakness, however, as she'll toy with her opponent, trying to get him angry enough to lose sight of the objective, which can draw out a fight longer than it needs to be.

Darth Lolipop's Lightsaber

Force Sword

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>	<i>Notes</i>
11^	Lightsaber	8d (5) burn	1, 2	0	\$80,000	2.4	3	[1, 2]

Notes:

- [1] Lolipop's lightsaber has a phrick alloy hilt; mechanically represented as being rugged, increasing weight by 20% and doubling the price, while reducing chances of being broken.
- [2] Lolipop's lightsaber has custom styling on the hilt, giving her a +3 Reaction bonus to those who notice and quadrupling its price.

Darth Lolipop's Body Armor

<i>TL</i>	<i>Armor</i>	<i>Locations</i>	<i>DR</i>	<i>Cost</i>	<i>Weight</i>	<i>LC</i>	<i>Notes</i>
11	Battlesteel Armor	full suit	75	\$2,700	54	2	

Darth Lolipop's Personal Force Shield

<i>TL</i>	<i>Shield</i>	<i>DR</i>	<i>Cost</i>	<i>Weight</i>	<i>Power</i>	<i>LC</i>	<i>Notes</i>
11^	Personal Force Shield	30	\$24,000	2.5	C/15 min.	3	[1, 2, 3, 4]

Notes:

- [1] Force Shields in *Star Wars* possess three levels of Hardened, reducing the armor divisor of blasters and lightsabers from (5) to (1).
- [2] Price doubled from the Personal Force Screen in *Ultra-Tech* (p. 191) due to appearing one tech level early.
- [3] DR is semi-ablative, and regenerates 3 DR per second.
- [4] Shield is permeable, permitting air to pass through it.

Twilek, Female

24 points

Attribute Adjustments: DX +1 [20].

Secondary Characteristic Adjustments: Will -1 [-5].

Advantages: Appearance (Attractive) [4]; Flexibility [5].

Features: Taboo Trait (Appearance Below Attractive) [0].

XIBEDA

Real Name: Xibeda Skyrunner.

Occupation: Jedi field researcher and diplomat.

Identity: Known to the authorities in the Galactic Republic.

Legal Status: Citizen of the Galactic Republic with no criminal record.

Other Aliases: None.

Place of Birth: Nar Shaddaa, Y'Toub system, Hutt Space.

Marital Status: Single.

Known Relatives: Frankliin "Mudwreck" Skyrunner (father, deceased), Klekletta (alias Darth Furious, brother), Allisee, Tika, Pegali, Raiki, Neha, Andoya (half-sisters), Jaek (alias Duusha, half-brother), Mikk'el (half-brother, deceased), Andralina (alias Wileykitten, adopted sister), Nesri Se'lan (alias Darth Lolipop, sister-in-law), Renee (sister-in-law), mother (name unrevealed, deceased).

Group Affiliation: Jedi Order.

Base of Operations: Jedi Temple, Tython, Deep Core; mobile aboard the starship *Guiding Light*.

History: Xibeda was born on Nar Shaddaa, the second son of a smuggler and his fourth wife, a Sith Pureblood who had fled Korriban years before. While his older brother, Klekletta, turned first to a swoop gang and then to Korriban, Xibeda felt a closer connection to the other Force-Sensitives in the family, most of whom were being trained as Jedi by two of his father's other wives, themselves former Jedi. When his siblings were sent to Tython to complete their Jedi training, Xibeda went with them.

Almost immediately upon arrival, suspicion fell on Xibeda by some of the older Jedi who had fought in the Great War. Not expecting such prejudice from Jedi, he took a deep breath and pointedly and politely asked if the Jedi were going to refuse training solely due to his heredity. That earned him the ire of Master Jeric Kaeden, but the respect of many other Jedi Masters, and he was accepted as a student.

While studying on Tython, Xibeda became skilled in practical applications of the Force. He also studied many other fields, becoming noted for his scholarly pursuits. When his sister Raiki brought him a droid she'd discovered in Kaleth to be rebuilt and reprogrammed to serve her, Xibeda could feel the darkness growing inside her and, while indeed repairing and reprogramming the droid, installed hidden routines to monitor Raiki in case she betrayed the Order.

Upon becoming a full-fledged Jedi, Xibeda has ventured forth into the galaxy as a diplomat and field researcher for the Jedi. Early on in his travels, he gained the respect of Borsshkt, a Trandoshan who built up his cultural *jagganaath* points hunting dangerous game rather than by bounty hunting.

Age: 22.

Height: 5' 7".

Weight: 135 lbs.

Eyes: Yellow.

Hair: Black.

Skin: Red.

Uniform: White and brown Jedi robes.

Strength Level: Xibeda possesses the normal humanoid strength of a man his age, height, and build who engages in moderate exercise.

Known Force Powers: Xibeda is skilled in the use of the Force, drawing on the light side. Among his many feats, he is able to lift several tons with his telekinesis, deaden others' pain, induce accelerated healing, create protective fields around himself and others, and harmlessly absorb energy directed at him.

Other Abilities: Xibeda is knowledgeable in many scholarly and scientific fields. While trained in the art of lightsaber combat, notably the Soresu and Niman styles, he has not studied them as extensively as other Jedi.

Weapons: Xibeda wields a yellow-bladed lightsaber, which he built at the Forge on Tython.



SWTOR Class: Jedi Consular: Jedi Sage (L70).

2,015 points

Attributes: ST 10 [0]; DX 11 [20]; IQ 13 [60]; HT 13 [30].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 16 [15]; Per 14 [5]; FP 13 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 10.

Languages: Galactic Basic (Native) [0].

Cultural Familiarities: Core Worlds [1]; Hutt Space (Native) [0]; Rim Worlds [1].

Advantages: Ally (Borssht, Trandoshan Warrior; 50% point value) (12) [4]; Clerical Investment [5]; Combat Reflexes [15]; Enhanced Parry (All) 3 [30]; Force Talent 4 [40]; High Pain Threshold [10]; Inner Balance 4 [60]; Jedi Rank 4* [40]; Legal Enforcement Powers 2 [10]; Resistant to Poisons (+8) [7]; Security Clearance (Jedi Order; "Need to Know" Access to a Broad Range of Secrets) [10]; Sith Pureblood [29]; Social Regard (Respected) 3 [15]; Very Fit [15]; Xeno-Omnilingual [80].

Force Powers: Detoxify Poisons (Others) 1 [15]; Energy Absorption 20 [190]; Energy Deflection 20 [170]; Farsight [105]; Force Barrier 20 [80]; Force Empathy [14]; Force Push [8]; Force Quickness 2 [160]; Force Wave [14]; Heal [50]; Mind Trick [28]; Precognition (Directed, +100%; ESP, -10%) [48]; Psychometry (Active Only, -20%; Sensitive, +30%; Visions, +50%; ESP, -10%) [30]; Rebuke [43]; Telekinesis 10 (Super-Effort, +400%; Psychokinetic, -10%) [245]; Thought Projection [6]; Thought Scan [21].

Perks: Autotrance [1]; Convincing Nod [1]; Disarming Smile [1]; Grip Mastery (Lightsaber) [1]; Rule of 15 [1]; Sacrificial Parry (Lightsaber) [1]; Style Familiarity (Niman) [1]; Style Familiarity (Soresu) [1]; Sure-Footed (Uneven) [1]; Weapon Bond (Lightsaber) [1].

Disadvantages: Charitable (9) [-22]; Discipline of Faith (Monasticism) [-10]; Duty (Jedi Order) (12) [-10]; Honesty (9) [-15]; Pacifism (Self-Defense Only) [-15]; Selfless (9) [-7].

Quirks: Alcohol Intolerance [-1]; Broad-Minded [-1]; Devout Believer (Jedi Code) [-1]; Vague Answers [-1].

Skills: Absorb Energy (H) IQ+3 [2] – 16; Acrobatics (H) DX+3 [16] – 14; Autohypnosis (H) Will+2 [1] – 18 ‡; Body Language (Humanoids) (A) Per+3 [1] – 17 ‡; Current Affairs/TL11 (Headline News) (E) IQ+0 [1] – 13; Current Affairs/TL11 (Politics) (E) IQ+0 [1] – 13; Current Affairs/TL11 (Science & Technology) (E) IQ+0 [1] – 13; Deflect Energy (H) IQ+3 [2] – 16 †; Detect Lies (H) Per+0 [4] – 14; Detox (H) IQ+4 [4] – 17 †; Diplomacy (H) IQ+1 [8] – 14; Emotion Sense (H) Per+2 [1] – 16 †; Farsight (H) Per+3 [2] – 17 †; Force Barrier (H) IQ+3 [2] – 16 †; Force Quickness (H) Per+2 [1] – 16 †; Force Sword (A) DX+7 [28] – 18; Heal (H) IQ+5 [8] – 18 †; Immovable Stance (H) DX+2 [1] – 13 ‡; Light Walk (H) DX+2 [1] – 13 ‡; Meditation (H) Will+2 [1] – 18 ‡; Mental Strength (E) Will+4 [1] – 20 ‡; Mind Block (A) Will+3 [1] – 19 ‡; Mind Trick (H) IQ+4 [4] – 17 †; Parry Missile Weapons (H) DX+3 [16] – 14; Precognitive Parry (H) IQ+2 [12] – 15; Premonitions (H) Per+3 [2] – 17 †; Psychometry (H) Per+2 [1] – 16 †; Rebuke (H) Will+2 [1] – 18 †; Repairman! (WC) IQ+2 [48] – 15; Savoir-Faire (Dojo) (E) IQ+1 [2] – 14; Savoir-Faire (High Society) (E) IQ+1 [2] – 14; Scholar! (WC) IQ+2 [48] – 15; Science! (WC) IQ+2 [48] – 15; Stealth (A) DX+3 [12] – 14; Telekinetic Control (VH) IQ+5 [12] – 18 †; Telepathy (H) IQ+5 [8] – 18 †.

Techniques: Deflect Blasters (Parry Missile Weapons) (H) def+5 [6] – 14.

Starting Spending Money: \$5,000 (20% of Starting Wealth, minus the cost of the lightsaber).

Theme Song: Guns 'N' Roses, "Patience".

* Jedi Rank follows the rules set forth in *Social Engineering: Pulling Rank*, with the Jedi Order akin to a 30-point Patron and Rank at 10/level. At Jedi Rank 4, Xibeda can expect official help from the Jedi Order on an Assistance Roll of 10 or less.

† Includes +4 from Force Talent.

‡ Includes +4 from Inner Balance.

Role-Playing Notes:

Xibeda is aware that as a Sith Pureblood he's not always going to be accepted as a Jedi by the general populace. Because of this, he tries harder than most to live up to the ideal of the perfect Jedi: calm, soft-spoken, and diplomatic. He rarely ignites his lightsaber, and when he does he prefers to keep a defensive stance, while at the same time urging his opponents to lay down their arms.

Xibeda's Lightsaber

Force Sword

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
11^	Lightsaber	8d (5) burn	1, 2	0	\$10,000	2	3	

Sith Pureblood

29 points

Advantages: Claws (Blunt Claws) [3]; Damage Resistance 2 (Tough Skin, -40%) [6]; Force-Sensitive [5]; Social Regard (Feared) 3 [15].

Design Notes:

1. Sheesh, I didn't realize when I started him just how expensive he'd get to. He actually would have come out more expensive if I *hadn't* used wildcard skills. To date, he's the most expensive *Star Wars* character I've made, and many of the SWTOR Jedi Sage abilities are not covered.

RENEE

Real Name: Renee Skyrunner (birth name unrevealed).

Occupation: Bounty hunter.

Identity: Known to the authorities in the Galactic Republic, Sith Empire, and Hutt Space.

Legal Status: Citizen of Hutt Space with a criminal record in both the Galactic Republic and Sith Empire.

Other Aliases: "That bitch", "that stone cold bitch", "tiger".

Place of Birth: Ryloth.

Marital Status: Married.

Known Relatives: Jaek (alias Duusha, husband), Allisee, Tika, Pegali, Raiki, Neha, Andoya (sisters-in-law), Klekletta, Xibeda (brothers-in-law), Nesri Se'lan (brother-in-law's wife), mother (name unrevealed, deceased), five sisters (names unrevealed, believed deceased).

Group Affiliation: Partner of Duusha; former property of Drooga the Hutt and Ponda Ninpow, former apprentice and partner of Blasus Fett.

Base of Operations: Mobile aboard the starship *Blue Inside*.

History: Renee was born on Ryloth, the original homeworld of the Twi'lek species, the youngest of six girls born to a couple in one of the smaller towns near the equator. One night, when she was just learning to walk (one or two years of age), slavers came through. Her father was killed before her eyes, and she – along with her mother and sisters – was fitted with a slave collar and taken to auction. Fortunately for her, the seven of them were all sold to a single Hutt, named Drooga. Renee's mother and three oldest sisters were put to work as slave dancers in Drooga the Hutt's court, while Renee and the other two younger sisters were put to work in the kitchens.

Growing up in a Hutt's court, Renee watched as bounty hunters brought in people who had gone against Drooga; several of these she saw fed to the Hutt's rancor, and others were hung, frozen in carbonite, as decoration. When she had a free moment, she would often slip in close and eavesdrop on the bounty hunters as they talked amongst each other.

When she was about nine, she watched as her mother, now getting on in age, displeased Drooga the Hutt and was fed to the rancor. One by one, her sisters as they matured were taught to dance and moved from the kitchens to the main court. Renee swore that such a fate would not be hers. She developed a friendship with Ponda Ninpow, a Nikto who was one of the bounty hunters who often frequented Drooga's court, and convinced him to purchase her from the Hutt. Renee, however, soon discovered she had traded one brutal owner for another. Ponda never treated her kindly, forcing her to perform all sorts of menial labor on his ship, and shocking her with her slave collar whenever she displeased him, which was more and more often as she got older. Renee learned that "bounty hunter" was only a title he used to make himself sound respectable; in reality, he was a slaver. Not long after she hit puberty, he raped her, then kept her locked in his quarters except when he wanted to use her or when he brought her food to eat.

Renee hated her life. She would have preferred being a Hutt's dancing slave to her current existence. For three years this went on, as she matured to adulthood while locked away from the world, her only outlet being a flat-screen HoloNet receiver terminal on a wall. With each passing day, she wanted to kill herself, but more and more she also wanted to kill her owner. She was sixteen when Ponda finally let his guard down around her, believing her broken. He released her from his quarters and sent her to the ship's galley to make him some food; she returned with the food and a carving vibroknife, which she plunged into his back while he was eating.

With her owner's death, she found herself free for the first time she could remember, with very few skills, a ship she didn't know how to fly, an arsenal of weaponry in a storage locker, and a cargo hold of slaves headed for Nar Shaddaa; ironically, headed for Drooga the Hutt's auction block. Not really knowing what else to do, she decided to complete the sale of the slaves. Her sisters barely recognized her; their looks of disapproval when they realized who Renee was and what she was doing didn't faze her in the least. Drooga noticed the looks on his slaves' faces and asked Renee if they should be punished. "Feed them to the rancor or eat them



yourself, Drooga," was her reply. "I don't care." The fate of her sisters has never been revealed, though Drooga was last seen licking his lip-less mouth in anticipation.

With the sale of the slaves netting her a healthy profit after refueling the ship, Renee pondered her next move. She apprenticed herself to a Mandalorian bounty hunter named Blasus Fett, who taught her to fight and shoot. They traveled together for eight years, before Renee discovered that Blasus had a bounty out on him. She turned on her mentor and killed him without regret, handing his corpse over to the Imperials who had posted the bounty.

It was only when she and another bounty hunter, Duusha, were going after the same target that her heart began to soften once again. At first, Renee attempted to kill Duusha in order to claim the bounty for herself, but found herself impressed by his persistence and skill. He confronted her in a cantina and suggested to her they work together and split the money. Not seeing any other option at the time, she agreed. The two tracked their target, a male Lepi spice smuggler, to a safe house on Tatooine and subdued him; while Renee argued for killing the Lepi, Duusha insisted they take him alive, as it paid better. This was the start of a working relationship between the two bounty hunters. Over time, Renee began to have feelings for Duusha and let him know the abridged version of her background; he, in turn, related his background about growing up a Human among the Chiss. Recently, the two married; it's not really clear who proposed to whom.

Age: 27.

Height: 5' 8".

Weight: 145 lbs.

Eyes: Brown.

Hair: None.

Skin: Orange-red.

Other Distinguishing Features: Renee possesses black tiger-stripe tattoos on her lekku.

Uniform: Sleeveless white durasteel cuirass, white pants, white boots, gun-belt, left-hand weapons gauntlet.

Strength Level: Renee possesses the normal humanoid strength of a woman her age, height, and build who engages in intensive toning exercise.

Known Force Powers: None.

Other Abilities: Renee is a skilled tracker, an excellent shot with a blaster, and a capable hand to hand combatant.

Weapons: Renee's primary weapons are her heavy blaster pistol, her off-hand flamethrower, and a portable shield generator. She also has a grapnel spike launcher mounted beside her flamethrower. She has been known to carry a disruptor rifle from time to time, as well as mounting a multi-shot rocket launcher on her armor's shoulder.

Illyana: "What do I care for innocence lost? I've none left to lose!"

– Magik #4 (1984)

SWTOR Class: Bounty Hunter: Powertech (L70).

400 points

Attributes: ST 12 [20]; DX 13 [40*]; IQ 11 [20]; HT 13 [30].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs.; HP 12 [0]; Will 14 [20*]; Per 13 [10]; FP 13 [0]; Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 12.

Languages: Galactic Basic (Native) [6]; Huttese (Native) (Native Language) [0];

Cultural Familiarities: Hutt Space (Native) [0]; Rim Worlds [1]; Sith Empire [1].

Advantages: Acute Vision 2 [4]; Combat Reflexes [15]; Enhanced Dodge +2 [30]; Fit [5]; Hard to Kill +3 [6]; Hard to Subdue +3 [6]; High Pain Threshold [10]; Intuition [15]; Resistant to Disease (+8) [5]; Resistant to Poisons (+8) [7]; Twi'lek Female [24]; Unfazeable [15]; Very Rapid Healing [15].

Perks: One-Way Fluency (Understands Jawaese) [1].

Disadvantages: Bloodlust (12) [-10]; Callous [-5]; Enemy (Unknown) [-35]; Hard of Hearing (Mitigator: Hearing Aid, -60%) [-4]; Light Sleeper [-5]; Loner (9) [-7].

Quirks: Attentive [-1]; Likes Sticking It To A Hutt [-1]; Prefers to Kill Her Targets [-1]; Surly [-1].

Skills: Acrobatics (H) DX+1 [8] – 14; Artillery/TL11 (Guided Missile) (A) IQ+1 [4] – 12; Beam Weapons/TL11 (Pistol) (E) DX+3 [8] – 16; Beam Weapons/TL11 (Rifle) (E) DX+1 [2] – 14; Carousing (E) HT+0 [1] – 13; Climbing (A) DX+2 [1] – 15 †; Cooking (A) IQ+1 [4] – 12; Criminology/TL11 (A) IQ+1 [4] – 12; Dancing (A) DX+1 [4] – 14; Detect Lies (H) Per+1 [8] – 14; Driving/TL11 (Hovercraft) (A) DX-1 [1] – 12; Electronics Operation/TL11 (Security) (A) IQ+1 [4] – 12; Electronics Repair/TL11 (Security) (A) IQ+1 [4] – 12; Erotic Art (Humanoid) (A) DX+2 [1] – 15 †; Escape (H) DX+3 [4] – 16 †; Fast-Draw/TL11 (Ammo) (E) DX+1 [1] – 14 †; Fast-Draw (Pistol) (E) DX+1 [1] – 14 †; Forced Entry (E) DX+1 [2] – 14; Guns/TL11 (Light Anti-Armor Weapon) (E) DX+1 [2] – 14; Guns/TL11 (Wrist Gun) (E) DX+2 [4] – 15; Interrogation (A) IQ+2 [4] – 13 §; Intimidation (A) Will+1 [4] – 15; Judo (H) DX+1 [8] – 14; Jumping (E) DX+1 [2] – 14; Karate (E) DX+1 [8] – 14; Liquid Projector/TL11 (Flamethrower) (E) DX+2 [4] – 15; Liquid Projector (Sprayer) (E) DX+0 [1] – 13; Navigation/TL11 (Land) (A) IQ+1 [4] – 12; Observation (A) Per+3 [4] – 16 #; Piloting/TL11 (Aerospace) (A) DX-1 [1] – 12; Piloting/TL11 (High-Performance Spacecraft) (A) DX-1 [1] – 12; Running (A) HT+0 [2] – 13; Search (A) Per+1 [4] – 14; Sex Appeal (Humanoid) (A) HT+3 [8] – 16 ¥; Shadowing (A) IQ+3 [12] – 14; Soldier/TL11 (A) IQ+1 [4] – 12; Spacer/TL11 (E) IQ+1 [2] – 12; Stealth (A) DX+0 [2] – 13; Streetwise (A) IQ+3 [12] – 14; Tracking (A) Per+1 [4] – 14; Traps/TL11 (A) IQ+1 [4] – 12; Urban Survival (A) Per-1 [1] – 12.

Starting Spending Money: \$15,000 (20% of Starting Wealth, not counting cost of gear).

Theme Song: Shannon Curfman, "Stone Cold Bitch".

- * Includes +1 to DX and -1 to Will from Twi'lek Female.
- † Includes +3 from Flexibility.
- ‡ Includes +1 from Combat Reflexes.
- § Defaulted from Intimidation.
- # Includes +2 from Acute Vision.
- ¥ Includes +1 from Appearance.

Role-Playing Notes:

Renee is a cold-hearted bitch, the product of a lifetime of mistreatment. Up until recently, her only loyalty was to herself; even her husband's family isn't safe, which may one day cause problems when she discovers there's a bounty from the Sith on her sister-in-law Raiki's head. The only people she'll go out of her way to actively cause trouble for, however, are Hutts, though she has no qualms about working for them if the pay is right.

Renee's Weapons

Beam Weapons (Pistol)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
11	Heavy Blaster Pistol	4d (5) burn sur	5	500/1,500	3.3/2C	3	33 (3)	6	-3	1	\$11,200	3
	<i>Stun Setting</i>	HT-4 (3) aff	-	-	-	-	-	6	-	1	-	-

Beam Weapons (Rifle)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
12^	Disruptor Rifle	6d×7(∞) cor	12	250/750	5.6/2C	3	10 (3)	5†	-6	1	\$9,200	1	[1]

Notes:

[1] Cost doubled due to being one TL above the setting.

Guns (Gyroc or Wrist Gun)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	CPS	LC	Notes
11	Wrist Launcher	6d pi++	0	1,900	0.25/0.1	1	1 (3i)	6	-1	1	\$50	\$5	3	
11	Explosive Rocket	6d (0.5) pi++	-	-	-	-	-	-	-	-	-	\$5	2	
	<i>follow-up</i>	2d+4 cr ex [1d-1]	-	-	-	-	-	-	-	-	-	-		
11	APHEx Rocket	6d (2) pi++	-	-	-	-	-	-	-	-	-	\$20	2	
	<i>follow-up</i>	1d cr ex [1d-1]	-	-	-	-	-	-	-	-	-	-		
11	Concussive Rocket	6d (0.5) pi++	-	-	-	-	-	-	-	-	-	\$5	2	
	<i>follow-up</i>	2d+4 cr ex	-	-	-	-	-	-	-	-	-	-		
11	HEMP Rocket	6d×2 (5) imp inc	-	-	-	-	-	-	-	-	-	\$10	1	
	<i>linked</i>	1d cr ex [1d-1]	-	-	-	-	-	-	-	-	-	-		
11	Ion Rocket	1d-4 cr ex	-	-	-	-	-	-	-	-	-	\$50	2	
	<i>linked</i>	HT-8 (2) aff (1 yd)	-	-	-	-	-	-	-	-	-	-	-	[1]
11^	Grav Pulse Rocket	2d+2 cr dbk ex	-	-	-	-	-	-	-	-	-	\$25	2	
11^	Plasma Rocket	3d burn ex sur	-	-	-	-	-	-	-	-	-	\$50	1	

Notes:

[1] Only affects droids, bionics, and computers

Liquid Projector (Flamethrower)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
11	Flamethrower	4d burn	0	5/10	0.5/B	Jet	5(3)	6	-1	1	\$500	2

Gunner (Rockets) or Guns (Light Anti-Armor Weapon)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
11	Shoulder-Mounted Rocket Launcher	by missile	3	1,900	12/3	9	30(5)	10	-4	1	\$1,400	1	[1]

Notes:

[1] Fires 15mm homing micro-missiles. Use the same damage as the wrist launcher, above, but multiply the CPS by a factor of 10.

Renee's Body Armor

<i>TL</i>	<i>Armor</i>	<i>Locations</i>	<i>DR</i>	<i>Cost</i>	<i>Weight</i>	<i>LC</i>	<i>Notes</i>
11	Durasteel Cuirass	chest	90	\$900	18	2	

Renee's Personal Force Shield

<i>TL</i>	<i>Shield</i>	<i>DR</i>	<i>Cost</i>	<i>Weight</i>	<i>Power</i>	<i>LC</i>	<i>Notes</i>
11^	Personal Force Shield	30	\$16,000	5	C/5 min.	2	[1, 2, 3, 4]

Notes:

- [1] Force Shields in *Star Wars* possess three levels of Hardened, reducing the armor divisor of blasters and lightsabers from (5) to (1).
- [2] Price doubled from the Personal Force Screen in *Ultra-Tech* (p. 191) due to appearing one tech level early.
- [3] DR is semi-ablative, and regenerates 3 DR per second.
- [4] Shield is permeable, permitting air to pass through it.

Twilek, Female

24 points

Attribute Adjustments: DX +1 [20].

Secondary Characteristic Adjustments: Will -1 [-5].

Advantages: Appearance (Attractive) [4]; Flexibility [5].

Features: Taboo Trait (Appearance Below Attractive) [0].

THUNDERHAWK

Real Name: Unit THK-1138.

Occupation: Soldier, special forces commando.

Identity: Not generally known to be a genetically engineered being.

Legal Status: Citizen of the Galactic Republic with no criminal record, legally bound to the Republic Army.

Other Aliases: "T-hawk".

Place of Creation: Clakdor VII, Calu System, Mayagil Sector, Galactic Republic.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Republic Army, 52nd Special Forces Division.

Base of Operations: Mobile on the starship *Star Rock*.

History: Clone THK-1138 was initially created at the behest of the Galactic Republic over halfway through the Great Galactic War as an experiment in creating a "perfect soldier". Although not quite fitting the Republic ideal, THK-1138, given the name "Thunderhawk" during his training on Carida, proved to be an excellent soldier, surpassing most of the other attempts in his creation batch.

Upon finishing his training, Thunderhawk was assigned to the Republic Special Forces, where he soon earned several commendations for valor, though he also earned quite a few reprimands for insubordination and placing non-combatants at risk in order to complete an objective.

Age: 18, appears 24.

Height: 6'.

Weight: 200 lbs.

Eyes: Brown.

Hair: Black.

Other Distinguishing Features: Thunderhawk possesses a tattoo under his eyes and across the bridge of his nose, as well as heavy scarring on the left side of his head.

Uniform: Standard Republic Army uniform. When in the field, lightweight brown and green combat armor.

Strength Level: Thunderhawk possesses the normal human strength of a man his physical age, height, and build who engages in intensive regular exercise.

Known Force Powers: None.

Other Abilities: Thunderhawk is a skilled soldier, a gifted marksman with a blaster, and a skilled hand to hand combatant.

Weapons: Thunderhawk's primary weapon is his Republic-issue blaster rifle, fitted with a multi-shot electromagnetic grenade launcher.

Limitations: Thunderhawk is aging at an accelerated rate, approximately 30% faster than a typical human. While he is currently considered to be in his prime, how long his prime will last is unknown.

SWTOR Class: Republic Trooper: Vanguard (L70)



points

Attributes:

Secondary Characteristics:

Languages:

Cultural Familiarities:

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

Theme Song:

Role-Playing Notes:

Thunderhawk's Blaster Rifle

Beam Weapons (Rifle)

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Acc</i>	<i>Range</i>	<i>Weight</i>	<i>RoF</i>	<i>Shots</i>	<i>ST</i>	<i>Bulk</i>	<i>Rcl</i>	<i>Cost</i>	<i>LC</i>	<i>Notes</i>
11	Blaster Rifle												

Guns (Grenade Launcher)

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Acc</i>	<i>Range</i>	<i>Weight</i>	<i>RoF</i>	<i>Shots</i>	<i>ST</i>	<i>Bulk</i>	<i>Rcl</i>	<i>Cost</i>	<i>LC</i>	<i>Notes</i>
11	Underbarrel Grenade Launcher												

Thunderhawk's Body Armor

<i>TL</i>	<i>Armor</i>	<i>Locations</i>	<i>DR</i>	<i>Cost</i>	<i>Weight</i>	<i>LC</i>	<i>Notes</i>
11	Combat Hardsuit	all	100/60	\$10,000	30	2	[2]

Notes:

[2] Split DR; use the higher number for the torso (on suits) or skull (on helmets), and the lower number for the extremities.

SNOZZBERRY FIEND

Real Name: Unrevealed.

Occupation: Renegade Sith lord.

Identity: Publicly known.

Legal Status: Citizen of the Sith Empire with a bounty on his head.

Other Aliases: "Snozz".

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Sith Order.

Base of Operations: Mobile on the starship *Defel Wraith*; formerly the Sith Citadel on Dromund Kaas.

History:

Age: 24.

Height: 5' 10".

Weight: 185 lbs.

Eyes: Yellow-red.

Hair: None.

Skin: "A really bad fake spray-on tan." ("Translate?" "Orangey?").

Other Distinguishing Features: Snozz has intricate designs tattooed on his face. His Zabrak horns form a kind of crown around his head.

Uniform:

Strength Level: Snozzberry Fiend possesses the normal strength of a Zabrak his age, height, and build who engages in regular exercise.

Known Force Powers:

Other Abilities: Snozz is a skilled saberstaff duelist.

Weapons: Snozz carries a double-bladed lightsaber with a white blade.

SWTOR Class: Sith Inquisitor: Sith Assassin (L70).

points

Attributes:

Secondary Characteristics:

Languages:

Cultural Familiarities:

Advantages:

Force Powers:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

Theme Song:

Role-Playing Notes:

Snozzberry's Double-Bladed Lightsaber

Force Staff

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>	<i>Notes</i>
11^	Double-Bladed Lightsaber	8d (5) burn	1, 2	0	\$20,000	4	5	

Zabrak

0 points

Languages: Basic (Native) [0]. Can learn to speak Huttese.

Perks: Alcohol Tolerance [1].

Quirks: Distinctive Features (Facial Tattoos) [-1].

Features: Decorative horns on the head.



Z9-X0

Real Name: Inapplicable.

Occupation: Assassin, former solder droid, former training drone.

Identity: Known to the Jedi Council.

Legal Status: Property of Raiki Skywalker.

Other Aliases: Zeenine, Zee, Zed, Zednine.

Place of Creation: Kaleth, Tython, Deep Core.

Marital Status: Inapplicable.

Known Relatives: Inapplicable.

Group Affiliation: Property of Raiki Skywalker.

Base of Operations: Mobile aboard the starship *Twilight Princess*.

History: During the Force Wars on Tython, prior to the formation of the Galactic Republic, the Jee'dai Order underwent a metamorphosis into the Jedi Order after fending off attacks by the Rakata Infinite Empire. Master Rajivari, General of the Jee'dai, rejected the new Jedi Order's abandoning of the Balance in favor of the Light Side of the Force. His stronghold was the city of Kaleth (the name translates into "sanctuary").

Z9-X0 was one of the many droids produced by the Kaleth armorers for training in sword techniques. As the Wars went on, its programming was altered and chassis reinforced with armor to assist in combat. When Rajivari was finally defeated, Z9 was left to wander the ruins with the other droids. The power generators were left intact, so the droids continued to follow their programming to protect Kaleth. The Jedi soon abandoned Tython not long after, and thanks to the nature of the Deep Core the hyperspace routes to the planet collapsed and recreated themselves many times over.

Over twenty thousand galactic standard years later, Tython was rediscovered by the Jedi Order. Z9 "defended" the ruins of Kaleth from the Jedi who came to explore them, but was defeated by Raiki Skywalker, a young Jedi Padawan who later became a disciple of Rajivari's Dark Side teachings. Raiki brought the droid her younger brother, Xibeda, who reprogrammed it to obey her orders. (Sensing the darkness growing inside his sister, Xibeda instilled hidden programming in Z9 to subdue and bring Raiki to Tython should she ever join the Sith. This programming remains dormant while Raiki works undercover.) Z9-X0 has since served as one of Raiki's many weapons, as well as a lightsaber sparring partner; being a droid, it cannot be sensed as a living being in the Force. It has standing orders to use lethal force against its owner during the sparring sessions, as well as against anyone who stands against them.

Age: Over 20,000.

Height: 6' 6".

Weight: 500 lbs.

Eyes: None.

Hair: None.

Skin: Red.

Uniform: None.

Strength Level:

Known Force Powers: None.

Other Abilities: Z9-X0 has been programmed to be a lightsaber duelist, using the Ataru, Shien, and Jar'Kai forms.

Weapons: Z9-X0 uses a pair of lightsabers with silver blades.



SWTOR Class: Jedi Knight: Jedi Sentinel (L70).

points

Attributes:

Secondary Characteristics:

Languages:

Cultural Familiarities:**Advantages:****Perks:****Disadvantages:****Quirks:****Skills:****Techniques:****Starting Spending Money:** \$0.**Theme Song:** Black Sabbath, "Iron Man".**Role-Playing Notes:**

Z9-X0 is a ruthless and emotionless mechanical killing machine. It has been programmed to simulate relishing in combat.

Z9-X0's Lightsabers***Force Sword***

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>	<i>Notes</i>
11^	Lightsabers (×2)	8d (5) burn	1, 2	0	\$10,000	2	3	

ZALEN

Real Name: Mitra'zale'nenanda

Occupation: Intelligence field agent.

Identity: Zalen's status as an Imperial Intelligence operative is not known to the general public.

Legal Status: Subject of the Sith Empire.

Other Aliases: Far too many undercover identities to count.

Place of Birth: Csilla, Chiss Ascendancy.

Marital Status: Single.

Known Relatives: Mother (name unrevealed; deceased); Allisee (half-sister), Jaek Skywalker (alias Duusha, step-brother); father (name unrevealed).

Group Affiliation: Imperial Intelligence.

Base of Operations: Intelligence HQ, the Citadel, Kaas City, Dromund Kaas; mobile on the starship *Blue Blade*.

History:

Age:

Height:

Weight:

Eyes: Red, no visible pupils.

Hair: Black.

Uniform:

Strength Level:

Known Force Powers: None.

Other Abilities:

Weapons: Zalen uses a standard Imperial-issue blaster carbine, a large combat vibro-knife, and a number of throwing vibro-knives.

Paraphernalia: Zalen is known to use a stealth field generator belt on a regular basis.

SWTOR Class: Imperial Agent: Operative (L70).

points

Attributes:

Secondary Characteristics:

Languages:

Cultural Familiarities:

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

Theme Song:

Role-Playing Notes:

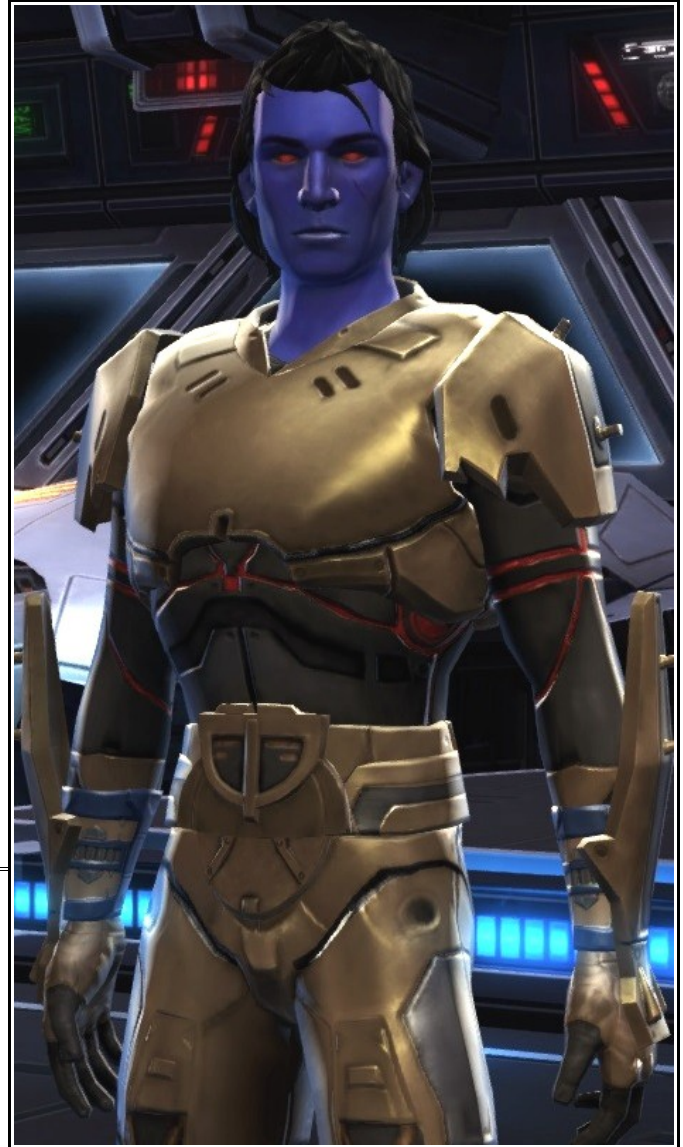
Zalen's Weapons

Beam Weapons (Rifle)

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Acc</i>	<i>Range</i>	<i>Weight</i>	<i>RoF</i>	<i>Shots</i>	<i>ST</i>	<i>Bulk</i>	<i>Rcl</i>	<i>Cost</i>	<i>LC</i>	<i>Notes</i>
11	Blaster Rifle												

Knife

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>	<i>Notes</i>
	Large Vibro-Knife							



CANESH

Real Name: Canesh Vento.

Occupation: Sith apprentice.

Identity:

Legal Status:

Other Aliases:

Place of Birth:

Marital Status:

Known Relatives:

Group Affiliation: Sith Order, apprentice to Darth Pegali Skyrunner.

Base of Operations: The Sith Academy on Korriban, mobile aboard the starship *Blind Vengeance*.

History:

Age:

Height: 5' 8".

Weight: 125 lbs.

Eyes:

Hair:

Skin:

Montrals:

Uniform:

Strength Level:

Known Force Powers:

Other Abilities:

Weapons:

Paraphernalia:

SWTOR Class: Sith Warrior: Sith Marauder (L70).

points

Attributes:

Secondary Characteristics:

Languages:

Cultural Familiarities:

Advantages:

Force Powers:

Perks:

Disadvantages:

Quirks:

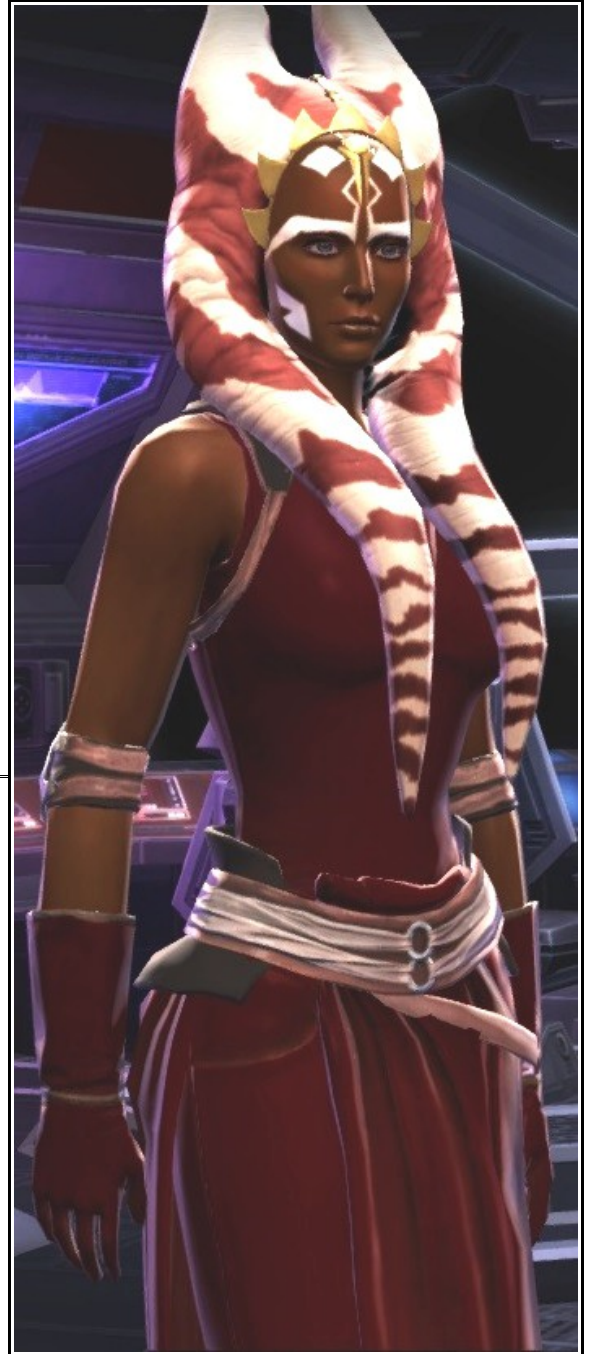
Skills:

Techniques:

Starting Spending Money:

Theme Song:

Role-Playing Notes:



Canesh's Lightsabers

Force Sword

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>	<i>Notes</i>
11^	Lightsabers (×2)	8d (5) burn	1, 2	0	\$10,000	2	3	

ANDOYA

Real Name: Andoya Skyrunner.

Occupation: Jedi Knight.

Identity: Publicly known.

Legal Status: Citizen of the Galactic Republic with no criminal record.

Other Aliases: None.

Place of Birth: Nar Shaddaa, Y'Toub System, Hutt Space.

Marital Status: Single.

Known Relatives: Frankliin "Mudwreck" Skyrunner (father, deceased), Allisee, Tika, Pegali, Raiki, Neha (half-sisters), Jaek (alias Duusha, half-brother), Klekletta, Xibeda, Zalen (half-brothers), Mikk'el (half-brother, deceased), Andralina (alias Wileykitten, adopted sister), Nesri Se'lan (alias Darth Lolipop, sister-in-law), Renee (sister-in-law), mother (name unrevealed).

Group Affiliation: Jedi Order.

Base of Operations: Jedi Temple, Tython; mobile aboard the starship *Serenity*.

History:

Age:

Height:

Weight:

Eyes: Violet.

Hair: Blond.

Skin: Green.

Uniform: Brown Jedi robes.

Strength Level:

Known Force Powers:

Other Abilities:

Weapons:

Paraphernalia:

SWTOR Class: Jedi Knight: Jedi Sentinel (L70).

points

Attributes:

Secondary Characteristics:

Languages:

Cultural Familiarities:

Advantages:

Force Powers:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

Theme Song:

Role-Playing Notes:

Andoya's Lightsabers

Force Sword

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>	<i>Notes</i>
11^	Lightsabers (×2)	8d (5) burn	1, 2	0	\$10,000	2	3	



ALLUNA

Real Name: Alluna.

Occupation: Adventurer.

Identity: Known to the authorities in the Galactic Republic.

Legal Status:

Other Aliases:

Place of Birth:

Marital Status:

Known Relatives:

Group Affiliation: Sorcerers of Tund.

Base of Operations: Mobile.

History:

Age:

Height:

Weight:

Eyes:

Hair:

Uniform: Brown and tan robes.

Strength Level:

Known Force Powers:

Other Abilities:

Weapons:

Paraphernalia:

SWTOR Class: Jedi Consular: Jedi Sage (L70).

points

Attributes:

Secondary Characteristics:

Languages:

Cultural Familiarities:

Advantages:

Force Powers:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

Theme Song:

Role-Playing Notes:

Alluna's Lightsaber

Force Sword

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>	<i>Notes</i>
11^	Lightsabers	8d (5) burn	1, 2	0	\$10,000	2	3	



ANAIYA

Real Name: Anaiya Fortuna.

Occupation: Intelligence operative, former slave.

Identity: Secret.

Legal Status: Citizen of the Galactic Empire, former subject of the Hutt Cartel.

Other Aliases: Cipher Twenty-Nine.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Sith Intelligence, formerly Imperial Intelligence.

Base of Operations: The Citadel, Kaas City, Dromund Kaas; mobile aboard the starship *TK-421*.

History:

Age:

Height:

Weight:

Eyes:

Hair: None.

Skin: Light green.

Usual Outfit:

Strength Level:

Known Force Powers: None.

Other Abilities:

Weapons:

Paraphernalia:

SWTOR Class: Imperial Agent: Operative (L1).

points

Attributes:

Secondary Characteristics:

Languages:

Cultural Familiarities:

Advantages:

Force Powers:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

Theme Song:

Role-Playing Notes:

Anaiya's Weapons

Beam Weapons (Rifle)

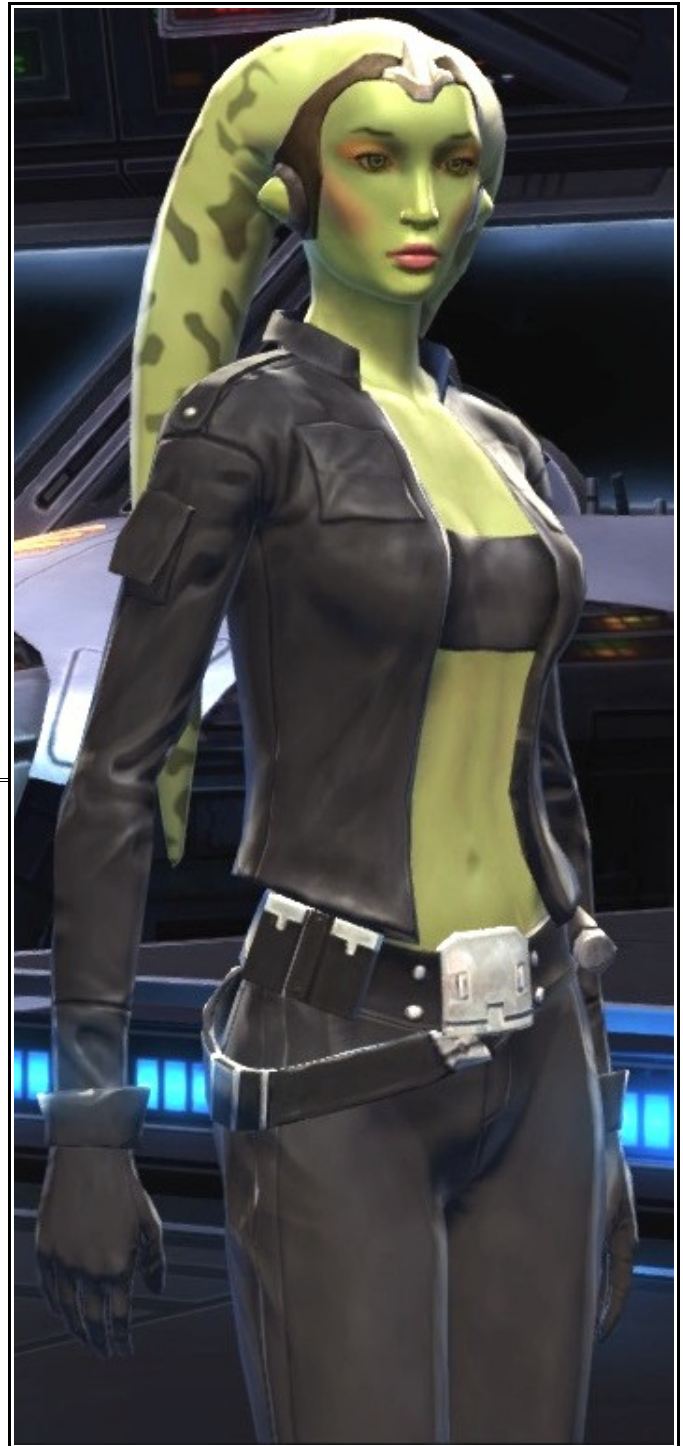
<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Acc</i>	<i>Range</i>	<i>Weight</i>	<i>RoF</i>	<i>Shots</i>	<i>ST</i>	<i>Bulk</i>	<i>Rcl</i>	<i>Cost</i>	<i>LC</i>	<i>Notes</i>
11	Blaster Rifle												

Knife

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>	<i>Notes</i>
	Large Vibro-Knife							

Thrown Weapons (Knife)

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Acc</i>	<i>Range</i>	<i>Weight</i>	<i>RoF</i>	<i>Shots</i>	<i>ST</i>	<i>Bulk</i>	<i>Rcl</i>	<i>Cost</i>	<i>LC</i>	<i>Notes</i>
	Throwing Vibro-Knife												



RITA

- Real Name:
- Occupation:
- Identity:
- Legal Status:
- Other Aliases:
- Place of Birth:
- Marital Status:
- Known Relatives:
- Group Affiliation:
- Base of Operations:
- History:
- Age:
- Height:
- Weight:
- Eyes:
- Hair:
- Uniform:
- Strength Level:
- Known Force Powers:
- Other Abilities:
- Weapons:
- Paraphernalia:

SWTOR Class: Smuggler: Scoundrel (L20).

- points*
- Attributes:
- Secondary Characteristics:
- Languages:
- Cultural Familiarities:
- Advantages:
- Force Powers:
- Perks:
- Disadvantages:
- Quirks:
- Skills:
- Techniques:
- Starting Spending Money:
- Theme Song:

Role-Playing Notes:

Rita's Blaster

Beam Weapons (Pistol)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk
11	Blaster Pistol								



JENA

Real Name:

Occupation:

Identity:

Legal Status:

Other Aliases:

Place of Birth:

Marital Status:

Known Relatives:

Group Affiliation:

Base of Operations:

History:

Age:

Height:

Weight:

Eyes:

Hair:

Uniform:

Strength Level:

Known Force Powers:

Other Abilities:

Weapons:

Paraphernalia:

SWTOR Class: Bounty Hunter: Mercenary (L20).

points

Attributes:

Secondary Characteristics:

Languages:

Cultural Familiarities:

Advantages:

Force Powers:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

Theme Song:

Role-Playing Notes:



Sith Empire Feudal Rank/Status Table

- 8 Sith Emperor
- 7 Dark Council, Emperor's Wrath
- 6 Darths
- 5 Sith Lords
- 4 Sith Sabers (equivalent of Jedi Knights)
- 3 Sith Apprentices
- 2 Sith Acolytes
- 1 Imperial Citizens
- 0 Imperial Subjects
- 1 Alien Subjects
- 2 Slaves

"For the Republic!"

"For the Empire!"

"For the Credits!"

"FOR THE HORDE!"

– often overheard in /general on several planets in SWTOR, on both factions

Force Powers

Required Advantages

In order to learn any of the Powers or abilities below, a character *must* have the Force-Sensitive [5] advantage, which functions as the equivalent to Magery 0 (p. B66).

Power Modifiers

All Force Powers save Anti-Force are built from the following assumptions. The Force is an ambient energy that can be blocked (or occasionally enhanced) by "supernatural" (for lack of a better term) items or conditions (-5%). It is also subject to Anti-Force countermeasures (-5%).

Power Talents

The following Power Talents are available. You may take any number of Talents, but the total bonus for an ability from Talents may not exceed +4. For example, Pegali is a Sith Sorcerer, with a focus on Energy Control and Psychokinesis, but with a sizable number of abilities from all other Powers save Force Healing (the Dark Side is allegedly weak in the healing arts). She takes Force Talent 2, Energy Control Talent 2, and Psychokinesis Talent 2; this gives her Anti-Force, ESP, and Telepathy skills (and any Force Healing she may pick up later) a +2 from talents, but her Energy Control and Psychokinesis skills gain a full +4.

Anti-Force Talent: Gives a bonus to the skills used in the Anti-Force Power. *5 points per level.*

Energy Control Talent: Gives a bonus to the skills used in the Energy Control Power. *5 points per level.*

ESP Talent: Gives a bonus to the skills used in the ESP Power. *5 points per level.*

Force Talent: Gives a bonus to the skills of *all* Force abilities. *10 points per level.*

Force Healing Talent: Gives a bonus to all the skills used in the Force Healing Power. *5 points per level.*

Psychokinesis Talent: Gives a bonus to all the skills used in the Psychokinesis Power. *5 points per level.*

Telepathy Talent: Gives a bonus to all the skills used in the Telepathy Power. *5 points per level.*

A Note on Light/Dark Side Powers:

In the source materials, many powers are listed as relying on either the Light Side or the Dark Side of the Force. Yet other sects who do not ascribe a spiritual connection to the Force are able to use powers commonly associated with the Dark Side, including Force Lightning, without the traditional side effects of using the Dark Side.

Because of this (among other reasons), I've chosen to split the Force into six basic Powers. Rather than split across the canonical three - Sense, Control, and Alter - I have chosen to split the abilities into six Powers based on their effects and relationships.

A Note on the Incompetence Quirk:

A number of notable Force users are described as being weak in a given area (the Dark Side is said to be weak in Force Healing, while the Halcyon/Horn bloodline is weak in Psychokinesis). Such a character may take Incompetence for a given Power; in general, this affects only those abilities with Skills, are attacks, or require active defenses.

Using an Ability You Don't Know

Occasionally, a Force user will attempt to use a Force ability he does not know. While any Force ability can be learned, assuming one is Force Sensitive, the learning process usually involves attempting to use it without yet having spent the character points to truly

know it.

In this case, the Force user must make an IQ, Will, or Perception roll, depending on the ability used, all at -6, but using the highest bonus permitted by his Talents. Success means that he has managed to perform the feat, and can spend earned character points to purchase the ability.

Anti-Force

Power Modifier: Anti-Force (-5%). The Force is an ambient energy that can be blocked by supernatural items and conditions (-5%); Anti-Force abilities still draw upon the Force for their use, and cannot be used in areas "dead to the Force."

Power Talent: Anti-Force Talent. *5 points per level.*

Rebuke

43 points

Skill: Rebuke (Will/H).

This ability permits the Force-user to attempt to temporarily interrupt any Force ability being used against them. The skill uses the Power Block rules (**Powers**, p. 168) when used as an Active Defense, or a straight skill roll when used against an ongoing ability.

Statistics: Neutralize (Anti-Force, -5%; Interruption, -50%; Ranged, +40%) [43].

Energy Control

Power Modifier: Energy Control (-10%).

Power Talent: Energy Control Talent. *5 points per level.*

Energy Absorption

9.5 points/level

Skill: Absorb Energy (IQ/H).

Some Force users are able to absorb Force lightning, blaster fire, and other energy attacks directed at them, enabling them to use the energy to power other Force abilities.

Known users: Yoda used this ability in both *Attack of the Clones* and *Revenge of the Sith*, absorbing the Force lightning from Dooku and Palpatine, respectively.

Statistics: Damage Resistance (Absorption, goes to FP/ER, +80%; Force Field, +20%; Hardened 3, +60%; Limited Defense: Energy Attacks, -20%; Requires Active Defense, -40%; Energy Control, -10%) [9.5 per level]

Energy Deflection

8.5 points/level

Skill: Deflect Energy (IQ/H)

Some Force users are known to be able to deflect blaster fire and block lightsabers without a lightsaber of their own.

Known Users: Darth Vader used this ability in *The Empire Strikes Back*, deflecting Han's blaster fire with his gloved hand. Also, Satele Shan used this in the Battle of Alderaan during the Great Galactic War when she caught Darth Malgus's lightsaber in her bare hand, as seen in the SWTOR promotional trailer *Hope*.

Statistics: Damage Resistance (Force Field, +20%; Hardened 3, +60%; Limited Defense: Tight-Beam Burning Attacks, -60%; Reflection, +100%; Requires Active Defense, -40%; Energy Control, -10%) [8.5 per level]

Force Cloak

58, 62, 74, or 94 points

Skill: Force Cloak (IQ/H)

This ability allows the Force user to wrap light around him, becoming invisible to the naked eye. As a result, the character is also invisible to droid optics and other cameras, though not invisible to radar, sonar, or motion sensors.

Statistics: Invisibility (Affects Machines, +50%; Can Carry Objects: No Encumbrance, +10%; Requires Concentrate, -15%; Switchable, +10%; Energy Control, -10%) [58]. Each additional level of the ability increases the Encumbrance level you can carry, up to Heavy Encumbrance; Light is [62], Medium is [74], and Heavy is [94].

Force Lightning

5 points per die of damage

Skill: Lightning (IQ/H). (The skill is not used to attack, but is used for other uses of Force Lightning, most notably the Torture technique, below.)

Force lightning is one of the most common abilities used by the Sith, used primarily to kill but occasionally used for torture. Because of its very nature, those with bionic arms *cannot* use this ability without blowing out their bionics.

Known users: Count Dooku in *Attack of the Clones*, Emperor Palpatine in *Revenge of the Sith* and *Return of the Jedi*.

Statistics: Burning Attack (Costs 2 ER/FP, -10%; Damage Modifier: Surge, +20%; Energy Control, -10%) [5 pts/level].

Torture (Tech/A)

Default: Lightning-3, cannot exceed Lightning.

This permits the character to reduce Force Lightning to 1 point of damage, while at the same time inducing the Agony condition, resisted at (HT - level of Force Lightning).

Lightning Storm

122 points; +15 points for every increase in radius

Skill: Force Storm (IQ/H).

This is the ability to engulf a large area with lightning; the most powerful users have known to engulf continents if not entire planets in lightning. By default, the lightning storm has a radius of 4 yards/meters.

Statistics: Burning Attack 6d (Area Effect, 4 yd radius, +100%; Costs 6 ER/FP (Variable), -15%; Damage Modifier: Surge, +20%, Energy Control, -10%; Malediction (Size/Range Penalties), +150%; Overhead, +30%; Persistent, +40%; Requires Concentrate, -10%; Variable, +5%) [72]. Each additional doubling of radius costs an additional 15 points.

Double Radius (Tech/H)

Default: Force Storm-5, cannot exceed Force Storm.

This technique permits the Force user to temporarily double the radius of his lightning storm. Each additional doubling of the radius is at an additional -5 to skill.

Shock

15 points

This is the basic short burst of lightning intended to damage the target. It has an effective range of 10 yards/meters, with a maximum range of 20 yards/meters.

Because of its very nature, those with bionic arms *cannot* use this ability without blowing out their bionics.

Statistics: Burning Attack 3d (Blockable, -10%; Damage Modifier: Surge, +20%; Energy Control, -10%; Increased 1/2D Range $\times 5$, +10%; Reduced Range $\times 1/5$, -20%; Variable, +5%) [15].

Stun Droid

6 points per level

Skill: Stun Droid (IQ/H)

This ability allows the Force user to momentarily stun a droid, rendering it immobile. This does no permanent damage to the droid.

Statistics: Affliction (Accessibility: Only on Droids, -20%; Energy Control, -10%; Increased 1/2D Range $\times 5$, +10%; Low Signature, +10%; Reduced Range $\times 1/10$, -30%) [6/level]

Scramble Computer (Tech/A)

Default: Stun Droid-3, cannot exceed Stun Droid.

This technique permits the Force user to disrupt any non-droid electronics.

ESP

"I can sense everything going on in that room." - Anakin Skywalker, *Attack of the Clones*

"Your eyes can deceive you, don't trust them." - Ben Kenobi, *Star Wars*

Power Modifier: ESP (-10%).

Power Talent: ESP Talent. 5 points per level.

This Talent also applies to the Precognitive Parry skill.

Farsight

105 points

Skill: Farsight (Per/H).

As the above quote from Anakin indicates, this ability lets the Force user remotely sense an area outside his normal range of senses

as if he was right there.

Statistics: Clairvoyance (Aware, +50%; Second Nature, +70%; ESP, -10%) [105]

Force Empathy

14 points

Skill: Emotion Sense (Per/H).

This ability permits the Force user to sense another's emotions, even if that person is attempting to hide or control them.

Statistics: Empathy (ESP, -10%) [14]

Force Quickness

80 points per level

Skill: Force Quickness (Per/H)

The Force not only lets you move faster, but also permits you to process information faster while doing so.

Statistics: Altered Time Rate (Costs 2 ER/FP per min, -10%; ESP, -10%) [80/level]

Force Sight

41 points

Skill: Force Sight (Per/H).

This ability lets someone see the flow of the Force around him. Because the Force is in all things, even those without life, this even works underground.

This ability also lets someone "see" the "flavor" of the Force, Light or Dark, in a person or area.

Statistics: Detect (Force-Sensitives and Dark Side Taint) (ESP, -10%) [9] plus Penetrating Vision 2 (ESP, -10%) [18] plus See Invisible (Force Vision) (ESP, -10%) [14]

Precognition

23 points

Skill: Premonitions (Per/H).

Statistics: Precognition (ESP, -10%) [23].

Psychometry

30 points

Skill: Psychometry (Per/H).

Statistics: Psychometry (Active Only, -20%; Sensitive, +30%; Visions, +50%; ESP, -10%) [30]

Shatterpoint

24 points

Skill: Shatterpoint (Per/H).

The Force lets you know precisely where to strike. A success on the Shatterpoint skill gives a bonus to any attacks made against the target, up to half the margin of success.

Statistics: Detect Flaws (Analysis Only, -50%; Reflexive, +40%; ESP, -10%) [24].

Force Healing

Power Modifier: Force Healing (-10%).

Power Talent: Force Healing Talent. *5 points per level.*

Detoxify Poison (Others)

14.5 points per level

Skill: Detox (IQ/H).

This ability permits the Force user to force their patient's body to expel toxins and poisons from his body.

Statistics: Affliction (Advantage: Resistant to Poisons (+8), +80%; Force Healing, -10%; Melee Attack, Reach C, -30%; No Signature, +20%; Requires Concentrate, -15%) [14.5/level]. Normally, only one level is learned, for 15 points, as no one in their right mind would want to resist this affliction.

Detoxify Poison (Self)

7 points

Statistics: Resistant to Poisons (+8) [7]

Heal

50 points

Skill: Heal (IQ/H).

The quintessential Force Healing ability. This heals all injury suffered by a

Statistics: Healing (Force Healing, -10%; Increased 1/2D Range ×10, +15%; Injuries Only, -20%; Ranged, -50%; Reduced Range ×1/10, -30%; Xenohealing: Anything Alive, +80%) [50].

Area Effect (*Tech/H*)

Default: Heal-2.

This technique allows the Force user to extend his Heal ability to cover a 2 yard radius. For each additional -2 to effective skill, the radius is doubled (4 yards for -4 to skill, 8 yards for -6 to skill, 16 yards for -8 to skill, etc.) This heals everyone in the affected radius, friend and foe alike.

Selective Area Effect (*Tech/H*)

Default: Area Effect-2 or Heal-4.

Building upon the Area Effect technique, this technique permits the Force user to heal - or *not* heal, as the case often is - selected people inside the radius selected radius.

Hibernation Trance

4.5 points per level

Statistics: Metabolism Control (Force Healing, -10%) [4.5/level]

Tapas

1 point per level

Force users are able to withstand all sorts of temperature ranges. This enables the Force user to specify whether he's able to tolerate various temperature ranges; as a special effect, the Tapas practitioner can specify whether the bonus goes to the hot or the cold end of the tolerance range.

Statistics: Temperature Tolerance (Force Healing, -10%; Switchable, +10%) [1/level]

Psychokinesis

"I find your lack of faith disturbing." -- Darth Vader, Star Wars.

Power Modifier: Psychokinetic (-10%).

Power Talent: Psychokinesis Talent. *5 points per level.*

Force Barrier

4 points per level

Skill: Force Barrier (IQ/H)

You can psychokinetically resist or deflect incoming physical attacks. This affects weapons, punches, and objects (including those held by Telekinesis and direct attacks like Force Push), but it has no effect on energy (e.g., fire, electricity) or purely mental attacks. Every time you are hit by a physical attack, roll against your skill. Success provides DR equal to your Force Barrier level. In a situation where you're under constant "attack" (i.e., caught in a vicious hailstorm), roll once per minute. This is a passive ability.

Statistics: Damage Resistance (Force Field, +20%; Limited, Physical, -20%; Psychokinesis, -10%; Requires IQ Roll, -10%) [4/level].

Expansion (*Tech/H*)

Default: Force Barrier-5; cannot exceed Force Barrier.

You can use your ability to protect others, though this *halves* your effective level (round down). Success expands your coverage to a two-yard radius for a minute. Double this radius, cumulatively, for every 5 points by which you make your (modified) skill roll.

Force Crush

5 points per level

Skill: Force Crush (IQ/H).

You can crush someone's internal organs with just a gesture, usually a grasping motion with the hand. Roll a Quick Contest of skill vs the target's Will. If you win, the subject takes 1 point of damage for every level of Force Crush; DR does not protect against this!

Known users: Darth Vader used this with the Force Choke technique (below) in Star Wars, The Empire Strikes Back, and Revenge

of the Sith; Luke Skywalker also used this in Return of the Jedi.

Statistics: Crushing Attack 1 point (Based on IQ, +20%; Malediction 3, +200%; No Signature, +20%; Nuisance Effect: Must Gesture at Subject, -5%; Psychokinetic, -10%; Variable, +5%) [5/level].

Force Choke (Tech/H)

Default: Force Crush-10; cannot exceed Force Crush.

You can attempt to squeeze someone's throat. Roll the attack normally, only you do half damage with the no wounding modifier. Once the target has taken more than HP/2 damage from this attack, whether all at once or from multiple turns, he suffers from the choking condition (p. B428). This can easily suffocate a person to death!

Force Leap

8 points per level

Statistics: Super Jump (Costs 2 ER/FP, -10%; Psychokinetic, -10%) [8/level]

Force Push

8 points

This is the basic telekinetic attack; it has a range of 10 yards/meters, and while damaging is primarily intended to knock someone back.

Statistics: Crushing Attack 2d (Blockable, -10%; Costs 1 ER/FP, -5%; Damage Modifier: Double Knockback, +20%; Increased 1/2D Range $\times 10$, +15%; Low Signature, +10%; Psychokinetic, -10%; Reduced Range $\times 1/10$, -30%; Requires Ready, -10%) [8]

Force Wave

14 points

Statistics: Crushing Attack 4d (Area Effect, 4 yds, +100%; Costs 2 ER/FP, -10%; Damage Modifier: Double Knockback, +20%; Emanation, -20%; Low Signature, +10%; Psychokinetic, -10%; Takes Recharge, 15 secs, -20%) [14].

Soft Landing

9 points

Statistics: Catfall (Psychokinetic, -10%) [9]

Speed Burst

33 points

Statistics: Enhanced Move (Ground) 2.5 (Move $\times 6$; Costs 5 ER/FP/min, -25%; Psychokinetic, -10%) [33]

Telekinesis

4 points per level

Skill: Telekinetic Control (IQ/VH)

Statistics: Telekinesis (Costs 4 ER/FP (Variable), -10%; Psychokinetic, -10%) [4 pts/level] - the FP spent is equal to the encumbrance level.

Telepathy

"These aren't the droids you're looking for." - Ben Kenobi, Star Wars.

"I'm a Toydarian! Mind tricks don't work on me, only money." - Watto, The Phantom Menace.

Power Modifier: Telepathic (-10%).

Power Talent: Telepathy Talent. 5 points per level.

Cloak From Minds

36 points

Skill: Mental Cloak (IQ/H).

You have the ability to cloud the minds of others so as to be ignored by those around you. This does not prevent you from being recorded by optics, nor does it affect droids.

Statistics: Invisibility (Can Carry Objects: No Encumbrance, +10%; Glamour, vs Will-4, -5%; Requires Concentrate, -15%; Switchable, +10%; Telepathic, -10%) [36]

Selective Concealment (*Tech/H*)

Default: Mental Cloak-2.

Using this technique, you essentially add the Selective Area enhancement onto your Cloak From Minds ability, which lets you specify who can see you while cloaking your presence from everyone else.

Force Concealment

38 points

Skill: Conceal Aura (IQ/H).

This ability allows one to "hide" in the Force by hiding their Force signature completely. This prevents Force Sensitives from detecting the character with their Force hypersenses, but the person using this ability can still be discovered using more mundane senses.

Statistics: Obscure (Force) 10 (Stealthy, +100%; Telepathic, -10%) [38]

False Aura (*Tech/H*)

Default: Conceal Aura-4.

Instead of masking your ability with the Force, this technique subtly changes your Force signature and aura to the opposing alignment; in essence, it masks any Dark Side Taint or gives anyone reading your aura the impression that you have a Dark Side Taint when you do not.

Selective Concealment (*Tech/H*)

Default: Conceal Aura-2.

Using this technique, you essentially add the Selective Area enhancement onto your Force Concealment ability, which lets you specify who can see your Force signature while suppressing it for everyone else.

Mind Trick

28 points

Skill: Mind Trick (IQ/H).

This is the ability to convince someone of anything the Force user wants them to believe. Most who use this ability tend to stick with plausible uses, although someone with a high enough skill could conceivably convince a weak-willed thug to essentially commit suicide.

Known users: Obi-Wan "Ben" Kenobi in *Star Wars* and *Attack of the Clones*, Luke Skywalker in *Return of the Jedi*, many more.

Statistics: Mind Control (Mind Tricks, -30%; Nuisance Effect: Must Wave Hand, -5%; Rationalization, +20%; Sense-Based (Hearing), -20%; Telepathic, -10%) [28]

Thought Projection

6 Points

Skill: Telepathy (IQ/H)

This ability permits you to send a short telepathic message to anyone you know; distance is not a concern.

Known users: Luke Skywalker in *The Empire Strikes Back*.

Statistics: Telecommunications (Telesend) (Maximum Duration (Less Than 30 Seconds), -75%; Telepathic, -10%) [6]

Broadcast (*Tech/H*)

Default: Telepathy-4, cannot exceed Telepathy.

This technique permits you to broadcast your thoughts to everyone in your immediate area.

Thought Scan

21 Points

Skill: Telepathy (IQ/H)

This ability permits you to read the surface thoughts of those around you. Most Jedi and other benevolent Force users only use this to obtain the name of the person they're talking to and to figure out if anyone's hiding anything; those of a darker bent use it for more sinister purposes.

Statistics: Mind Reading (Short-Ranged 2, -20%; Telepathic, -10%) [21].

Allisee	Sniper	500 pts
Tika	Commando	301 pts
Pegali	Sith Sorcerer	1,690 pts
Neha	Gunslinger	600 pts
Duusha	Mercenary	400 pts
Wileykitten	Jedi Guardian	750 pts
Klekletta	Sith Marauder	1,000 pts
Raiki	Jedi Shadow	1,284 pts
Lolipop	Sith Juggernaut	1,061 pts
Xibeda	Jedi Sage	2,015 pts
Renee	Powertech	400 pts
Thunderhawk	Vanguard	pts
Snozzberry Fiend	Sith Assassin	pts
Z9-X0	Jedi Sentinel	pts
Zalen	Operative	pts
Yolo	Scoundrel	pts
Canesh	Sith Sorcerer	pts
Andoya	Jedi Guardian	pts
Raiki	Sith Assassin	clone
Alluna	Jedi Sage	pts
Anaiya	Operative	pts
Rita	Scoundrel	pts
Jena Tan	Mercenary	pts
Indi Ganges	Vanguard	pts