

STAR WARS®

R O L E P L A Y I N G G A M E

FORCE USERS

CLONE WARS FAN SOURCEBOOK

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CHAPTER 5 FORCE USERS





During the galaxy-raging conflict known as the Clone Wars, both the Republic and Confederacy were defined by their Force-wielding leadership. The Republic trusted the Jedi Order to lead their clone forces in the field of battle, while the Confederacy relied on Dooku's leadership and guidance, as well as a number of dark Force users for more specialized missions. However, there are a number of Force sensitives in the galaxy that were neither in Dooku's thrall, nor under the purview of the Jedi Council. These Adepts nonetheless played pivotal roles in many of the battles of the Clone Wars, from unimportant backwater worlds like Haruun Kal, to Core worlds like Coruscant.

AQINOS

A Sunesi Jedi Master and contemporary of Qui-Gon Jinn and Djinn Altis, Aqinos was among a clique of respected Jedi that questioned the Order's direction and methods. On his journeys throughout the galaxy, Aqinos stumbled upon the sentient crystals of Orax, known as Shards, and discovered that some were sensitive to the Force. Firm in the belief that the Living Force had led him to the unorthodox life forms for training, he began instructing Ilum and her twelve children in the ways of the Jedi.

Twenty-eight years before the Clone Wars would erupt; Aqinos led his Iron Knights in battle alongside Mace Windu during the Arkanian Revolution. While the mission was successful, the Jedi Council found the concept of Force-sensitive droids heretical, and censured Aqinos, exiling him from the Jedi Order. The Supreme Chancellor at the time saw the value in the mechanical Jedi, however, and bestowed upon them all the title of High Marshall. Disappointed in his Order, but undeterred, Aqinos continued to train his Iron Knights, alternately on the frigid world of Dweem and alongside his colleague Djinn Altis onboard the *Chu'unthor II*, when his old friend had finally had enough of slavish adherence to Jedi dogma.

After the Battle of Geonosis, Aqinos' students actively joined the Altisian Jedi in their relief missions, aiding many planets in the Outer Rim, far from Republic protection or supply lines. When the Jedi Order, in desperation, accepted aid from Master Altis' sect, the Iron Knights were also given what some might

consider long overdue legitimacy. When Order 66 was issued, Aqinos' students were on a retreat to their adopted homeworld on Dweem. Upon hearing the news, the Iron Knights remained in hiding for several decades, continuing their training, but avoiding any Imperial notice on their barren planet.

Nearly three decades after the Clone Wars had ended, some of Luke Skywalker's students discovered the Iron Knights, and they were almost immediately reincorporated into the Jedi Order. Aqinos shared with Skywalker what he was able, but by this time his old age had begun to take its toll, and he spent much of his time in seclusion on Dweem. However, many of his students chose to train at Skywalker's Yavin IV academy, eager to one day return and share their experiences with their brothers and sisters. Aqinos, watching his students finally receive the respect and treatment they had earned decades prior, finally felt justified in his actions that had been found abhorrent decades earlier. He died in battle over a decade later when the Yuuzhan Vong invaded.

Aqinos

CL 15

Medium Sunesi Male Jedi 9/Jedi Knight 3/Jedi Master 3

Destiny 4; Force 14, Strong in the Force

Init +9; Senses Use the Force +14

Languages Basic, Binary, High Galactic, Sunese

Defenses Ref 30 (flat-footed 28), Fort 28, Will 31; Deflect

Hp 114; Threshold 28

Immune fear effects

Speed 6 squares

Melee lightsaber +18 (2d8+6) or

Melee unarmed +14 (1d4+6) or

Ranged by weapon +17

Base Atk +15; Grp +17

Special Actions Battle Meditations, Consular's Vitality, Direct, Gauge Force Potential, Leader of Droids, Link, Ultrasonic Jamming

Force Powers Known (Use the Force +14): circle of shelter, enlighten, farseeing, Force grip, Force slam, Force thrust, mind trick, move object, obscure, prescience, surge, valor

Force Regimens Known (Use the Force +14): awaken Force

sensitivity, quiet the mind, telekinetic practice, training remote

Force Secrets Mentor, Multitarget Power

Force Techniques Improved Enlighten

Abilities Str 9, Dex 14, Con 11, Int 15, Wis 17, Cha 15

Special Qualities destiny (education), destiny fulfilled (discovery), Fearless, Serenity, Ultrasonic Jamming

Talents Battle Meditation, Consular's Vitality, Deflect, Direct, Force Perception, Gauge Force Potential, Improved Battle Meditation, Instinctive Navigation, Link

Feats Force Readiness, Force Regimen Mastery, Force Sensitivity, Force Training (3), Leader of Droids, Rapport, Strong in the Force, Unwavering Resolve, Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)

Skills Knowledge (galactic lore) +14, Knowledge (technology) +14, Pilot +14, Use the Force +14 (may substitute for Perception checks)

Possessions Comlink, datapad, lightsaber (self-built), unremarkable shuttle

Destiny (education) – It is Aqinos' destiny to train the Iron Knights in the ways of the Force,

Destiny Fulfilled (discovery) – It was Aqinos' destiny to discover the Force Sensitive Shards of Orax.

ASH JARVEE

Orphaned sometime in her recent past, Ash Jarvee was able to make ends meet by repairing technology before being recruited by Jedi dissident Djinn Altis. Only in her late teens when the Clone Wars broke out across the galaxy, Ash served as Altis' pilot onboard his Vernal-Class transport *Wookiee Gunner* during a relief mission to Yarille. However, Altis became involved in the conflict on JanFathal, and Jarvee offered her assistance to Captain Gilad Pellaeon of the RAS *Leveler* to provide her master with support while he extracted a captured Republic spy. Jarvee and other trainees participated in the Battle of JanFathal, using their unique Force talents to meld with the Leveler's broken hyperdrive, enabling it to make two critical hyperspace jumps. Ash survived the battle and returned to her post onboard the

“BUT I'D RATHER THINK
 THAT WE BOND MORE
 STRONGLY IN ADVERSITY
 BECAUSE WE SEE
 OTHERS FOR WHAT THEY
 REALLY ARE —PREPARED
 TO DIE TO SAVE US,
 RATHER THAN RUN
 AWAY.”

— ASH JARVEE

Wookiee Gunner, acting as a section leader during the relief effort when they finally arrived at Yarrille. It is unknown if Ash Jarvee survived Order 66 or not.

Ash Jarvee CL 5
 Medium Human Female Scout 3/Noble 1/Jedi 1
 Force 7
 Init +8; Senses Perception +7
Languages Basic, Binary, Bocce, Durese, Givin, Sy Bisti
 Defenses Ref 18 (flat-footed 17), Fort 17, Will 17;
 Hp 42; Threshold 17
 Speed 6 squares
 Melee lightsaber +4 (2d8+2) or
 Melee unarmed +3 (1d4+2) or
 Ranged by weapon +4
 Base Atk +3; Grp +4
 Special Actions Field Detection, Machine Meld, Shake It Off
Force Powers Known (Use the Force +14): Technometry
 Abilities Str 10, Dex 12, Con 13, Int 15, Wis 11, Cha 14
 Talents Field Detection, Force Pilot, Instinctive Navigation,
 Machine Meld
 Feats Force Sensitivity, Force Training, Linguist, Rapport, Shake

NEW FORCE TALENT

The following talent is intended for use with the Sense talent tree.

Machine Meld: As a full-round action, you may attempt to merge your consciousness with an adjacent complex machine such as a computer, droid or vehicle by treating a Use the Force check as the Improve Access function of the Use Computer skill. Failure to beat the machine's Will Defense results in 1d4 Force Damage dealt directly to your hit points. Success is treated as normal, though you may spend a Force Point as a reaction upon success to move the system an additional step. When a system is helpful you are considered merged, and remain so until you chose to return to your natural body.

While merged you are considered helpless and unaware of your body's surroundings. However, on your turn, you are in control of the merged machine. You are able to use the Access Information ability of the Use Computer skill at a +10 bonus. In the case of a vehicle or droid, you are able to operate any single vehicle or droid system as if you were at the appropriate station, but at a +5 bonus to the associated check (attack roll or skill check). Further, when a merged Force user uses the Reroute Power action, their vehicle moves an additional +1 step up the condition track. Upon returning to their natural body, a Force User suffers a -5 penalty to all Use the Force Checks made for 1d4 hours for every round they spent merged, and cannot spend Force Points unless accepting a Dark Side Point. If the player was merged for longer than an hour, they suffer a -10 penalty to all Use the Force Checks for 1d4 days for every hour spent merged, and cannot spend Force Points or Destiny Points unless accepting a Dark Side Point.

Prerequisite: technometry

It Off, Skill Focus (Use the Force), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)
 Skills Initiative +8, Knowledge (social sciences) +9, Knowledge (technology) +9, Mechanics +9, Perception +7, Survival +7, Use Computer +9, Use the Force +14 (may substitute for Pilot checks, may substitute Use Computer checks when

plotting astrogation or operating sensors while piloting)
Possessions Comlink, datapad, lightsaber (self-built), various
personal belongings

Organization Score (Altisian Jedi) – 7

Occupation (technology) – Use Computer

CALLISTA MASANA

Originally born to a family of tsaelke and wanderkelp ranchers on the ocean-covered world of Chad, Callista used her natural Force sensitivity to give her a marked advantage in the harsh but rewarding life of a rancher. However, two years before the Battle of Geonosis would begin the epic conflict later known as the Clone Wars; Callista was discovered by Djinn Altis, a venerable Jedi who had left the Order to pursue a more arcane version of the stolid Force tradition. Callista was only Master Altis' second Padawan learner since officially leaving the Jedi Order, the first being Geith Eris. Callista and Geith soon fell in love, a relationship that they never could have enjoyed within the more orthodox Jedi Order.

Callista accompanied her Master throughout much of the early months of the Clone Wars, participating in a variety of relief missions and engaging in moral debates and further training to pass the time. Seven months into the Clone Wars, while on a humanitarian mission onboard the transport *Wookiee Gunner* to Yarille, a recent victim of an intense battle, the *Gunner* received a distress message from a captured Republic Spy on JanFathal. The message led to a team-up between Callista, Geith and their Master with Captain Gilad Pellaeon, Clone Captain Rex and Jedi Padawan Ahsoka Tano to rescue the captured agent. Callista spent much of the mission working closely with Ahsoka, trying to open her eyes to the larger world beyond the Jedi Order's narrow views on how Force sensitive beings should conduct themselves, particularly on the issue of romantic relationships. The mission was ultimately a success, and Callista was able to save Pellaeon's crew by merging with the RAS *Leveler's* experimental concussion missile targeting computer, which the crew had been unable to get operational. Callista's takeover of the system resulted in the destruction of seven Separatist ships of the line, but left her connection to the Force dulled for quite some time.

CALLISTA MASANA



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Three months before the Clone Wars ended, the Jedi Order had finally accepted Master Altis' assistance despite their disapproval of his training methods. Callista and Geith were first stationed on Thyferra, using their unique Force skills to aid other Jedi and wounded clones in returning to the front lines. Two months later the lovers were transferred to Nerrif Station alongside Master Plett, a contemporary of Djinn Altis. It was only with Master Plett's assistance that Callista and Geith were able to escape the purge. The three former Jedi, along with a handful of Force-sensitive children, fled to Belsavis, occupying a safe house that became known as Plett's Well.

One year after Order 66 was issued, Geith and Callista received a tip that a super weapon called the *Eye of Palpatine* was headed towards Plett's Well to destroy what Jedi remained. Together, Callista and Geith infiltrated the station, but soon discovered that the only way to destroy it would claim their own lives. Geith, determined that calling for reinforcements would make for a less suicidal solution, attempted an escape and was killed by the automated defense turrets onboard the station. Callista, at a loss for other options, merged with the super weapon's targeting computer, refusing to allow the *Eye of Palpatine* to complete its mission.

For twenty-nine years, Callista's consciousness laid dormant in the battle station's computers as her body succumbed to death, until the will of the Force brought Luke Skywalker to the station. Callista helped Luke learn about the station and herself, hoping he could destroy it once and for all. During this short period, Callista and Luke fell deeply in love. Unfortunately, the station could only be destroyed by someone sacrificing themselves, reaching an area of the station thought too far from escape pods to reach safety in time. However, when it came time to destroy the *Eye*, Luke's trainee, Cray Mingla, sacrificed herself after stunning Luke and getting him off the ship. She also gave up her own body to Callista's consciousness, which was somehow able to reach an escape pod before the station exploded. Unfortunately, Callista found that she had completely lost her connection to the Force, driving a wedge in her relationship with Luke.

In honor of Cray Mingla's sacrifice, Callista changed her last name from Masana to Ming, and moved with Luke to the Jedi Academy on Yavin IV. Luke and Callista spent much of their

time trying to restore Callista's connection to the Force, knowing what a huge asset she would be to rebuilding the new Jedi Order. The two even went so far as to take a journey away from the distractions of the academy to a comet, Dagobah and Hoth to seek communion with the Force, only to discover that Callista could only call upon the Dark Side. Upon their return, the academy was under attack by Admiral Daala and the Super Star Destroyer *Knight Hammer*. Callista single-handedly destroyed the massive warship by sabotaging its wing of TIE Bombers before making it to an escape pod.

More determined than ever to regain her powers, that she might again feel Luke's equal, Callista left Yavin IV and went on a journey by herself. After wandering the galaxy on her own for several months, she joined the crew of the freighter *Zicreex* under Gamorrean Captain Ugmush. She stayed with the crew for six months, visiting worlds such as Kirdo III, Shesharile IV, Kessel, Tavnin, and finally, Gamorr. On Ugmush's homeworld, Callista solved a murder case to which the captain's brother stood falsely accused. Shortly afterward, Callista heard of the world of Nam Chorios, a planet with a curious connection to the Force, and went to investigate in hopes of finding a clue to regaining her connection.

Nam Chorios was infested with an ancient pox known as the Deathseed Plague, and Callista found herself caught up in a local power struggle between Seti Ashgad who wanted to incorporate the planet into the wider galactic community, and the Theran cultists, who sought a policy of strict isolationism. Of course, once Callista found that the Theran cultists were only quarantining the

**"THERE WAS A POINT
AT WHICH I THOUGHT I
MIGHT NEVER SEPARATE
FROM IT. I THINK I
QUITE ENJOYED BEING A
MACHINE FOR A WHILE."
- CALLISTA MASANA**

planet to prevent the spread of the Deathseed Plague, she joined them, warning off Luke Skywalker and Chief of State Leia Organa to stay far away. Of course, neither did, and Callista found herself mentoring Leia in the ways of the Force that she might bring the situation to a resolution. As Callista prepared to continue on her journey to restore her powers, Luke caught up with her, but one look at each other revealed to both that their relationship and the connection that drove it was long gone. With a sad smile the two parted ways, wishing each other well.

Callista Masana CL 10

Medium Human Female Scout 5/Jedi 4/Jedi Knight 1

Destiny 7; Force 11

Init +7; Senses Perception +12

Languages Basic, Bocce, Chadra-Fan

Defenses Ref 24 (flat-footed 22), Fort 22, Will 24; Block, Deflect
Hp 74; Threshold 22

Speed 6 squares, Running Attack

Melee lightsaber +9 (2d8+5) or

Melee lightsaber +7 (3d8+5) with Rapid Strike or

Melee lightsaber +4 (4d8+5) with Improved Rapid Strike or

Melee unarmed +8 (1d4+5) or

Ranged by weapon +10

Base Atk +8; Grp +10

Atk Options Improved Rapid Strike, Rapid Strike

Special Actions Field Detection, Machine Meld, Soothe, Wary
Defender

Force Powers Known (Use the Force +17): blind, Force slam,
Force track, move object, technometry, vital transfer

Abilities Str 11, Dex 14, Con 11, Int 13, Wis 14, Cha 14

Special Qualities destiny (destruction)

Talents Block, Deflect, Field Detection, Jury-Rigger, Machine
Meld, Soothe

Feats Force Sensitivity, Force Training (2), Improved Rapid Strike,
Rapid Strike, Running Attack, Skill Focus (Use The Force),
Wary Defender, Weapon Proficiency (lightsabers, pistols,
rifles, simple weapons)

Skills Mechanics +11, Perception +12, Pilot +12, Ride +12,
Survival +12, Swim +10, Use the Force +17

Possessions Comlink, datapad, flight suit, lightsaber (self-built)

Destiny (destruction) – Callista Masana is destined to destroy
the Eye of Palpatine super weapon

Organization Score (Altisian Jedi) – 13

DJINN ALTIS

Known as a heretic throughout most of the Jedi Order, Djinn Altis was once a Jedi Knight in good standing. However, Altis quickly saw that as Jedi doctrine grew ever-more strict with each passing year, the Order weakened. Djinn was a student of Jedi history, familiar with training methods and techniques in service millennia before the Battle of Naboo. Altis did not agree with the Jedi Order's ban on romantic relationships or their unwillingness to train older Force-sensitive beings. His biggest disagreement, however, was with the Jedi Council and the blind obedience it expected of Jedi beneath them. Altis felt that Jedi should not have central authority, instead roaming the galaxy and doing what the Force willed. The passing of close friend and fellow maverick Qui-Gon Jinn only strengthened his resolve to do something other than voice his discontent. Three years after Palpatine was made Supreme Chancellor, Djinn Altis separated himself from the Jedi Order and created his own Jedi Enclave onboard his transport, dubbed the *Chu'unthor II* in honor of the original mobile Jedi praxeum.

Altis roamed the galaxy in his ship seeking students, teaching Jedi philosophy even to beings unable to touch the Force. One of the first people he encountered on his quest was a woman named Margani, who he quickly married. Soon after his marriage his search bore fruit, and he made the acquaintance of Geith Eris on Bospin. The young man became his first Padawan learner, though Altis soon attracted additional students, and was joined by fellow Jedi Aqinos. Djinn was known for teaching Force techniques that were lost to the Jedi Order, many involving interaction with machines and an ability to sense the thoughts and feelings of others to a much deeper degree than the Jedi Order was aware possible. Once acquiring his first real student, Altis kept the *Chu'unthor II* hidden in Bospin's atmosphere. However, he soon acquired a Vernal-Class Transport dubbed the *Wookiee Gunner*, which he used to run relief missions during the Separatist Crisis alongside his students.

**“EVERY STUDENT IS
OBLIGED TO MAKE ONE-
THOUSAND-EIGHTY
MAJOR MISTAKES.”
- DJINN ALTIS**

Three years before the Battle of Geonosis, Djinn Altis' training academy had grown exponentially. Altis' training regimen was much condensed from the Jedi Order's. While Jedi were raised in the temple from birth, and cross-trained in a number of skills besides honing their connection to the Force, Altis embraced the adult backgrounds and skills his students already possessed, focusing his teachings solely on strengthening their connection to and mastery of the Force. This allowed him to train Padawans to knight-hood in a year or less, in some cases. This, combined with his group training method, allowed his Order to grow quickly in just a few short years with the help of fellow former Jedi such as Master Aqinos. During this time of prosperous growth, Altis engaged in a dialogue with Jedi Master Yoda through a series of letters, where the two tried to come to some sort of accord. Unfortunately, the two Jedi's views were irreconcilable, and Altis remained in exile on the Outer Rim, acting where the Republic's reach waned.

A year later Master Altis took a voyage through the galaxy, trusting the Will of the Force to lead him to new students. Unfortunately, his wife Margani did not survive the journey, finally succumbing to a long-battled terminal illness. However, Master Altis was able to keep his spirits up, and continue on to visit the planet Chad. On the watery planet, Djinn Altis met a woman who would become his most famous student, Callista Masana. She quickly became one of his most promising students, and became involved in a romantic relationship with Geith Eris. Djinn was rarely seen outside Geith and Callista's company after their meeting, and the young couple doted on their aging master.

Immediately following the Battle of Geonosis, Master Altis offered his services to Jedi Master Yoda, who declined as

graciously as possible. The Altisian Jedi had gained a reputation as heretics, and most of the Jedi Order was wary of their lifestyle, assuming it was only a matter of time before the entire Altisian Order fell into the thrall of the Dark Side. Instead, Master Altis focused on humanitarian relief efforts throughout the Outer Rim, helping those he could with what students chose to accompany him. Many of his students had spread throughout the galaxy, going where they felt they were needed.

Seven months after the violent start of the Clone Wars, Master Altis was onboard the *Wookiee Gunner* with several of his students on his way to Yarille to provide relief following a vicious battle. En route, his ship received a distress signal from an undercover Republic Spy Hallena Devis, which he soon relayed to Captain Gilad Pellaeon of the RAS *Leveler*. Altis and his students volunteered to accompany the extraction team to JanFathal alongside Clone Captain Rex and Padawan Ahsoka Tano. After rescuing the spy, but before escaping Separatist forces around JanFathal, the group was joined by Jedi Knight Anakin Skywalker. Djinn's momentous meeting with the Order's Chosen One left Altis feeling conflicted. He knew Anakin would thrive in the training environment he provided, opposed to the pressure cooker to which the Jedi Order was subjecting him. Altis also knew that Skywalker suffered from attachment, but was reluctant to lure the Jedi Order's favored son to the Altisian Jedi, unwilling to make an enemy of Master Yoda. The mission ended successfully, and Agent Devis chose to accompany Master Altis on to Yarille, where Altis experienced the horror the Clone Wars had wrought first-hand.

Master Altis and his students continued to help where they were able throughout the remainder of the Clone Wars, in some cases working with the Jedi Order directly. When Order 66 was issued, Altis was able to help many Jedi escape, though his students were not immune to Palpatine's purge either. Master Altis himself was forced into hiding, biding his time for the best moment to strike at the Emperor alongside Geith and Callista. However, he was forced to send his students to act when he learned of the Emperor's first superweapon, the *Eye of Palpatine*. Callista and Geith were able to disable it, though Callista was lost to him forever. It is unknown how Master Altis met his end, though it is believed he was killed by Nightsisters on Dathomir

while searching the original *Chu'unthor* wreckage for holocrons and datatapes. However, Djinn lives on through his teachings. Callista was able to survive her mission and joined Luke Skywalker on Yavin IV many years later, handing down to him everything Master Altis had taught her. Skywalker's new Jedi Order held many of the same beliefs and structure as Djinn's, allowing for romantic relationships between students and multiple Padawan learners for each master.

Djinn Altis CL 19

Medium Old Human Male Jedi 7/Jedi Knight 7/Force Adept 3/
Jedi Master 2

Destiny 11; Force 16, Strong in the Force; Dark Side 1

Init +16; Senses Use the Force +23

Languages Basic, Binary, High Galactic

Defenses Ref 34 (flat-footed 32), Fort 32, Will 36; Deflect

Hp 135; Threshold 32

Immune fear-effects

Speed 6 squares

Melee lightsaber +19 (2d8+9) or

Melee unarmed +18 (1d4+9) or

Ranged by weapon +20

Base Atk +18; Grp +20

Special Actions Earth Buckle, Field Detection, Mind Probe, Quick Draw, Share Force Talent, Skilled Advisor, Transfer Power

Force Powers Known (Use the Force +23): blind, farseeing (2), Force track, Force shield, inspire, mind trick, move object, rebuke, technometry, surge, vital transfer

Force Regimens Known (Use the Force +23): awaken Force sensitivity, eyes of the Force, telekinetic practice, training remote

Force Secrets Mentor

Force Techniques Force Point Recovery, Improved Force Shield, Improved Sense Force, Improved Sense Surroundings

Abilities Str 11, Dex 14, Con 11, Int 14, Wis 16, Cha 18

Special Qualities fearless, serenity

Talents Deflect, Earth Buckle, Field Detection, Force Perception, Force Persuasion, Master Advisor, Mind Probe, Regimen Aptitude, Share Force Talent (Earth Buckle), Skilled Advisor, Transfer Power

Feats Force Sensitivity, Force Regimen Mastery, Force Training (3), Quickdraw, Rapport, Recall, Skill Training (Initiative), Strong In The Force, Unswerving Resolve, Unwavering Resolve, Weapon Proficiency (lightsabers, simple weapons)

Skills Initiative +16, Knowledge (galactic lore) +16, Knowledge (social sciences) +16, Perception +17, Pilot +16, Use the Force +23 (may substitute for Perception and Persuasion checks)

Possessions Amber lightsaber (self-built), starship *Chu'unthor II*, starship *Wookiee Gunner*

Destiny (liberation) – Djinn Altis is destined to liberate the Jedi Order from its own complacency and dogmatic adherence to misguided doctrine.

Destiny Fulfilled (education) – Djinn Altis has fulfilled his destiny with the completion of Callista Masana's training, granting him a +5 bonus to all Use the Force checks.

Organization Score (Altisian Jedi) – 31

GEITH ERIS

Orphaned on Bespin at a young age, Geith Eris was forced to survive by his wits and convictions before being discovered by Master Djinn Altis, a Jedi who had recently left the Order. Djinn helped Geith awaken his latent Force sensitivity and became his first student, though far from his last. The duo was soon joined by Callista Masana of Chad, to whom Geith felt an instant connection. The two became romantically involved early in her training, a taboo amongst the Jedi Order, but a welcome development in Djinn's Altisian Jedi.

Eight months into the Clone Wars, Geith accompanied Callista and Master Altis onboard the *Wookiee Gunner* to deliver relief and aid to the war-torn planet of Yarille. Eris enjoyed engaging in voracious debate with his master and others during the long trip, though the monotony was soon broken by a distress call from a captured Republic spy on nearby JanFathal. Geith and his companions accompanied Jedi Padawan Ahsoka Tano and Clone Captain Rex down to the planet to rescue her, and was soon joined by General Skywalker before successfully delivering Agent Devis to safety. Geith then returned with his master to the

Wookiee Gunner to focus on the relief mission they had original set out to perform.

Three months before the end of the Clone Wars, the Jedi Order finally accepted the aid of the Altisian faction, and Geith found himself stationed alongside Callista on Thyferra, where he helped to provide healing and comfort to injured clones and Jedi alike. Two months later, Geith and Callista were moved to Nerrif Station, where they were fortunate enough to avoid becoming casualties of Order 66. Callista and Geith were able to go into hiding with Jedi Master Plett on Belsavis, but after a year of laying low, learned of the Emperor's new super weapon; the *Eye of Palpatine*. Determined to destroy the weapon, Geith and Callista were able to infiltrate the station, but had a critical disagreement on how best to proceed, resulting in Geith leaving Callista behind to disable and delay the station's movements while he tried to call for reinforcements. Unfortunately, Geith's piloting skills were not up to the task and the *Eye* disabled his ship during his escape attempt, which was destroyed by a stray asteroid.

Geith Eris CL 12
Medium Human Male Scout 3/Noble 3/Jedi 4/Jedi Knight 2
Force 12
Init +12; Senses Perception +7
Languages Basic, Bocce, High Galactic, Old Corellian, Ryn, Ugnaught, (1 unselected)

Defenses Ref 26 (flat-footed 24), Fort 25, Will 25; Block, Deflect Hp 94; Threshold 25

Speed 8 squares, Long Stride
Melee lightsaber +13 (2d8+8) or
Melee lightsaber +8/+8 (2d8+8) with Double Attack or
Melee unarmed +12 (1d6+8) or
Ranged by weapon +11
Base Atk +10; Grp +12
Atk Options Double Attack (lightsaber)
Special Actions Accelerated Strike, Lead By Example, Shake It Off, Sidestep
Force Powers Known (Use the Force +17): Force track, move object, surge, vital transfer
Force Regimens Known (Use the Force +17): sparring practice, training remote

**“YES. WE’RE JEDI.
THERE’S MORE THAN
ONE WAY TO USE THE
FORCE FOR GOOD.”**

- GEITH ERIS

Force Techniques Improved Sense Surroundings

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

Talents Block, Deflect, Lead By Example, Long Stride, Presence, Sidestep, Soresu

Feats Accelerated Strike, Conditioning, Double Attack (lightsaber), Force Regimen Mastery, Force Sensitivity, Force Training (2), Increased Agility, Linguist, Martial Arts I, Shake It Off, Skill Focus (Use The Force), Unwavering Resolve, Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

Skills Climb +13 (may reroll, keeping second result), Endurance +12 (may reroll, keeping second result), Initiative +12, Jump +13 (may reroll, keeping second result), Knowledge (social sciences) +13, Persuasion +13, Pilot +12, Use the Force +17

Possessions Comlink, datapad, flight suit, lightsaber (self-built)

Organization Score (Altisian Jedi) – 17

Homeworld (Bespin) – Knowledge (bureaucracy), Persuasion

IRON KNIGHTS

A Shard from the planet Orax, Ilum was something of an outcast amongst her peers, who were unable to understand her connection to the Force. Lonely, Ilum created a dozen offspring, all of whom shared her connection to the Force. While the small family spent many years learning about the Jedi Order and deciding what they should do with their nascent abilities, Master Aqinos of the Jedi Order found them. Convinced the Force brought them together, Ilum was persuaded to submit herself and her children to Aqinos' teachings while the shards inhabited droid shells. Ilum inhabited

a Juggernaut Droid, Dragite and Luxum chose Uulshos Justice Droids, while Firkrann bonded with a FLTCH series droid.

The Iron Knights participated in the Arkanian Revolution twenty-eight years before the Clone Wars alongside Jedi Mace Windu and were bestowed the title of High Marshall of the Republic by the Chancellor. Unfortunately, the droid-Jedi were not accepted by their peers, and excommunicated from the Jedi Order. Luckily, Jedi Master Djinn Altis soon left the Jedi Order as well and founded his own school. The Iron Knights alternated between training alongside Master Altis' students, and training under Master Aqinos on the icy plains of Dweem.

When the Clone Wars raged across the galaxy, the Iron Knights were able to fight on the front lines alongside the Jedi Order, as a result of their acceptance of assistance from the Altisian Jedi. Firkrann was killed on Xagobah in a duel with General Grievous, but Ilum and her eleven other children survived the Clone Wars, and escaped Order 66 by going on retreat to Dweem just before the end of the conflict. Decades later, the Iron Knights were discovered by Luke Skywalker's students and reincorporated into the Jedi Order. Luxum chose to train at the Yavin IV Jedi Temple, but most of her siblings preferred to train on Dweem.

When the Yuuzhan Vong invaded the galaxy, the Iron Knights were sickened by the anti-droid sentiment the invaders possessed. Aware that few other beings would risk their lives for droids when organic sentients were likewise in peril, the Iron Knights took it upon themselves to defend fellow droids from the technophobic invaders. The Iron Knights were responsible for meeting Vong assaults on Osarian, Uffel and Kligson's Moon. They also defended Hosk Station, though unsuccessfully. The failure drove Luxum to the Dark Side, and she threw her life away leading a squad of assassin droids against the Vong.

Dragite

CL 9

Medium Shard (Uulshos Droid) Jedi 8/Jedi Knight 1

Force 11

Init +7; Senses Low-Light Vision, Perception +8

Languages Basic, Binary, High Galactic

Defenses Ref 24 (flat-footed 21), Fort 24, Will 23; Block, Deflect, Dodge

Hp 105; Threshold 24

THE IRON KNIGHT DRAGITE



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NEW LIGHTSABER CRYSTAL

Shard Crystal

Blade Color: varies; Build DC modifier: +10

The Shards of Orax, when they die, are sometimes used as lightsaber focusing crystals, particularly by Iron Knights. Shard crystals are considered some of the best gems for which to build lightsabers, though only Iron Knights have been allowed to use their ancestor's remains in such a way. A shard crystal grants a +1 bonus to attack and damage rolls to its attuned wielder.

Immune droid shell

Speed 6 squares

Melee lightsaber +14 (2d8+6) or

Melee unarmed +12 (1d4+5) or

Ranged by weapon +12

Base Atk +9; Grp +12

Special Actions Defensive Acuity, Droid Duelist, Tumble Defense, Withdrawal Strike

Force Powers Known (Use the Force +10): battle strike, deflecting slash, energy resistance, fluid riposte, Force shield, surge

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

Talents Block, Combat Trance, Defensive Acuity, Deflect, Droid Duelist

Feats Dodge, Force Sensitivity, Force Training (2), Tumble Defense, Wary Defender, Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons), Withdrawal Strike (lightsaber)

Skills Acrobatics +12, Knowledge (tactics) +10, Use Computer +10, Use the Force +10

Systems Comlink, hand appendages (2), improved sensor package, vocabulator, walking locomotion

Possessions Lightsaber (shard crystal)

Organization Score (Iron Knights) – 12

Firkrann

CL 10

Medium Shard (FLTCH) Jedi 8/Soldier 1/Jedi Knight 1

Force 10

Init +5; Senses Darkvision, Perception +9

Languages Basic, Binary, High Galactic

Defenses Ref 30 (flat-footed 29), Fort 24, Will 23; Block

Hp 114; Threshold 24

Immune droid shell

Speed 6 squares (walking), 3 squares (hovering)

Melee lightsaber +13 (2d8+7) or

Melee vibro claw +12 (2d6+6) or

Ranged forearm blaster +11 (3d8+4) or

Ranged forearm blaster +6 (5d8+4) with Burst Fire or

Ranged mini-proton torpedo launcher +11 (6d10+4)

Base Atk +10; Grp +12

Atk Options Burst Fire

Special Actions Channel Energy, Combat Reflexes, Droid Duelist, Melee Defense, Rapid reaction, Riposte

Force Powers Known (Use the Force +10): battle strike, energy resistance, ionize, move object, negate energy, technometry

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

Talents Armored Defense, Block, Channel Energy, Droid Duelist, Improved Armored Defense, Riposte



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FIRKRANN

USING SHARDS IN AN EXISTING DROID MODEL

While the *Rebellion Era Campaign Guide* allows for the creation of Shard heroes in custom droid shells, many players may wish to instead put their Shard character into the shell of an existing droid model from Star Wars lore. To do this, roll for Strength or Dexterity scores (reduce your point buy by one third, rounding up if you use that method of character generation). Create your character as normal otherwise; using the special qualities listed in the Shard species traits. However, from the selected droid model, you take all the systems and possessions (except the droid processor type, which is removed in favor of the Shard's personality), as well as the Speed and Strength score, and apply it to your Shard character. The Dexterity score is also applied, albeit at a -2 penalty, due to the imperfect melding of Shard and droid.

Feats Armor Proficiency (light, medium), Burst Fire, Combat Reflexes, Force Training (2), Melee Defense, Rapid Reaction, Weapon Proficiency (lightsabers, heavy weapons, simple weapons)

Skills Jump +11 (may reroll, keeping better result), Knowledge (physical sciences) +10, Use Computer +10, Use the Force +10

Systems Comlink, darkvision, forearm blaster, hand appendages (2), improved sensor package, jet pack, jump servos, locked access, quadanium battle armor (+7 armor), vibro claws, vocabulator, walking locomotion

Possessions Lightsaber (self-built)

Organization Score (Iron Knights) – 11

Illum CL 11
Medium Shard Female (Juggernaut War Droid) Jedi 7/Scout 1/
Jedi Knight 3

Force 10

Init +7; **Senses** Perception +7

Languages Basic, Binary, High Galactic, Trinary

Defenses Ref 31 (flat-footed 29), Fort 24, Will 25; Block, Deflect

THE IRON KNIGHT ILLUM



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Hp 90; **Threshold** 24

Immune droid shell

Speed 6 squares (fly, walk, or swim)

Melee lightsaber +13 (2d8+8) or

Melee lightsaber +15 (2d8+8) with Flurry or

Melee unarmed +12 (1d4+7) or

Ranged pulse-wave rifle +12 (3d8+5) or
 Ranged heavy sonic pistol +12 (2d8+5) or
 Ranged shatter beam +12 (3d8+5)
 Base Atk +10; Grp +12
 Atk Options Assured Attack, Flurry
 Special Actions Droid Duelist
 Force Powers Known (Use the Force +12): energy resistance,
 fluid riposte, inspire, move object, technometry, vital transfer
 Force Techniques Improved Energy Resistance, Improved Force
 Trance

Abilities Str 15, Dex 14, Con 12, Int 14, Wis 15, Cha 14
 Special Qualities bonus skill (Use Computer)
 Talents Armored Defense, Block, Deflect, Droid Duelist, Force
 Repair, Heal Droid, Improved Armored Defense
 Feats Armor Proficiency (light), Assured Attack, Flurry, Force
 Sensitive, Force Training (2), Skill Training (Mechanics),
 Weapon Proficiencies (lightsabers, pistols, rifles, simple
 weapons)
 Skills Knowledge (physical sciences) +12, Knowledge
 (technology) +12, Mechanics +12, Perception +12, Use
 Computer +12, Use the Force +12
 Systems Hand appendages (2), tool mounts (2), vocabulator,
 walking locomotion
 Possessions Durasteel plating (+6 armor), heavy sonic pistol, jet
 pack (also provides swim speed), lightsaber (shard crystal),
 pulse-wave rifle, shatter beam (as heavy blaster pistol, deals
 double damage to unattended objects)
 Occupation (technology) – Mechanics
 Organization Score (Iron Knights) – 20

Luxum

Medium Shard Female (Uulshos Droid) Jedi 5 CL 5
 Force 5; Dark Side 1
 Init +10; Senses Low-Light Vision, Perception +4
 Languages Basic, Binary, High Galactic, Trinary
 Defenses Ref 19 (flat-footed 16), Fort 17, Will 16; Deflect
 Hp 59; Threshold 17
 Immune droid shell

Speed 6 squares
 Melee lightsaber, long-handle +9 (2d8+3) or

LUXUM



Melee lightsaber, long-handle +4 (2d8+3) and
 lightsaber, long-handle +4 (1d6+3) or
 Melee unarmed +8 (1d4+3) or
 Ranged by weapon +8
 Base Atk +5; Grp +8
 Special Actions Droid Duelist, Silicon Mind
 Force Powers Known (Use the Force +9): surge
 Abilities Str 13, Dex 16, Con 13, Int 15, Wis 11, Cha 14
 Talents Deflect, Droid Duelist, Silicon Mind
 Feats Dual Weapon Mastery I, Force Sensitivity, Force Training,
 Long Haft Strike, Weapon Finesse, Weapon Proficiency
 (lightsabers, simple weapons)
 Skills Acrobatics +10, Initiative +10, Knowledge (technology)
 +9, Use Computer +9, Use the Force +9
 Systems Comlink, hand appendages (2), improved sensor
 package, vocabulator, walking locomotion
 Possessions Lightsaber, long-handle (shard crystal)
 Organization Score (Iron Knights) – 6

NEW DROIDS

FLTCH-790 HUNTER TRAINER

A more violent cousin to the RHTC-560 Hunter Trainer, the FLTCH-790 was created to fill the growing demand for a mercenary trainer. The FLTCH was also a capable battle droid in its own right, able to carry out assassinations and captures if told where to find its target. Like the RHTC, demand quickly grew beyond Rodia, and the FLTCH saw use as everything from enforcer to bodyguard and even bounty hunter by the wealthy and corrupt, and even a decade before the Clone Wars could be found in the forces of crime lords and dirty politicians the galaxy over. The droid shares the same basic chassis as the RHTC, though it is built to be considerably more strong, agile and durable. The FLTCH also features a mini-proton torpedo launcher to give it an anti-armor capability.

Nearly a decade before the Clone Wars, one such droid was dispatched by Ephant Mon on Cerea to eliminate Jedi Knight Ki-Adi Mundi. The Jedi had been closing in on the Chevin's operation and he required time to escape. While the droid was eventually defeated, it was more than a match for the Jedi until Mundi regained control of his lightsaber. The droid in question was later reprogrammed to act as the Jedi's pilot to Tatooine, and continued to serve the Jedi faithfully afterward. The FLTCH was also a droid model favored by the sentient crystals of Orax known as the Shard. The Shard would inhabit the FLTCH droid shells, providing them with a means to interact with the organic world.

Rodian D-Tec FLTCH-790

CL 8

Medium droid (4th-degree) Soldier 7/Elite Trooper 1

Force 1

Init +11; Senses Darkvision, Perception +7

Languages Basic, Binary, Rodese, 1 unassigned

Defenses Ref 29 (flat-footed 27), Fort 24, Will 21;

Hp 73; Threshold 24

Immune droid traits

FLTCH-790 HUNTER TRAINER



Speed 6 squares (walking), 3 squares (hovering)

Melee vibro claw +10 (2d6+6) or

Ranged forearm blaster +11 (3d8+4) or

Ranged forearm blaster +6 (5d8+4) with Burst Fire or

Ranged mini-proton torpedo launcher +11 (6d10+4)

Base Atk +8; Grp +11

Atk Options Burst Fire, Flood of Fire, Point Blank Shot

Special Actions Battle Analysis

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

Talents Armored Defense, Battle Analysis, Improved Armored Defense, Reduce Mobility, Spring the Trap

Feats Armor Proficiency (light, medium), Burst Fire, Flood of Fire, Martial Arts I, Point Blank Shot, Weapon Proficiency (advanced melee weapons, heavy weapons, pistols, rifles, simple weapons)

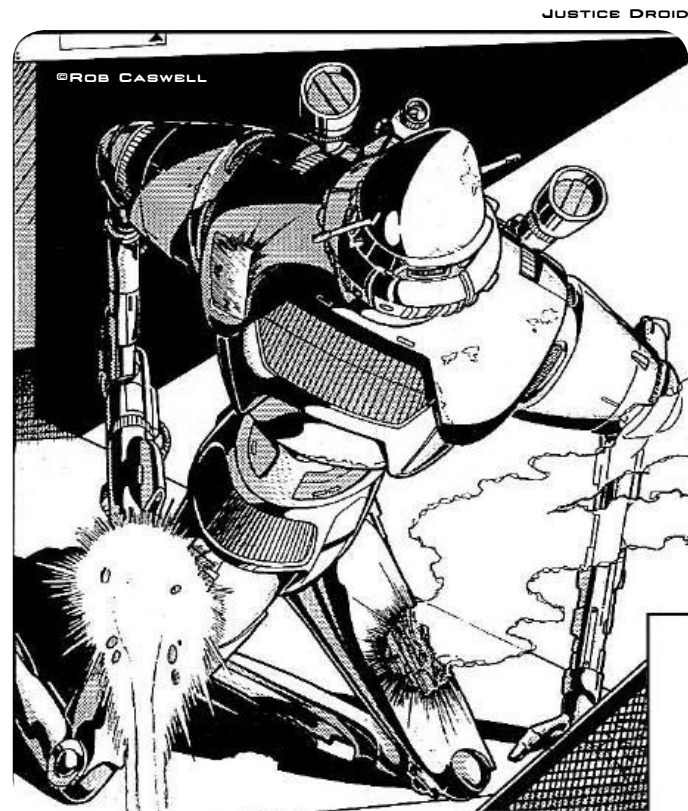
Skills Initiative +11, Knowledge (tactics) +9, Knowledge (technology) +9, Pilot +11
 Systems Comlink, darkvision, forearm blaster, hand appendages (2), heuristic processor, improved sensor package, jet pack, jump servos, locked access, quadanium battle armor (+7 armor), vibro claws, vocabulator, walking locomotion
 Possessions none
 Availability Restricted; Cost 18,000

JUSTICE DROID

Uulshos' Justice Droid was designed to act as a partner to an organic law enforcement being, or get deployed in teams of two on backwater worlds where enforcing the law was too dangerous a job for sentient beings. Justice droids were moderately successful, but generally disliked by citizens who had to deal with them on a daily basis. Many models had an annoying habit of citing and fining beings for minor offenses, while larger, more heinous crimes went unnoticed.

The Justice Droid was a favorite of the Shard, intelligent crystals from the planet Orax, who would use Justice Droid shells to become ambulatory. The most famous Justice Droid, however, is 2-124. Three years after the Battle of Endor, 2-124 destroyed two New Republic bases and a New Republic troop transport after being reprogrammed by the Imperial Remnant as a saboteur.

Uulshos Manufacturing Justice Droid CL 6
 Medium droid (4th-degree) Scout 7/Enforcer 1
 Force 1
 Init +12; Senses Low-Light Vision, Perception +11
Languages Basic, Binary, 1 unselected
 Defenses Ref 24 (flat-footed 20), Fort 16, Will 19;
 Hp 53; Threshold 16
Immune droid traits
 Speed 6 squares
 Melee unarmed +6 (1d4+4) or
 Ranged blaster rifle +9 (3d10+3)
 Base Atk +5; Grp +9
 Atk Options Far Shot, Point Blank Shot



Special Actions Assured Attack, Logic Upgrade: Self Defense, Surveillance
 Abilities Str 13, Dex 18, Con --, Int 14, Wis 12, Cha 10
 Talents Acute Senses, Evasion, Expert Tracker, Slowing Stun, Surveillance
 Feats Armor Proficiency (light), Assured Attack, Far Shot, Logic Upgrade: Self Defense, Logic Upgrade: Tactician, Point Blank Shot, Weapon Proficiency (pistols, rifles simple weapons)
 Skills Initiative +12, Jump +9, Knowledge (bureaucracy) +10, Knowledge (tactics) +10, Perception +11 (may reroll, keeping second result), Pilot +12, Stealth +12
 Systems Comlink, hand appendages (2), heuristic processor, improved sensor package, walking locomotion
 Possessions blaster rifle
 Availability Licensed; Cost 15,000

KAR VASTOR

A native Korunnai of the war-torn jungle world of Haruun Kal, Kar Vastor grew up knowing only the violence between his people and the Balawai, or outlanders. A decade before the Clone Wars would make life in the rest of the galaxy mirror the violence on Haruuk Kal, Kar watched as Balawai soldiers slaughtered his parents, leaving him to survive on his own in the jungle. The jungles of Haruun Kal were exceptionally dangerous, filled with vicious akk dogs, branch leopards, pestilence carrying fever wasps, and natural hazards such as toxic clouds, volcanoes, and airborne fungus that made any item of high technology worthless. So armed only with his will and his wits to survive, Vastor wandered the jungle, depending on the powerful Force sensitivity all Korunnai shared. Eventually, Vastor stumbled upon the wrecked starship that brought the original Jedi settlers to Haruun Kal, and constructed a pair of lethal vibroshields.

When Vastor returned to the Korunnai a year later, he was clearly the most powerful Force user known to the shrinking Korunnai population and was named Lor Pelek, which made him the political, military and religious leader all at once. For years he fought the Balawai, killing hundreds of the Separatist-funded off-worlders. When the Clone Wars began in earnest, the Confederacy deepened its supply of troops and equipment to the Balawai to exterminate the Korunnai population. Kar Vastor watched as more and more Korunnai were killed, until he met Jedi Master Depa Billaba. Depa trained Kar Vastor and a number of others in new Force techniques, showing them how to deflect blaster-fire, and perform other Jedi techniques. She also opened a campaign of psychological warfare against the Balawai, sending out holocasts from the Upland Liberation Front, claiming responsibility for each and every attack made on Balawai forces. Of course, the ULF was a complete fabrication, but the psychological impact gave Vastor and his people the edge they needed to drive off the Confederacy.

Unfortunately, the Balawai people were as intent on a total ethnic cleansing as ever, and the Jedi Council recalled Billaba to Coruscant, considering the mission a total success. Vastor convinced Billaba to stay and fight, and she was soon dragged to

KAR VASTOR



the Dark Side by Kar and the bloody conflict. Six months into the Clone Wars, Mace Windu was sent to investigate Depa Billaba's refusal to return to Coruscant. Vastor went to meet with Windu immediately, revealing they were of the same clan after rescuing him from a fight with the Balawai to rescue Nick Rostu and a handful of other young Korunnai. Having won decisively, Vastor took a number of Balawai prisoners, who he intended to release into the jungle one at a time, exiling them to a certain death. Mace Windu, unwilling to see so many executed, challenged Vastor, and the two fought a vicious duel which ultimately saw Kar as the victor, though Mace had already freed the prisoners prior to the brawl.

Days later, Kar Vastor and Mace Windu joined forces to defend

a Korunnai settlement from Balawai Colonel Lorz Geptun. Kar Vastor and Depa lost themselves to rage and battle madness, slaughtering civilians and enemies alike, and eventually Mace was forced to confront each of them. Kar Vastor was gravely wounded when Windu skewered him with one of his own men's vibroshield, but survived his injuries to be taken into custody to Coruscant. There, Vastor was found guilty for crimes against civilization and imprisoned in the Jedi Temple.

Twenty-five years later, after the Republic had become the Galactic Empire, one of Palpatine's agents named Blackhole took custody of Kar Vastor and brought him to the planet Mindor. There, Blackhole was able to use an experimental Force-powered mind control device to make Vastor his puppet. He was forced to fight Luke Skywalker, who was later able to free him from his mental imprisonment. Hungry for revenge for the indignities he suffered at Blackhole's hands, Vastor accompanied fellow Korunnai Nick Rostu and Aena Cantor to track Blackhole down, across the galaxy if need be and make him pay for his crimes.

Kar Vastor CL 16
 Medium Human (Korunnai) Male Scout 5/Soldier 7/Force Adept 3/Force Disciple 1
 Destiny 12; Force 15; Dark Side 9
 Init +16; Senses Perception +11
Languages Basic
 Defenses Ref 33 (flat-footed 30), Fort 34, Will 36; Deflect
Hp 170; Threshold 34
 Speed 6 squares
 Melee vibroshield +17 (3d6+13) or
 Melee vibroshield +15/+15 (3d6+13) or
 Melee unarmed +17 (1d4+13) or
 Ranged by weapon +15
 Base Atk +12; Grp +17
 Atk Options Crush, Pin
 Special Actions Consumed by Darkness, Empower Weapon, Equilibrium, Fringe Savant, Shake It Off
 Force Powers Known (Use the Force +20): battle strike, dark rage, farseeing, Force grip, Force thrust, mind trick, plant surge, surge
 Force Secrets Extend Power

NEW KORUNNAI ADEPT TALENTS

The following talents are intended for use with the Korunnai Adept talent tree.

Lor Pelek: The Lor Pelek is very in tune with the forests and creatures of Haruun Kal. In preparation for an encounter, you may spend a Force Point to enhance this attunement. While on Haruun Kal, you gain a +2 Force bonus to all Use the Force checks to activate Force Powers or Talents, your speed increases by 1 square, and all wildlife native to Haruun Kal is treated as one step more friendly.

Prerequisite: Akk Dog Master, Vibroshield Mastery

Vibroshield Mastery: Treat the talents from the Lightsaber Combat talent tree (SE 41) as Force talents. Additionally, the vibroshield satisfies the requirement for an activated lightsaber for any talent, Force power or lightsaber form power. If the user created their own vibroshield from scratch, they are considered to be behind Improved Cover instead of Cover when using the Fight Defensively option.

Prerequisite: Exotic Weapon Proficiency (vibroshield)

Force Techniques Improved Dark Rage

Abilities Str 20, Dex 16, Con 18, Int 11, Wis 16, Cha 14

Special Qualities destiny (corruption), destiny fulfilled (discovery), Indomitable, Prophet

Talents Akk Dog Master, Consumed by Darkness, Deflect, Empower Weapon, Equilibrium, Force Treatment, Fringe Savant, Lor Pelek, Telepathic Link, Vibroshield Mastery

Feats Armor Proficiency (light), Conditioning, Crush, Dual Weapon Mastery I, Dual Weapon Mastery II, Exotic Weapon Proficiency (Vibroshield), Force Sensitivity, Force Training (2), Increased Agility, Pin, Powerful Charge, Shake It Off, Skill Focus (Use the Force), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Climb +18 (may reroll, keeping second result), Endurance +17 (may reroll, keeping second result), Initiative +16, Jump +18 (may reroll, keeping second result), Survival +16, Use the Force +20

Possessions Vibroshields (2)

Destiny (corruption) – It is Kar Vastor's destiny to corrupt Jedi Council member Depa Billaba.

Destiny Fulfilled (discovery) – Kar Vastor has fulfilled his destiny by discovering the wrecked starship that brought his Force sensitive ancestors to Haruun Kal long ago, granting him a +1 destiny bonus to all defenses.

ROS LAI

Ros Lai was the daughter of Zalem and an unknown Jedi who crash-landed on Dathomir and became enslaved. Ros showed no evidence of Force sensitivity at birth, which angered Zalem enough to slaughter Ros' father. Lai was cast out into the forests of Dathomir at a young age to fend for herself. Luckily, her connection to the Force manifested and she managed to locate her father's Jedi holocron. She soon learned how to disguise herself with the Force and devised a revenge plot against her mother, planning to take control of the clan for herself. Lai's new disguise did not hide her identity, but showed her to be a disfigured and mangled hag, devastated by time in exile on Dathomir. Ros Lai returned to her mother and played the buffoon, collecting intelligence on Zalem and awaiting the perfect opportunity to strike, all the while enduring the barbs and hazing of her half-sisters.

Nine years before the Clone Wars began, the Infinity Gate of the ancient Kwa species that used to rule Dathomir and the surrounding planets was discovered by Zalem's clan, and Zalem sought to use it as a weapon to control the galaxy. Unfortunately, discovery of the gate had activated a similar gate on a nearby planet, causing it to turn into a black hole, killing all inhabitants. The Jedi Council dispatched Knight Quinlan Vos to Dathomir to investigate undercover as a labor camp slave. Ros Lai and Vos soon discovered each other's secrets, and formed an uneasy truce to stop Zalem. At her first opportunity, Ros Lai betrayed Vos and murdered Zalem, claiming revenge for her father. The remaining Nightsisters instantly pledged their allegiance to Ros, who had already dispatched all her step-sisters. Lai hoped to capture Vos and take over the Infinity Gate for herself, but her vile plot was

ROS LAI



foiled by Quinlan Vos, who captured her and brought her back to Coruscant to stand trial.

Ros was briefly imprisoned, though because she was not the one who activated the Infinity Gate, her sentence was minimal. By the time the Clone Wars began, she had been freed, but stranded on Coruscant for quite some time. She had been focused on returning home to take control of her clan once again, which had been usurped by a Nightsister named Sai Sircu. Seven months into the Clone Wars, Lai had discovered that Sircu had entered an allegiance with Count Dooku and the Confederacy in exchange for her capture and that Asajj Ventress had been sent to Coruscant to assassinate her. Lai immediately contacted Ziro the Hutt, who owed her a favor, hoping to collect in the form of a transport off-world. Unfortunately, Ventress had already staked out Ziro's Palace, waiting for the exiled Nightsister. Ros Lai hid in the vents as Jedi Masters Mace Windu and Plo Koon drove off Ventress before revealing herself to the Jedi. She made a deal to turn over her collected data on the Nightsister alliance with Dooku in exchange for transport off world, hoping the Jedi would overthrow Sircu for her, leaving her clan ripe for takeover upon her return. It is believed she did just that, eventually giving birth to a daughter, Mei Lai.

Ros Lai

CL 13

Medium Human Female Scout 7/Force Adept 6

Force 12; Dark Side 7

Init +13; Senses Perception +8

Languages Basic, Huttese

Defenses Ref 27 (flat-footed 25), Fort 26, Will 29; Primitive Block

Hp 97; Threshold 26

Speed 6 squares

Melee fire blade (empowered) +9 (3d6+6) or

Melee fire blade (empowered) +7 (4d6+6) with Rapid Strike or

Melee lightsaber, crossguard (empowered) +9 (3d8+6) or

Melee lightsaber, crossguard (empowered) +7 (4d8+6) with Rapid Strike or

Melee unarmed +9 (1d3+6) or

Ranged by weapon +11

Base Atk +9; Grp +11

Atk Options Channel Aggression, Rapid Strike

Special Actions Adept Spellcaster, Empower Weapon,

Equilibrium, Illusion, Masquerade, Quick Draw, Shake It Off

Force Powers Known (Use the Force +13): farseeing, Force grip (2), Force storm, Force thrust, move object

Force Techniques Improved Force Grip, Improved Force Storm, Improved Move Light Object

Abilities Str 11, Dex 14, Con 13, Int 12, Wis 14, Cha 15

Talents Adept Spellcaster, Channel Aggression, Empower

Weapon, Equilibrium, Illusion, Masquerade, Primitive Block

Feats Advantageous Attack, Cunning Attack, Force Sensitivity,

FIRE BLADE

Advanced Melee Weapon

The Fire Blade is often employed by game hunters to prepare their kills for cooking in a clean fashion. However, the blades can also be used as weapons in a pinch, and are sometimes employed by Special Forces infiltration units because they can kill silently without leaving pools of blood, unlike vibroblades or more primitive edged weapons. Because of the energy-blade nature of the fire blade, it is able to parry and block lightsaber attacks as though it were another lightsaber. A fire blade requires an energy cell to operate.

Size Small; Cost 3,000; Damage 2d6; Stun Damage -; Weight 1.5kg; Type energy and slashing; Availability licensed.

Force Training (2), Quick Draw, Rapid Strike, Shake It Off, Weapon Finesse, Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Deception +13, Endurance +12, Initiative +13, Ride +13, Stealth +13, Survival +13, Use the Force +13

Possessions Cloak, empowered fire blade, empowered lightsaber (crossguard), holocron (her father's)

Organization Score (Nightsisters) – 17

Event (disgraced) – Deception

ZAO

Master Zao was a Jedi Master with a strained relationship with the Jedi Council, preferring to wander the galaxy, serving the will of the Living Force instead of maintaining ties to the Galactic Republic. However, he would sometimes encounter Jedi on missions during his travels, and would often lend them assistance or insight into the mission. Zao often fed his allies a secret recipe of soup, which tasted different to every being, based on how in tune with the light side of the Force they were. How someone felt the soup tasted often told Zao all he needed to know about them.

Eight years before the Clone Wars would divide the galaxy, Zao found himself on Kiffex, a prison planet. There, he found himself serving as a cook for a bar in Deadend, a small outpost run by an Aqualish warlord named Gorto Zaga. Zao was just about to be executed for making a foul-tasting soup for the warlord when he was joined by Jedi Master Tholme and Knight Quinlan Vos, who were on a mission for the Council. Zao joined forces with the Jedi to defeat first the angered criminals, and then a raiding pack of feral Anzati led by Vos' former padawan learner, Aayla Secura. The adventure led them to the source of the feral Anzati and

**"I AM BUT A LEAF BLOWN
BY THE WINDS OF THE
FORCE."**

- ZAO



Secura's odd behavior, Fallen Jedi Volfe Karkko. Zao did his part to provide Vos with the opening he needed to reach Karkko, and later lent him strength through the Force to defeat him. Vos was so inspired by Zao's philosophy that he too decided to wander the galaxy, letting the Force put him where it wanted him.

Six months before the Clone Wars would end, Zao had drifted to Saleucami, where he sold soup in the streets of one of its larger cities. There, he again encountered Jedi Master Tholme, who was seeking out Fallen Jedi Sora Bulq. Zao noted a dark shift in his old

ally, and had grown weary of war, and refused to go into battle with Tholme. However, Zao did provide him with the location of Bulq's secret headquarters on the planet, allowing Tholme to continue on his mission. Convinced he had fulfilled the Force's reason for sending him to Saleucami, he boarded a random transport, which took him to Coruscant, where he witnessed the heinous Jedi purge and Palpatine's rise to power. Zao chose not to act, instead blending into the spaceport district as a beggar, seeking transport off-world.

Zao CL 15

Medium Veknoid Male Jedi 7/Jedi Knight 5/Jedi Master 3

Force 14

Init +9; Senses Use the Force +14

Languages Aqualish, Basic, Veknoid

Defenses Ref 29 (flat-footed 29), Fort 29, Will 31; Deflect

Hp 129; Threshold 29

Immune fear effects

Speed 3* squares

Melee lightsaber, long-handle +18 (2d10+7) or

Melee lightsaber, long-handle +15 (2d10+7) and
lightsaber, long-handle +15 (1d6+7) or

Melee unarmed +17 (1d4+7) or

Ranged by weapon +17

Base Atk +15; Grp +17

Atk Options Accelerated Strike, Long Haft Strike

Special Actions Combat Reflexes, Defensive Acuity, Enhanced

Danger Sense, Feel the Force, Force Harmony, Planetary

Attunement, Shift Sense

Force Powers Known (Use the Force +14): circle of shelter,

farseeing (2), inspire, mind trick, move object, Sarlacc sweep,
surge

Force Secrets Pure Power, Mentor

Force Techniques Force Point Recovery, Improved Sense

Surroundings

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

Special Qualities blind, fearless, Honed Reflexes, serenity, Soup Chef

Talents Defensive Acuity, Deflect, Enhanced Danger Sense, Feel the Force, Force Harmony, Force Perception, Knowledge and Defense, Planetary Attunement, Multi-attack Proficiency, Shift Sense

Feats Accelerated Strike, Attack Combat (Melee), Combat Reflexes, Dual Weapon Mastery I, Force Sensitivity, Force Training (2), Long Haft Strike, Skill Training (Survival), Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)

Skills Knowledge (social sciences) +13, Pilot +14 (+16 when avoiding collisions), Survival +15, Use the Force +14 (may substitute for Perception checks)

Possessions Comlink, Jedi beacon, long-handled lightsaber, tattered robes

Event (exiled) – Survival

**Master Zao is blind, conferring a -2 penalty to his Reflex Defense, a -5 penalty to Perception checks, has his speed reduced to half, and grants all opponents total concealment. Note that Zao has a number of talents to offset these penalties, which are not always active, and therefore not factored into the above statistics.*

NEW SPECIES: VEKNOIDS

Hailing from a moon of the Bothan colony world Mandell, the Veknoids are sentient lizards with long, spindly limbs and portly midsections. The aliens are best known as chefs and pilots throughout the galaxy, though they engage in a number of other occupations.

Veknoid Species Traits

All Veknoids share the following traits:

Ability Modifiers: -2 Strength, +2 Dexterity. The lanky Veknoids possess great agility, but little strength.

Medium Size: As Medium creatures, Veknoids have no special bonuses or penalties due to their size.

Speed: Veknoid base speed is 6 squares.

Honed Reflexes: Veknoids are able to react to danger much more quickly than most species, providing them with a +2 species bonus to Pilot checks made to avoid collisions.

Soup Chef: Veknoids are able to make the most of foraged food. On a successful Survival check made for Basic Survival, they can provide food and water for a number of additional people equal to their Wisdom modifier.

Automatic Languages: Basic and Veknoid