STAR WARS®

ROLEPLAYING GAME
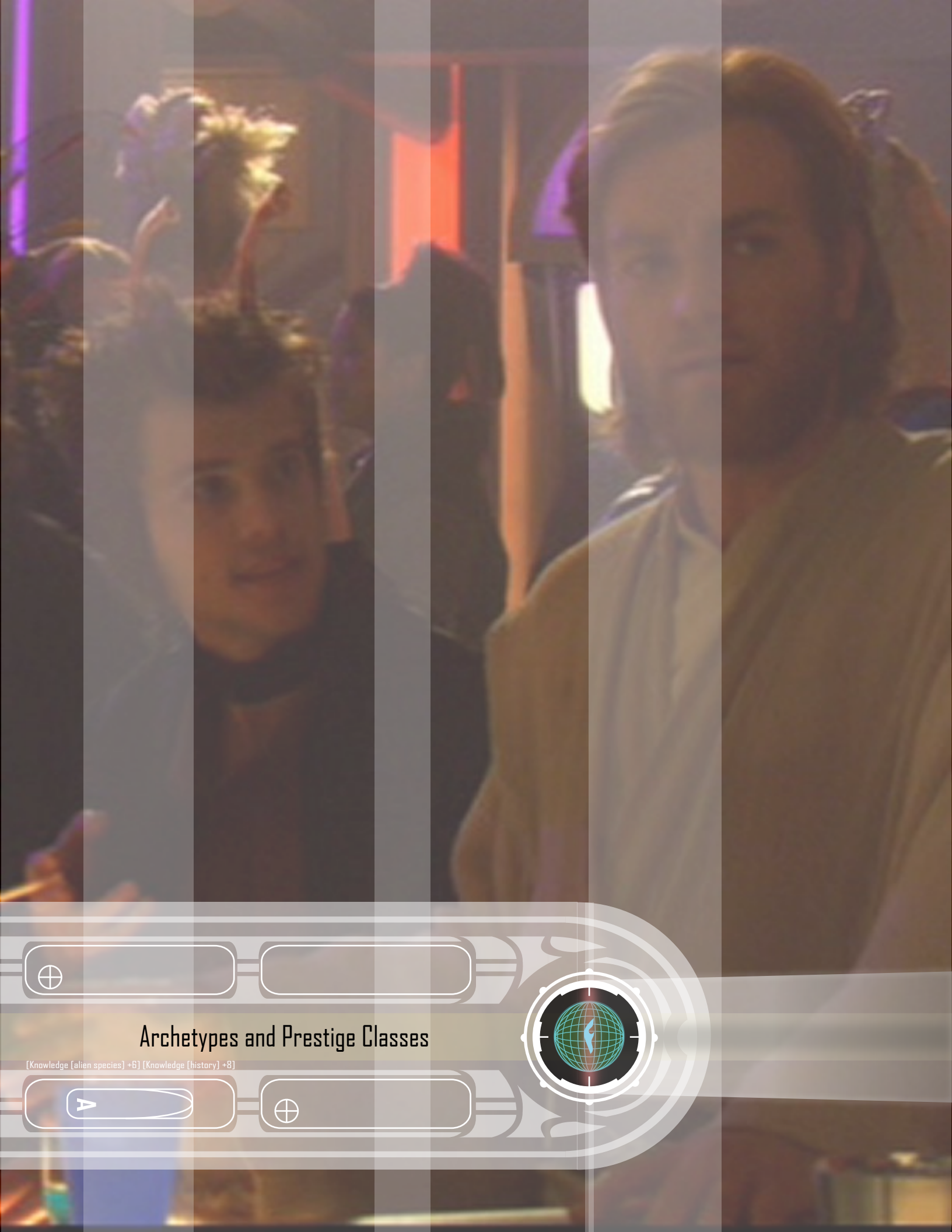
The Clone Wars

Sourcebook

Archetypes and Prestige Classes

By Keith Kappel and Ryan Brooks

Archetypes and Prestige Classes

[Knowledge [alien species] +6] [Knowledge [history] +8]

Archetypes

During the Clone Wars many like-minded individuals were called to arms in aiding both the Confederacy and the Republic. With the inclusion of the clones of the Grand Army of the Republic and the ranks of the Jedi Order, the face of the war began to take shape and certain ilk became commonplace amongst the fighting. The following class combinations outline archetypes brought about during the Clone Wars and became typical to see on the battlefield.

Clone Commander

The clones of the Grand Army of the Republic were created by the cloners of Kamino for the use of the Republic against the droid armies of the Separatists. Part of the Kaminoans training program was the inclusion of leadership skills and tactical knowledge. Those who excelled in these areas were promoted to positions of authority within the clone army ranks. Clone Commanders range from squad sergeants to colonels who command entire legions on behalf of the Republic and the Jedi.

Roleplaying Notes

Clone Commanders are best suited for players who wish to command the battle on a micro-management scale but still participate in the conflict themselves. Clone Commanders are found on every front during the Clone Wars at almost every link of the chain of command. They take their orders from their superiors who could be higher level Clone Commanders or the Jedi themselves. A simple squad sergeant might be a level 4 Clone Commander, a Lieutenant may fall near level 8, a Captain at approximately level 12, and a full-blown Colonel could be level 16 or above.

Variant Abilities

Players of Clone Commander characters may select from among the following variant class abilities, with the GM's permission.

Variant 1: Tactical Fire (Level 4)

Clones are highly trained to work together flawlessly from birth and take orders immediately and unquestionably from their superiors. At 4th level, the Clone Commander may take the Tactical Fire ability in place of the bonus feat. When the Clone Commander leads a group of his fellow clones into battle and gives the order to fire on a specific target, the group receives a +2 synergy bonus for Combined Fire (for a maximum of +7).

Variant 2: Droid Killer (Level 8)

The clones of the Grand Army of the Republic were bred and trained specifically to combat the droid armies of the Confederacy. Beginning at 8th level, the Clone Commander may choose the Droid Killer ability in place of their bonus feat. During encounters versus battle droids, the Clone Commander and a number of clones equal to his Charisma modifier ignore Damage Reduction from armor plating (but not shields) equal to the Clone Commander's Intelligence modifier.

Table X-1: Clone Commander

Level	Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	Soldier 1	+1	+2	+0	+0	Soldier starting feats	+3	+0
2nd	Soldier 2	+2	+3	+0	+0	Bonus feat	+3	+1
3rd	Soldier 3	+3	+3	+1	+1	Bonus feat	+4	+1
4th	Soldier 4	+4	+4	+1	+1	Bonus feat	+4	+1
5th	Soldier 5	+5	+4	+1	+1		+5	+1
6th	Soldier 6	+6/+1	+5	+2	+2	Bonus feat	+5	+2
7th	Soldier 7	+7/+2	+5	+2	+2		+6	+2
8th	Soldier 8	+8/+3	+6	+2	+2	Bonus feat	+6	+2
9th	Soldier 9	+9/+4	+6	+3	+3		+7	+2
10th	Soldier 9/Officer 1	+9/+4	+7	+4	+4	Leadership	+8	+3
11th	Soldier 9/Officer 2	+10/+5	+8	+5	+5		+9	+3
12th	Soldier 9/Officer 3	+11/+6/+1	+8	+5	+5	Requisition supplies	+9	+4
13rd	Soldier 10/Officer 3	+12/+7/+2	+9	+5	+5	Bonus feat	+9	+5
14th	Soldier 10/Officer 4	+13/+8/+3	+9	+5	+5	Bonus feat	+9	+5
15th	Soldier 10/Officer 5	+13/+8/+3	+10	+6	+6	Tactics	+10	+6
16th	Soldier 11/Officer 5	+14/+9/+4	+10	+6	+6		+11	+6
17th	Soldier 11/Officer 6	+15/+10/+5	+10	+6	+6		+11	+6
18th	Soldier 11/Officer 7	+16/+11/+6/+1	+11	+7	+7	Uncanny survival	+12	+7
19th	Soldier 12/Officer 7	+17/+12/+7/+2	+12	+8	+8	Bonus feat	+12	+7
20th	Soldier 12/Officer 8	+18/+13/+8/+3	+12	+8	+8	Bonus feat	+12	+7

CLONE COMMANDER CODY

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Variant 3: Tactical Advance (Level 12)

Advanced tactics are taught to Clone Commanders starting at a very early age. Starting at 12th level instead of gaining the Requisition Supplies ability, the Clone Commander may elect to take the Tactical Advance ability. When the Clone Commander leads a charge, the -5 Defense penalty incurred from the Charge maneuver is reduced by an amount equal to the Clone Commander's Intelligence modifier to a minimum of -1.

Jedi Commander

Although the Jedi strive to be a peaceful order, there occasionally comes a time when the Jedi must fight against the forces of evil. Over the millennia, the Jedi have accepted the mantle of wartime commanders either leading scores of troops such as the Clone Wars, or leading armies of Jedi as was the Sith Wars. The Jedi's ability to wield the Force as well as martial training makes them prime candidates to wage war when it is absolutely necessary. To defend the Republic and the Will of the Force, Jedi occasionally take up arms and fight for what is right.

Roleplaying Notes

A Jedi Commander is the perfect choice for a player wanting to lead troops into explosive battles of the Clone Wars. The character serves as a Commander in the Grand Army of the Republic heading a Regiment of troops under his Jedi Master until he is level 8. At that point, the character becomes a Jedi General and has control over an entire Battle Group or Legion and may continue to lead his troops into battle as well as plan the battle strategies. At level 16, the character becomes a Jedi High General, taking orders directly from the Supreme Chancellor himself, assigning fellow Jedi to battlefronts and planning the battles in addition to commanding armies of his own. This archetype can also easily be used in other eras than that of the Clone Wars, such as the Sith Wars, Great Sith War, Mandalorian Wars, Hyperspace Conflict, or any number of other galactic conflicts.

Variant Abilities

Players of Jedi Commander characters may select from among the following variant class abilities, with the GM's permission.

Variant 1: Lead by Example (Level 2)

Instead of the Bonus feat gained at level 2, the Jedi Commander can alternatively choose Lead by Example. With this ability

Jedi Instructor - Alternate Special Qualities

[Affect Mind +6] [Telepathy +7]

The following is an alternate set of special qualities for the Jedi Instructor prestige class (see page 22 of *Star Wars Roleplaying Game Power of the Jedi Sourcebook*). Please consult your GM before using these alternate abilities.

Resist the Dark Side (Level 1): The Jedi Instructor is able to help his students fight off the influence of the dark side. Whenever a Padawan or former Padawan of the instructor makes a Will save related to the dark side or dark side points, the Force Bond bonus between the Jedi Instructor and the student or former student applies to the Will save. This save only applies if the Master is visible to the student, including live transmissions from viewscreens or through holos.

Improved Force Bond (Level 2 & Level 4): The Jedi Instructor learns to form closer bonds with his students that allow them to understand their Padawans better than most. Because of this, the Force Bond bonus between master and Padawan receives a +1 bonus. The bonus increases to +2 at level four.

Training (Level 3): Each Jedi Instructor has their own way of teaching a student about the Force. They also each favor a different skill set than the temple at large might think is the best. Because of this, once per Padawan, the Jedi Instructor can declare a normally cross-class skill to be a class skill for that Padawan permanently. The Master must have purchased at least 5 ranks in a skill before he can make it a class skill for his Padawan.

Transfer Force (Level 5): This ability works the same as the current level 5 ability for Jedi Instructor.

Table X-2: Jedi Commander (Jedi Guardian)

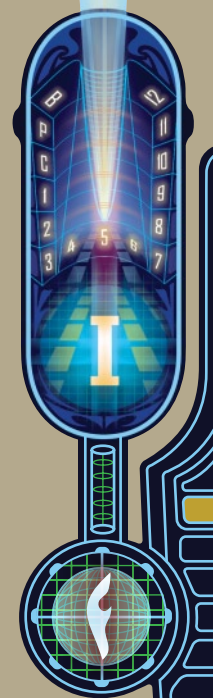| Level	Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	Jedi Guardian 1	+1	+2	+2	+1	Deflect (defense +1), force training, Jedi Guardian starting feats	+3	+1
2nd	Jedi Guardian 2	+2	+3	+3	+2	Bonus feat	+3	+1
3rd	Jedi Guardian 3	+3	+3	+3	+2	Deflect (attack -4), force training	+4	+1
4th	Jedi Guardian 4	+4	+4	+4	+2	Force training	+4	+1
5th	Jedi Guardian 5	+5	+4	+4	+3	Increase lightsaber damage +1d8	+5	+2
6th	Jedi Guardian 6	+6/+1	+5	+5	+3	Deflect (extend attack and defense)	+5	+2
7th	Jedi Guardian 7	+7/+2	+5	+5	+4	Jedi Knight	+6	+2
8th	Jedi Guardian 8	+8/+3	+6	+6	+4	Bonus feat	+6	+2
9th	Jedi Guardian 9	+9/+4	+6	+6	+4	Block, deflect (defense +2)	+7	+3
10th	Jedi Guardian 9/ Officer 1	+9/+4	+7	+7	+5	Leadership	+8	+4
11th	Jedi Guardian 9/ Officer 2	+10/+5	+8	+8	+6		+9	+4
12th	Jedi Guardian 10/ Officer 2	+11/+6/+1	+9	+9	+7	Increase lightsaber damage +2d8	+9	+4
13rd	Jedi Guardian 10/ Officer 3	+12/+7/+2	+9	+9	+7	Requisition Supplies	+9	+5
14th	Jedi Guardian 10/ Officer 3/Jedi Master 1	+13/+8/+3	+10	+10	+9	Force secret	+10	+6
15th	Jedi Guardian 10/ Officer 3/Jedi Master 2	+14/+9/+4	+11	+10	+9	Increase lightsaber damage +3d8	+11	+6
16th	Jedi Guardian 10/ Officer 4/Jedi Master 2	+15/+10/+5	+11	+10	+9	Bonus feat	+11	+6
17th	Jedi Guardian 10/ Officer 4/Jedi Master 3	+16/+11/+6/+1	+11	+10	+10	Force secret	+11	+7
18th	Jedi Guardian 10/ Officer 4/Jedi Master 4	+17/+12/+7/+2	+12	+10	+10	Bonus feat	+12	+7
19th	Jedi Guardian 10/ Officer 5/Jedi Master 4	+17/+12/+7/+2	+13	+11	+11	Tactics	+13	+8
20th	Jedi Guardian 10/ Officer 5/Jedi Master 5	+18/+13/+8/+3	+13	+12	+12	Deflect (defense +3)	+13	+9

Table X-3: Jedi Commander (Jedi Consular)

Level	Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	Jedi Consular 1	+0	+2	+1	+2	Deflect (defense +1), force training, Jedi Consular starting feats	+3	+1
2nd	Jedi Consular 2	+1	+3	+2	+3	Bonus feat	+4	+1
3rd	Jedi Consular 3	+2	+3	+2	+3	Deflect (attack -4), force training	+4	+1
4th	Jedi Consular 4	+3	+4	+2	+4	Force training	+4	+2
5th	Jedi Consular 5	+3	+4	+3	+4	Deflect (extend attack and defense)	+5	+2
6th	Jedi Consular 6	+4	+5	+3	+5	Increase lightsaber damage +1d8	+5	+2
7th	Jedi Consular 6/ Officer 1	+4	+6	+4	+6	Leadership	+6	+3
8th	Jedi Consular 7/ Officer 1	+5	+6	+5	+6	Jedi Knight	+7	+3
9th	Jedi Consular 7/ Officer 2	+6/+1	+7	+6	+7		+8	+3
10th	Jedi Consular 8/ Officer 2	+7/+2	+8	+6	+8	Healing	+8	+4
11th	Jedi Consular 8/ Officer 3	+8/+3	+8	+6	+8	Requisition supplies	+8	+5
12th	Jedi Consular 9/ Officer 3	+8/+3	+8	+6	+8	Skill Emphasis	+8	+5
13rd	Jedi Consular 9/ Officer 4	+9/+4	+8	+6	+8	Bonus feat	+8	+5
14th	Jedi Consular 9/ Officer 4/Jedi Master 1	+10/+5	+9	+7	+10	Force secret	+9	+6
15th	Jedi Consular 9/ Officer 5/Jedi Master 1	+10/+5	+10	+8	+11	Tactics	+10	+7
16th	Jedi Consular 10/ Officer 5/Jedi Master 1	+11/+6/+1	+11	+9	+12	Block, deflect (defense +2)	+11	+7
17th	Jedi Consular 10/ Officer 5/Jedi Master 2	+12/+7/+2	+12	+9	+12	Increase lightsaber damage +2d8	+12	+7
18th	Jedi Consular 10/ Officer 5/Jedi Master 3	+13/+8/+3	+12	+10	+13	Force secret	+12	+8
19th	Jedi Consular 10/ Officer 5/Jedi Master 4	+14/+9/+4	+13	+10	+13	Bonus feat	+13	+8
20th	Jedi Consular 10/ Officer 5/Jedi Master 5	+15/+10/+5	+13	+11	+14	Deflect (defense +3)	+13	+9

during an encounter, when the Jedi inflicts wound damage on an opponent, all of his allies within visual range receive a damage bonus equal to the Jedi's charisma modifier for the remainder of the encounter.

ECHUU SHEN-JON WAS A JEDI COMMANDER

Variant 2: Lead from the Front (Level 8 or 10)

At 8th level for the Jedi Guardian Commander, or level 10 for the Jedi Consular Commander, the Commander can choose the Lead from the Front ability instead of their bonus feat or Healing abilities respectively. When the Jedi is commanding a group of allies from the front lines on the battlefield and initiates a charge, all allies within visual range of the Jedi receive bonuses to their charge that allows them to move three times their speed and provides an additional charge bonus to their attack at the end of their charge equal to the Jedi's Charisma modifier.

Variant 3: Lead with Confidence (Level 14 or 16)

Rather than gaining a bonus feat at 16 for the Guardian Commander or Force Secret for the Consular Commander at 14, the Jedi can choose to take the Lead with Confidence ability. When the Jedi is leading a group of allies in battle, he is able to command them to focus their fire on a single target to a much more effective degree. The maximum synergy bonus for combining fire is increased to +10. Additionally, the Jedi may add his Charisma modifier to the synergy bonus on top of the maximum allowed bonus.

Republic Officer

In the years leading up to the Clone Wars, the Galactic Republic maintained no standing army. The Republic Navy was upheld simply for ceremonial purposes and its ranks were filled with little more than armchair soldiers and the family members of noblemen. However, when the Republic was thrust into the Clone Wars many of these military personnel were forced to implement their training, and their numbers were bolstered by the likes of highly-trained clone soldiers, Jedi, and Senators. Overnight the Republic navy became a war machine like the galaxy had never seen.

Roleplaying Notes

Republic Officers were plentiful throughout the Clone Wars at every echelon of the Grand Army. A character playing a Republic Officer could be an aging nobleman from the Republic's more peaceful years, a sharp-minded Senator inducted into the Navy during the war's opening, a fresh new recruit, or even a clone from Kamino assigned to the fleet. Typically, prior to level ten, the character is a non-commissioned officer leading one or more groups of men on board a vessel. The upper levels of this archetype are most commonly command crew or even tacticians working away from the battlefield.

Variant Abilities

Players of Republic Officer characters may select from among the following variant class abilities, with the GM's permission.

Variant 1: Battle Coordination (Level 4)

Because Republic Officers are trained to use their diplomatic skills in a combat situation, beginning at level 4 the Republic Officer may use his Coordinate ability during combat.

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REPUBLIC OFFICER

Variant 2: Improved Requisition Supplies (Level 10)

Typically, commissioned officers in the Republic navy have some ties to various upper crust contacts. When the Republic Officer gains the Requisition Supplies ability, he may multiply the resulting amount by a number equal to his reputation score (rounded down).

Variant 3: Improved Morale (Level 16)

The Republic Officer has learned to use his cunning and negotiating prowess to muster the spirits of those under his command. Beginning at level 16, if the Republic Officer has

Table X-4: Republic Officer

Level	Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	Noble 1	+0	+0	+1	+2	Noble starting feats, bonus class skill, favor +1	+2	+1
2nd	Noble 2	+1	+0	+2	+3	Inspire confidence	+3	+1
3rd	Noble 3	+2	+1	+2	+3	Favor +2, resource access	+3	+1
4th	Noble 4	+3	+1	+2	+4	Coordinate +1	+3	+2
5th	Noble 5	+3	+1	+3	+4		+4	+2
6th	Noble 6	+4	+2	+3	+5	Bonus feat	+4	+2
7th	Noble 6/Officer 1	+4	+3	+4	+6	Leadership	+5	+3
8th	Noble 6/Officer 2	+5	+4	+5	+7		+6	+3
9th	Noble 7/Officer 2	+6/+1	+4	+6	+7	Favor +3	+7	+3
10th	Noble 7/Officer 3	+7/+2	+4	+6	+7	Requisition supplies	+7	+4
11th	Noble 8/Officer 3	+8/+3	+4	+6	+8	Coordinate +2	+7	+5
12th	Noble 8/Officer 4	+9/+4	+4	+6	+8	Bonus feat	+7	+5
13rd	Noble 9/Officer 4	+9/+4	+5	+6	+8	Bonus feat	+7	+5
14th	Noble 9/Officer 5	+9/+4	+6	+7	+9	Tactics	+8	+6
15th	Noble 10/Officer 5	+10/+5	+6	+8	+10		+9	+6
16th	Noble 11/Officer 5	+11/+6/+1	+6	+8	+10	Inspire greatness	+9	+6
17th	Noble 11/Officer 6	+12/+7/+2	+6	+8	+10		+9	+6
18th	Noble 12/Officer 6	+13/+8/+3	+7	+9	+11	Favor +4	+10	+7
19th	Noble 12/Officer 7	+14/+9/+4	+8	+10	+12	Uncanny survival	+11	+8
20th	Noble 12/Officer 8	+15/+10/+5	+8	+10	+12	Bonus feat	+11	+8

held the same command for greater than a period of 3 months, the character is able use the Inspire Greatness to an additional number of allies under his command equal to his Charisma modifier.

Prestige Classes

When sides were chosen by cultures all over the galaxy, various exotic, specialized, and unique groups joined in on the fighting. The assassins of Anzati, Mandalorian commandos, and Morgukai warriors were among hundreds of sects that helped shaped the outcome of the Clone Wars. Other, more common types were also placed in the limelight from despicable slavers seizing the opportunities brought about by the war, to the ingenious scientists forever creating new and more devastating ways to win the war for their cause. Below are prestige classes that were introduced or heavily utilized during the Clone Wars.

Anzati Assassin

These Anzati killers are Force-trained to kill from the shadows with a variety of melee weaponry. Few in the galaxy can match their prowess, and their Force Tradition mimics the Jedi in many ways. Since all Anzati are Force-Sensitive, the Anzati Assassins have learned as many secrets to camouflage themselves within the Force as on the physical plane. When Anzati Assassins hire out to kill non-force sensitive beings, it almost isn't even fair to the non-force user, as they have literally no chance to detect the assassin before it is too late. A master Anzati Assassin typically trains only one student at a time, and obeys a strict code of honor, similar to the Jedi. They are not allowed to divulge any details of any contract they engage in, and only fellow Anzati are supposed to be trained in the Anzati Assassin arts.

Requirements

To qualify to become an Anzati assassin, the character must meet the following criteria:

Base Attack Bonus: +6.
Skills: Balance 4 ranks, Enhance Senses 3 ranks, Force Stealth 5 ranks, Hide 5 ranks, Move Silently 5 ranks, See Force 5 ranks.
Feats: Control, Force-sensitive, Sense.
Special: Must be a member of the Anzati species.

Game Rule Information

Vitality: Anzati assassins gain 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The Anzati assassin's class skills, and key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game Revised Core Rulebook* for skill descriptions):

ANZATI ASSASSIN

Balance (Dex), Bluff (Cha), Climb (Str), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge* (Int), Listen (Wis), Move Silently (Dex), Read/Write Language (none), Speak Language (none), Spot (Wis), Survival (Wis), Tumble (Dex).

This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (Jedi Lore), and Profession (galactic history).

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are features of the Anzati assassin prestige class.

Starting Feats

The Anzati Assassin gains the following feats:
Exotic Weapon Proficiency (sword)
Exotic Weapon Proficiency (Anzati double-blade)

Stealthy Operative

At level 1, Force Stealth provides an additional +2 synergy bonus to all Hide and Move Silently checks for every 5 additional ranks purchased. As an Example; at 10 ranks, the bonus is +4, at 15 ranks, +6 and at 20 ranks +8.

Bonus Feat

The Anzati assassin gains bonus feats at 2nd and 4th level. The Anzati assassin must meet the prerequisites for the bonus feat and the bonus feat must be selected from the following list:

Table X-5: Anzati Assassin							
Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+0	+2	+2	Stealthy operative	+1	+0
2nd	+2	+0	+3	+2	Bonus feat	+1	+0
3rd	+3	+0	+3	+3	Invisible killer	+2	+1
4th	+4	+1	+4	+3	Bonus feat	+2	+1
5th	+5	+1	+4	+4	Master assassin	+3	+2

Acrobatic, Alertness, Improved Critical, Martial Arts, Improved Martial Arts, Advanced Martial Arts, Nimble, Skill Emphasis*, Stealthy, Track, Weapon Finesse*, Weapon Focus*.

A character can select feats marked with an asterisk (*) more than once, but it must be for a different skill or a different weapon each time.

Invisible Killer

Trained to fight from the shadows, at level 3 Anzati Assassins gain +5 to any attack or grapple check made during a surprise round on an unaware opponent. Also, Anzati Assassins can take a two-meter adjustment in addition to their attack during a surprise round.

Master Assassin

At level 5, once per day, the Anzati Assassin can triple the normal critical range of a single melee or unarmed attack.

Black Marketeer

Black marketeers can be found all over the galaxy in the seedier portions of a civilization. When you need some illegal goods or want a crime committed, they are who you would approach. They're capable of tracking down illicit goods, counterfeiting or laundering money, or providing certain services such as assassination or kidnapping. However, their large foray of contacts and followers make them some of the beings in the galaxy you wouldn't want to double-cross.

Requirements

To qualify to become a black marketeer, a character must fulfill the following criteria:

Skills: Appraise 8 ranks, Bluff 6 ranks, Diplomacy 6 ranks, Forgery 4 ranks, Gather Information 4 ranks, Sense Motive 4 ranks.

Feats: Shady Merchant.

Game Rule Information

Vitality: Black marketeer gain 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The black marketeer's class skills, and key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game Revised Core Rulebook* for skill descriptions):

Appraise (Int), Bluff (Cha), Computer Use (Int), Diplomacy (Cha), Forgery (Int), Gamble (Wis), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge* (Int), Move Silently (Dex), Profession* (Wis), Read/Write Language (none), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (none).

This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (Jedi Lore), and Profession (galactic history).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are class features of the black marketer prestige class.

Bribe

A black marketeer knows what to say when he gets in a pinch with local authorities. Beginning at 1st level, the black marketeer gains a +2 competency bonus to Diplomacy skill checks to negotiate their way out of hot water, provided the pay an amount of money befitting of their crime. This bonus increases to +4 at level 4, and +6 at level 8.

- ⮌ **Class 5 Infraction:** 1d6 x 100 credits
- ⮌ **Class 4 Infraction:** 1d8 x 100 credits
- ⮌ **Class 3 Infraction:** 2d6 x 500 credits
- ⮌ **Class 2 Infraction:** 2d8 x 1000 credits
- ⮌ **Class 1 Infraction:** 3d6 x 2000 credits

Merchant Trader

Through years of experience, the black marketeer has learned some tricks of the legitimate merchant trade and as such gains the Merchant Trader feat as a bonus feat regardless of their character level.

Bonus Feat

A black marketeer must be shrewd if he is to remain free for very long. Because of this, they pick up many abilities to help keep them from unwanted entanglements. At 2nd level and again at 7th and 10th levels, the black marketeer gains a bonus feat from
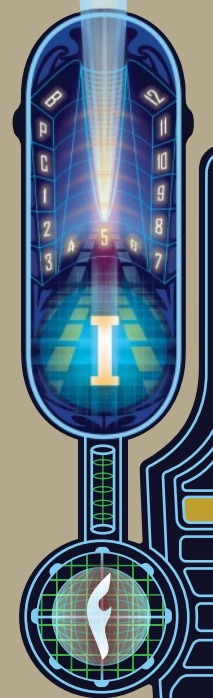

ELAN SLEAZEBAGGANO - BLACK MARKETEER

Table X-6: Black Marketeer

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+0	Bribe +2, merchant trader	+1	+0
2nd	+1	+1	+2	+1	Bonus feat	+1	+0
3rd	+2	+1	+2	+1	Black market specialization, minions	+1	+0
4th	+3	+1	+3	+1	Bribe +4, contact	+2	+1
5th	+3	+2	+3	+2	Contraband access	+2	+1
6th	+4	+2	+3	+2	Black market specialization	+2	+1
7th	+5	+2	+4	+2	Bonus feat, contact	+3	+2
8th	+6	+3	+4	+3	Bribe +6, exceptional minions	+3	+2
9th	+6	+3	+4	+3	Black market specialization	+3	+2
10th	+7	+3	+5	+3	Bonus feat, contact	+4	+3

the following list. (the character must meet the prerequisites of the feat in order to select it):

Cautious, Contact, Extra Lucky, Frightful Presence, Headstrong, Infamy, Influence, Low Profile, Persuasive, Skeptical, Trick.

Black Market Specialization

After gaining some familiarity with a certain aspect of the black market, the black marketeer can specialize in a particular field. At 3rd level, and again at 6th and 9th level, the black marketeer can choose from the following list. It can be a different specialization each time, or the black marketer can choose the same specialty as many as three times over the course of the three selections.

Blackmailer: Grants a +2 bonus to any Gather Information check used to obtain information about an individual that could be used as blackmail. Additional selections of this specialty can improve the bonus to +4 and +6.

Broker: Grants the Contact feat for acting as a go-between. Additional selections of this specialty grant additional Contact feats.

Counterfeiter: Grants a +2 bonus to any Forgery checks used to make counterfeit currency. Additional selections of this specialty can improve the bonus to +4, and +6.

Fence: Grants a +1 bonus to any Appraise and Diplomacy checks when bartering illegal or stolen goods. Additional selections of this specialty can improve the bonus to +2 and +3.

Front Runner: Grants a +1 bonus to any Bluff or Hide check when attempting to conceal illegal items or activities from law enforcement. Additional selections of this specialty can improve the bonus to +2 and +3.

Loan Shark: Grants a +1 bonus to any Intimidate and Search checks when attempting to regain a debt owed to you. Additional selections of this specialty can improve the bonus to +2 and +3.

Spice Dealer: Grants a +1 bonus to any Sense Motive and Sleight of Hand checks when attempting to complete a spice transaction. Additional selections of this specialty can improve the bonus to +2 and +3.

Minions

Beginning at 3rd level, a black marketeer can add his black marketeer level to any Reputation checks made to attract followers.

Contact

A black marketeer must know who to trust, and deals with numerous individuals during their life of crime. As such, the black marketeer gains the Contact feat as a bonus feat at 4th, 7th, and 10th level.

Contraband Access

At 5th level, the black marketeer can gain access to resources pertaining to any specialization he has chosen. Once per day, the black marketeer can make a Charisma check to use this ability during the adventure. The value of the resources gained equals the black marketeer's class level multiplied by the results of the Charisma check multiplied by 50. Thus, a 5th level black marketeer who gets a result of 16 on his Charisma check would gain 4000 credits worth of contraband to use in the adventure (5 x 16 x 50 = 4000). These resources can only be materials that directly pertain to the aspects of the black market for which the black marketeer has chosen the Black Market Specialization ability. The items then belong to the black marketeer and he can do with them as he pleases. The contraband arrives in the black marketeer's possession 1d20 hours after he makes the check. These resources must be reasonably available when and where he chooses to make the check.

Exceptional Minions

At 9th level, the level limit of the black marketeer's minions is twice his Reputation score.

Chalactan Priest

The adepts of the Chalactan faith originated from the near human species native to the planet Chalacta. The inhabitants of this world are an extremely spiritual race who believes in the power of meditation and prayer. Chalactan Priests possess amazing mental strength, and strive for enlightenment. The Chalactan mantra, "As Without, So Within", is a reminder that the universe is connected, and that the stars and other celestial bodies control the life of enlightened beings.

Requirements

To qualify to become a Chalactan priest, a character must fulfill the following criteria:

Base Will Save: +2.

Feats: Meditation.

Special: The character must be a follower of the Chalactan faith.

Class Features

The following are class features of the Chalactan priest prestige class.

Improved Meditation

At the 1st level, the Chalactan priest gains the Improved Meditation feat as a bonus feat. The Chalactan priest can attempt the feat a number of times equal to their Wisdom modifier plus their Chalactan priest level.

Spiritual Strength

The Chalactan priest develops their strength of will and at 1st level gain a +1 bonus to all Will Saves. This bonus increases by one every other level thereafter (+2 at 3rd level, +3 at 5th level).

Mark of Illumination

The Chalactan believe in the power of prayer and draw great strength from it. Starting at 2nd level, prior to using a Force point the priest can spend one round in prayer and when the Force point is used they receive a +1d6 bonus to the Force dice. This bonus increases to +2d6 at 4th level.

Bonus Feat

Priests of the Chalactan faith are extremely devoted to their practices and at 3rd level gain a bonus feat from the following list (the character must meet the prerequisites of the feat in order to select it):

Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Resist Poison, Self-sufficient, Skill Emphasis (Empathy).

Advanced Meditation

At the 5th level, the Chalactan priest gains the Advanced Meditation feat as a bonus feat. The Chalactan priest can attempt the feat a number of times equal to their Wisdom modifier plus their Chalactan priest level. The Chalactan priest may take 10 using this feat, but cannot take 20. Additionally, when the Chalactan priest takes wound damage, he may make a Will Save (DC 30) to retain the bonuses gained from this feat.

DEPA BILLABA WAS A DEVOUT CHALACTAN

Game Rule Information

Vitality: Chalactan priests gain 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The Chalactan priest's class skills, and key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game Revised Core Rulebook* for skill descriptions):

Balance (Dex), Computer Use (Int), Hide (Dex), Jump (Str), Knowledge* (Int), Listen (Wis), Move Silently (Dex), Read/Write Language (None), Search (Int), Sense Motive (Wis), Speak Language (None), Spot (Wis), Swim (Str), Treat Injury (Wis), Tumble (Dex).

This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (Jedi Lore), and Profession (galactic history).

Skill Points at Each Level: 6 + Int modifier.

Demolitionist

The demolitionist is one who has devoted a great deal of time toward the study of explosives and their role in the galaxy; both on the battlefield and in the private sector. The demolitionist is well trained in the art of constructing explosives, disabling explosives set by others, and of course using explosives to damage and destroy both property and living beings.

Demolitionists can be integrated into many different corners of the galaxy. He may be a member of the bomb squad for a policing force, such as the Sector Rangers or CorSec. Such men and women devote their lives to saving others by disabling

Table X-7: Chalactan Priest							
Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+0	+2	Improved meditation, spiritual strength +1	+1	+0
2nd	+1	+1	+1	+2	Mark of illumination (seeker)	+1	+0
3rd	+1	+2	+1	+3	Bonus feat, spiritual strength +2	+1	+1
4th	+2	+2	+2	+3	Mark of illumination (universe)	+2	+1
5th	+2	+3	+2	+4	Advanced meditation, spiritual strength +3	+2	+1

explosives placed by the less civilized members of the galaxy who would see innocent people harmed.

A demolitionist could just as easily be a military sabotage unit or explosives expert. Demolitionists who follow this path focus on setting explosive traps to help cover their unit's backs, and using explosives to perform acts of sabotage against enemy installations and units. These brave beings may also be experts called in to disable particularly large explosives of mass destruction that could destroy entire planets. Such people are also capable of using explosives to assassinate specific individuals while causing a minimum of collateral damage.

There are also demolitionists common in the private sector. Mining corporations use blasting as a common means of opening new mine shafts and exposing new veins of raw ore. Engineers use demolitionists to reduce existing buildings or bridges to rubble to clear way for more modern buildings to take their place.

Requirements

To qualify to become a demolitionist, a character must fulfill the following criteria:

Base Fortitude Save: +4.
Skills: Demolitions 8 ranks, Disable Device 4 ranks, Knowledge (engineering) 4 ranks.

Game Rule Information

Vitality: Demolitionists gain 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The demolitionist's class skills, and the key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game Revised Core Rulebook* for skill descriptions):

Appraise (Int), Computer Use (Int), Craft* (Int), Demolitions (Int), Disable Device (Int), Disguise (Cha), Hide (Dex), Knowledge* (Int), Listen (Wis), Profession* (Wis), Read/Write Language (none), Repair (Int), Search (Int), Sleight of Hand (Dex), Speak Language (none), Spot (Wis).

This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (galactic politics), and Profession (droid programmer).

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are features of the demolitionist prestige class.

Starting Feats

The demolitionist gains the following feats:

Skill Emphasis (Demolitions)
Skill Emphasis (Disable Device)
Weapon Group Proficiency (simple weapons)

Expert Explosive Disarm

At 1st level, the demolitionist gains the Expert Explosive Disarm ability. Normally when disarming an explosive device with the Disable Device skill, a failure will result in the device exploding immediately. With the Expert Explosive Disarm ability, however, the demolitionist can re-roll his Disable Device check upon a failure one time. If the second roll also fails, the device will explode in a number of rounds equal to the character's level in the demolitionist prestige class.

Cool Under Pressure

At 2nd level, the demolitionist is able to create, place and disable explosive devices under extreme conditions and gains the Cool Under Pressure ability. This ability allows the demolitionist to take 10 on Demolitions and Disable Device skill checks under conditions that would normally not allow a character to take 10.

Bonus Feat

At 2nd and 4th level, the demolitionist gains a bonus feat. This feat must be selected from the following list, and the demolitionist must meet the prerequisites:

Ambidexterity, Cautious, Gearhead, Infamy, Inventor, Iron Will, Lightning Reflexes, Low Profile, Nimble, Sharp-Eyed, Skill Emphasis (Knowledge (engineering)), Steady, Technical Wizard.

Custom Explosives

At 3rd level, the demolitionist can create customized explosives for a variety of jobs. The demolitionist can choose the type of explosive they want to create (see the housings, below) and then choose which explosive material they wish to use as a payload (see explosive materials below) and add on additional customizations as well (also below). Once the basic housing is chosen, the explosive material and further customizations will add to the construction DC to create the explosive and the cost. A failed roll by 5 or less means that the raw materials were wasted, a failed roll by 6 or more means that the explosive detonates immediately, doing half damage to anything in it's intended radius.

Explosive Materials

↩ **Detonite:** No modifiers

↩ **Thermite:** Decrease damage -1D6, decrease blast radius 75%, increase cost 25%, burns for 6 rounds, melting through target, increase construction DC +5.

↩ **Vomm Powder:** Decrease damage –2D6, decrease blast radius 25%, decrease cost 50%, and decrease construction DC -10.

↩ **Chepatite:** Reduce damage 1D6, increase blast radius 50%.

↩ **Magnopium & Ferrocongregate:** Increase damage 2D6, Decrease blast radius, increase DC +10, increase cost +25%.

↩ **Megonite:** Decrease damage 1D6, increase cost 50%, anything caught in blast radius catches fire which does 2D6 damage per round until put out (reflex save DC 12 to put out fire in two rounds).

↩ **Negatron:** Increase damage +2, increase construction DC +5, reduce cost 25%.

↩ **Nergon 14:** Increase construction DC +15, Increase damage 3D6, increase blast radius 25%, increase cost 25%.

↩ **Rutgar-4:** increase weight, increase damage 1D6, increase blast radius 25%, increase cost 25%, and increase construction DC +5.

↩ **Thermex:** Decrease damage 2D6, increase blast radius by 25%, anything caught in blast radius catches on fire which does 1D6 damage per round until put out (reflex save DC 12 to put out fire in two rounds).

↩ **Thorium:** Multiply cost by 50, increase construction DC +10, reduces blast radius 50%, +2D6 damage, does damage for four rounds.

↪ **Baradium:** Multiply cost by 100, increase construction DC +15, reduce blast radius 50%, increase damage by double, does damage for three rounds.

↪ **Ytterbium Diluted Baradium:** Reduce construction DC by –5, damage for six rounds, reduce blast radius 75%, reduce damage –1D6.

↪ **Baradium + Collapsium:** Change damage type to sonic, increase damage +1D6, increase cost 75%.

Other Customizations

↪ **Magnetic Attachment:** Add 25 credits to cost. Allows explosive to be attached to metal objects.

↪ **Adhesive Attachment:** Add 10 credits to cost. Allows explosive to be attached to most objects.

↪ **Simple Timer (less than an hour):** Add 25 credits to cost. Allows timer to be set for any time limit under a standard hour.

↪ **Advanced Timer (1 hour or more):** Add 50 credits to cost. Allows timer to be set for any time limit up to eight standard days. Timer can be remote activated.

↪ **IR Sensor:** Add 150 credits to cost. Allows a stationary explosive to detonate when a specific heat signature is in the kill zone. Add +5 to construction DC.

↪ **Pressure Sensor:** Add 200 credits to cost. Allows a stationary explosive to detonate when a specific weight range steps on the pressure plate. Add +5 to construction DC.

↪ **Motion Sensor:** Add 100 credits to cost. Allows a stationary explosive to detonate when an infrared beam is crossed. Add +5 to construction DC.

↪ **Repulsor Sensor:** Add 300 credits to cost. Allows a stationary explosive to detonate when a repulsor engine is detected in use in the kill zone. Add +5 to construction DC.

↪ **Wire Detonator:** Add 10 credits to cost. Allows a stationary explosive to detonate when a wire is tripped. Add +5 to construction DC.

↪ **Dead-Hutt Switch:** Add 100 credits to cost. Allows a stationary explosive to detonate when a wire switch is released. Add +5 to construction DC.

↪ **Remote Detonator:** Add 300 credits to cost. Allows a stationary explosive to detonate when remote detonator is activated. Add +10 to construction DC.

REPUBLIC COMMANDO "SCORCH" WAS A DEMOLITIONIST

↪ **Disguised Explosive:** Allows user to use their disguise skill to attempt to make the explosive look like a different object. Disguise roll is separate, but doing this adds +5 to construction DC.

↪ **Simple Disarm Trap:** Add 50 credits to cost. Adds +5 to disable device attempts made against the device. Adds +2 to construction DC of explosive.

↪ **Intermediate Disarm Trap:** Add 150 credits to cost. Adds +10 to disable device attempts made against the device. Adds +5 to construction DC of explosive.

↪ **Complex Disarm Trap:** Add 250 credits to cost. Adds +15 to disable device attempts made against the device. Adds +10 to construction DC of explosive.

↪ **Advanced Disarm Trap:** Add 500 credits to cost. Adds +20 to disable device attempts made against the device. Adds +15 to construction DC of explosive.

Housing Types

Grenade Housing
Weapon Type: Explosive
Proficiency Group: Simple   **Cost:** 200 (raw materials)
Damage: 4d6+1   **Critical:** 20
Range Increment: 4 m   **Weight:** 0.5 kg
Fort DC: --   **Type:** Slashing
Multifire/Autofire: --   **Size:** Tiny
Hardness: 2   **WP:** 2   **Break DC:** 10
Availability: Prevalent, military   **Era:** ⊶ ⚜ ✪ ◌ ◉
Special: Targets within the blast radius may make reflex save (DC 15) for half damage.

The grenade is a thrown form of delivering an explosive to a general area. These devices are relatively aerodynamic and can either be thrown or used in some grenade launchers for additional range. Base construction DC for a grenade is DC 10. Blast radius for a grenade is 20m in all directions.

Micro Charge Housing
Weapon Type: Explosive
Proficiency Group: Simple   **Cost:** 150 (raw materials)
Damage: 1d4+2   **Critical:** --
Range Increment: --   **Weight:** 0.1 kg
Fort DC: --   **Type:** Energy
Multifire/Autofire: --   **Size:** Diminutive
Hardness: 2   **WP:** 1   **Break DC:** 15
Availability: Illegal   **Era:** ⊶ ⚜ ✪ ◌ ◉

A micro charge is a very small amount of explosive wrapped in a metal clamp that can be attached to anything small and tubular. They are used to destroy extremely small items with a minimum of collateral damage such as wires, locks, binders, bars, or other small items. Base construction DC for a micro charge is DC 15. Blast radius for a micro charge is only the area the ring is clamped around.
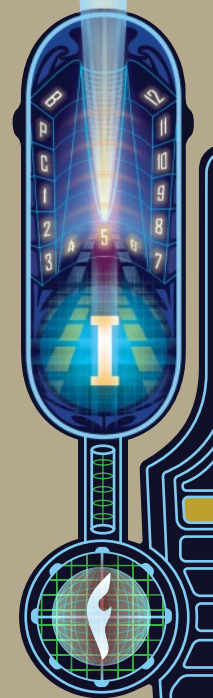
Satchel Charge Housing
Weapon Type: Explosive

Proficiency Group: Simple	**Cost:** 500 (raw materials)
Damage: 5d6+3	**Critical:** --
Range Increment: --	**Weight:** 0.8 kg
Fort DC: --	**Type:** Energy
Multifire/Autofire: --	**Size:** Small
Hardness: 2 **WP:** 3	**Break DC:** 10
Availability: Illegal	**Era:** ◄●► ⚜ ✿ ○ ◉

Special: If a satchel charge is placed inside an enclosed room or vehicle that is Size Tiny or smaller on the starship scale, it does an additional 3D6 damage.

Satchel charges are used to destroy enclosed spaces and vehicles. The satchel charge is usually thrown in from very close range, and then user then runs away while the vehicle or enclosed space explodes behind them. Base construction DC for a satchel charge is DC 15. Blast radius for a satchel charge is 50m in all directions.

Shaped Charge Housing
Weapon Type: Explosive

Proficiency Group: Simple	**Cost:** 700 (raw materials)
Damage: 6d6+4	**Critical:** --
Range Increment: --	**Weight:** 8 kg
Fort DC: --	**Type:** Energy
Multifire/Autofire: --	**Size:** Tiny
Hardness: 2 **WP:** 2	**Break DC:** 5
Availability: Illegal	**Era:** ◄●► ⚜ ✿ ○ ◉

Special: Setting the shaped charge requires using a demolitions check for setting an explosive device, and benefits from the damage multiplier based on the roll.

The shaped charge is often used to blow through vaults, doors, walls, or starship hulls. These charges focus all of their energy in a specific direction, minimizing collateral damage while still having the punch to get big jobs done. Base construction DC for a shaped charge is DC 20. Blast radius for a shaped charge is 5m straight underneath where the charge is placed.

Mine Housing
Weapon Type: Explosive

Proficiency Group: Simple	**Cost:** 800 (raw materials)
Damage: 8d6+4	**Critical:** --
Range Increment: --	**Weight:** 10 kg
Fort DC: --	**Type:** Energy
Multifire/Autofire: --	**Size:** Medium
Hardness: 4 **WP:** 4	**Break DC:** 14
Availability: Illegal	**Era:** ◄●► ⚜ ✿ ○ ◉

Special: Buried mines can be detected via a spot check made against the opposed demolitions roll made by the person who placed the mine. The person placing the mine gets a +2 synergy bonus if they have +5 ranks or more in disguise. If spotted, a reflex check can be made to avoid the mine. DC 30 for no damage, DC 18 for half damage.

Mines are typically used as a defensive measure, and are laid underground awaiting someone to pass over them. Mines can be designed to be set off either by motion, infrared, a specific pressure (weight) range, or something as simple as tripping a line, or something as complex as detecting a repulsor engine. Mines then explode upward, destroying whatever set it off. Base construction DC for a mine is DC 20. Blast radius for a mine is 10m straight up.

Demolitions Specialist
At 4th level, the demolitionist is able to place explosives for additional damage and create explosives in much less time than normal. Setting an explosive device for maximum blast efficiency can be done as a free action for an improvised device, a full round action for simple or moderate devices, two full round actions for complex or powerful devices, and three full round actions for a devastating device. Creating an explosive based on the type now only requires the following amounts of time: Improvised, attack action; simple, 30 minutes; moderate, 6 hours; complex, 12 hours; powerful, 2 days; devastating, 4 days.

Explosive Engineering
At 5th level, the demolitionist can use their knowledge of physics and engineering to place an explosive or explosives in critical areas that can cause buildings to be completely destroyed, bridges to collapse, or other large vehicles or structures to otherwise be destroyed. In order to attempt to use the explosive engineering ability, the demolitionist must succeed in a series of rolls. The GM should make these rolls in secret, so the player does not know if they succeed or fail in their attempts.

The first check the demolitionist must make is a Knowledge (engineering) check. This check determines the weak point(s) on the structure that will allow it to be most efficiently collapsed or destroyed. The DC for this skill check is determined by the size of the target to be destroyed, and modified by the main structural material the building is constructed out of. Success on this roll allows the demolitionist to continue with the process unfettered. Failure also allows the demolitionist to continue, but automatically applies an effect from the mishap table (see table 1-2) based on how far the DC was missed by.

Once the weak points are determined, the next step is to make the actual bomb that will be used to destroy or collapse the structure. First the character must purchase the raw materials to construct the bomb. The price for the raw materials is DC for the bomb construction (after modifiers) times scale (Fine =1, Tiny =2, etc) times 100 credits. For example; building a bomb to destroy an Imperial Garrison which is Colossal and constructed of durasteel adds +20 to the DC, making the total DC 75. The DC is multiplied by 9 (since it is a colossal structure), which gives a total of 675. This is then multiplied by 100 credits, giving 67,500 for the raw materials to construct a bomb to destroy an Imperial-class Star Destroyer. (DC x Size) x 100 = cost in credits.

Next the actual Demolitions skill check to construct the bomb must be made. The base DC for this skill check is determined by size (see table 1-3) and is modified by both structure construction and additional options. Success on this roll allows you to continue the process. A failure means you must roll once on the explosive engineering mishap table (see table 1-4).

Now that the bomb is constructed and the point it should be placed in has been determined, someone must actually go and place the bomb. Setting the bomb requires the character to have access to both the bomb and the point it is to be placed in, and requires at least one minute to set up, and a Demolitions check (DC 15). A different character can place the bomb, but it increases the DC for placement by 5.

Table X-8: Structure Construction

Material	DC Modifier
Durasteel	+20
Duracrete	+15
Plasteel	+10
Permacrete	+5
Fiberplast	-5
Plasboard	-10

Table X-9: Determining Weak Point Mishaps

DC Missed By	Starship Effect	Bridge/Structure Effect
1-5	Roll 3 Mishaps	10% Floor Collapse
6-10	Roll 2 Mishaps	1/3rd of Building is Rubble
11-15	Roll 1 Mishap	Structure Leans (Ref sav DC 20 from falling)
16-20	Major Fire(s)	Major Fire(s)
21-25	Minor Fire(s)	Minor Fire(s)
25-30	Superficial Damage	Superficial Damage
31+	No Damage	No Damage

Table X-10: Weak Point & Bomb Construction DC

Structure Scale	Weak Point DC	Construction DC
Fine (2.5 - 5m)	5	15
Diminutive (6 - 10m)	10	20
Tiny (11 - 20m)	15	25
Small (21 - 50m)	20	30
Medium (51 - 100m)	25	35
Large (101 - 250m)	30	40
Huge (251 - 500m)	35	45
Gargantuan (501 - 1000m)	40	50
Colossal (1000m+)	45	55

Table X-11: Explosive Engineering Mishaps

Mishap Roll	DC Modifier
1-5	Bomb is a dud
6-10	Bomb explodes 1d4 rounds early
11-15	Bomb explodes 1d4 rounds late
16-20	Bomb is underpowered, as missing DC by 5

Table X-12: Demolitionist

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+1	+1	+1	Expert explosive disarm	+1	+0
2nd	+2	+1	+2	+2	Bonus feat, cool under pressure	+2	+1
3rd	+2	+1	+2	+3	Custom explosives	+2	+1
4th	+3	+2	+3	+3	Bonus feat, demolitions specialist	+3	+2
5th	+3	+2	+4	+4	Explosive engineering	+3	+2

If all of the rolls are successful, then when the bomb goes off, it completely destroys the structure or ship without requiring a roll for damage at all. Anyone near an airlock (with space-walk capability or escape pod), door or window can make a reflex save DC 35 to escape the explosion at the last moment.

Doctor

Doctors are those who have dedicated their lives to the pursuit of treating and healing other beings through the use of medicine. Characters in the role of a doctor could be found working in hospital emergency rooms, bacta facilities, cybernetic treatment centers, or even on board medical vessels during times of war. With various equipment and medicines a doctor is sometimes able to make miracles happen and is normally seen by the galactic community with the deepest respect. Doctors can specialize in many fields and often retain a wealth of knowledge on the biology of a myriad of species throughout the galaxy.

Requirements

To qualify to become a doctor, a character must fulfill the following criteria:

Skills: Knowledge (alien species) +4, Knowledge (biology) +6, Knowledge (medicine) +6, Treat Injury +8.

Feats: Cybernetic Surgery, Surgery.

Game Rule Information

Vitality: Doctors gain 1d4 vitality points per level. The character's Constitution modifier applies.

Class Skills

The doctor's class skills, and the key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game Revised Core Rulebook* for skill descriptions):

Appraise (Int), Computer Use (Int), Craft* (Int), Diplomacy, Gather Information (Cha), Knowledge* (Int), Listen (Wis), Profession* (Wis), Read/Write Language (none), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis), Treat Injury (Wis).

*This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (Jedi Lore), and Profession (galactic history).
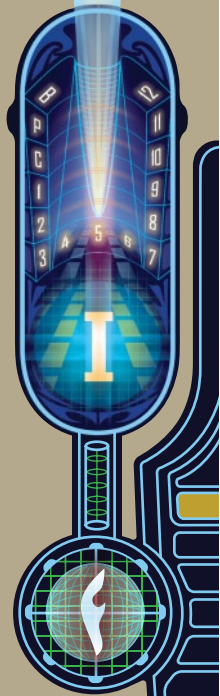
Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are class features of the doctor prestige class.

Diagnosis

The doctor has a keen understanding of medicine. Starting at 1st level, he gets to add his doctor level to any Listen, Knowledge, Search or Spot check whenever he examines a patient or

searches through databases and other sources when seeking medical information.

Medical Specialty

At 2nd level, and again at 4th, 6th, and 8th level, the doctor is able to specialize in a certain field of medicine. It can be a different specialization each time, or the doctor can choose the same specialty as many as four times over the course of the four selections. These specialties are cumulative to any specialties chosen from the Tech Specialist class.

Bacta Specialist: Improves the number of wound or vitality points you can restore per day using the Treat Injury skill and a bacta tank by +1. Additional selections of this medical specialty can improve the number of wounds or vitality points restored to +2, +3 and +4.

Cybernetic Specialist: Grants a +1 bonus to any Treat Injury checks to install cybernetic prosthetics on a living being. Additional selections of this medical specialty can improve the bonus to +2, +3 and +4.

Medical Technician: Grants a +1 bonus to any Computer Use, Listen or Spot check when examining a patient using medical equipment. Additional selections of this medical specialty can improve the bonus to +2, +3 and +4.

Pathological Specialist: Grants a +1 bonus to any Treat Injury checks when attempting to cure a disease or neutralize toxins. Additional selections of this medical specialty can improve the bonus to +2, +3, and +4.

Pharmaceutical Specialist: Grants a +1 bonus to Craft (pharmaceuticals) and Knowledge (medicine). Additional selections of this medical specialty can improve the bonus to +2, +3 and +4.

Psychiatric Specialist: Grants a +1 bonus to Sense Motive when determining a patient's mental state and +1 to Treat Injury when attempting to rehabilitate a patient who has endured psychiatric trauma. Additional selections of this medical specialty can improve the bonus to +2, +3 and +4.

Surgical Specialist: Improves the number of wound points you can restore using the Treat Injury skill and the Surgery feat by +1. Additional selections of this medical specialty can improve the number of wounds restored to +2, +3 and +4.

Expert Physician

Beginning at 3rd level the doctor becomes intimately familiar with the physiology of various beings and of ways to treat them. The doctor receives a +1 bonus to Knowledge (alien species) and Knowledge (medicine). This bonus increases to +2 at 7th level, and +3 at 10th level.

POLIS MASSAN MEDICAL DROID

Medical Practice

Doctors often set up their own practice or their services are retained by various medical facilities. As the Doctor's skill increases, he gains notoriety and is thus able to charge more for his services. Beginning at 4th level, the doctor is able to use the reputation score as a multiplier for the money he gains with the Profession (doctor) skill. The player makes their Profession (doctor) skill check, resolves the total, and then multiplies that amount by the doctor's reputation.

Bonus Feat

At level 5 and again at level 8, the doctor gains a bonus feat from the following list (the character must meet the prerequisites of the feat in order to select it):

Alertness, Cosmopolitan, Fame, Infamy, Influence, Iron Will, Psychiatry, Sharp-eyed, Skeptical, Skill Emphasis*, Trustworthy.

A character can select feats marked with an asterisk (*) more than once, but it must be for a different skill each time.

Medical Mastery

At the 5th level the gains the Medical Mastery ability. When making a skill check with Treat Injury, the doctor may take 10

Table X-13: Doctor

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+2	Diagnosis	+0	+1
2nd	+0	+1	+1	+2	Medical specialty	+0	+1
3rd	+1	+2	+2	+3	Expert physician +1	+1	+2
4th	+1	+2	+2	+3	Medical practice, medical specialty	+1	+2
5th	+2	+2	+3	+4	Bonus feat, medical mastery	+2	+3
6th	+2	+3	+3	+4	Medical specialty	+2	+3
7th	+3	+3	+4	+5	Expert physician +2	+3	+4
8th	+3	+4	+4	+5	Bonus feat, medical specialty	+3	+4
9th	+4	+4	+5	+6	Medical pioneer	+4	+5
10th	+4	+5	+5	+6	Expert physician +3	+4	+5

even if stress and distractions would normally prevent him from doing so.

Medical Pioneer

As the doctor gains experience in his field of medicine, he is able to create and learn new methods and techniques for performing his work. At 9th level, the doctor is recognized amongst his colleges as a pioneer in his field of medicine, and adds his reputation score to any Diplomacy skill check when dealing with other doctors or officials associated with the medical industry.

Field Medic

The field medic is a being who belongs to a military organization and has been trained in medical practice on the battle field. They can often be found on the front lines administering medical treatment to wounded soldiers, or emergency medical facilities performing triage at the military's base of operations. Field medics are accustomed to putting their own safety in jeopardy to save allies in need, and are able to perform even the most involved medical procedures in the heat of battle. Field medics are looked upon with admiration and respect by their comrades for their bravery and dedication in the line of duty.

Requirements

To qualify to become a field medic, a character must fulfill the following criteria:

Base Attack Bonus: +2.
Skills: Spot +6, Treat Injury +6.
Feats: Surgery.
Special: Must belong to an organization with a military or paramilitary division. Examples include Trade Federation, the Confederacy of Independent Systems, the Galactic Republic, the Galactic Empire, the Rebel Alliance, or the New Republic.

Game Rule Information

Vitality: Field medics gain 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The field medic's class skills, and the key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game Revised Core Rulebook* for skill descriptions):

Computer Use (Int), Craft* (Int), Diplomacy (Cha), Knowledge* (Int), Listen (Wis), Pilot (Dex), Profession* (Wis), Read/Write Language (none), Speak Language (none), Spot (Wis), Treat Injury (Wis).

This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (Jedi Lore), and Profession (galactic history).

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are class features of the field medic prestige class.

Medical Specialist

The field medic receives a competence bonus on Treat Injury checks. At 1st level, the bonus is +1. It increases to +2 at 5th level and to +3 at 8th level.

Expert Healer

At 2nd level and higher, the field medic's ability to restore wound points with a medpac or medical kit and a successful use of the Treat Injury skill improves. In addition to the normal wound point recovery rate (1d2 for a medpac), the field medic restores 1 wound point for every two levels he or she has in field medic prestige class.

Bonus Feat

At 3rd and again at 9th level, the field medic gains a bonus feat. The bonus feat must be selected from the following list, and the field medic must meet all the prerequisites of the feat to select it:

Alertness, Armor Proficiency (light), Armor Proficiency (medium), Cautious, Defensive Martial Arts, Dodge, Improved Initiative, Medical Expert, Starship Dodge*, Starship Operation*, Weapon Group Proficiency*.

A character can select feats marked with an asterisk (*) more than once, but it must be for a different aspect of starship dodge, starship operation, or a different weapon each time.

Medical Mastery

When making a Treat Injury skill check, a field medic of 4th level or higher may take 10 even if stress and distractions would normally prevent him or her from doing so.

Rescue Maneuvers

At 6th level, a field medic is able to perform acts of great skill when it comes to rescuing a downed soldier on the battlefield. When attempting to carry a fallen ally back to safety, the field medic receives a +5 Strength bonus for the purpose of carrying capacity, and can move at a maximum speed as if they were carrying one load capacity lighter than what they are carrying.

Resuscitate

At 7th level or higher, a field medic can save a character reduced to –10 hit points or lower. If the field medic is able to administer aid within 3 rounds of the character's death with a medical kit, he or she can make a Treat Injury check. The DC for this check is 30, and the field medic can't take 10 or take 20. If the check succeeds, the dead character can make a Fortitude save (DC 15) to stabilize and be restored to 0 hit points. If the field medic fails
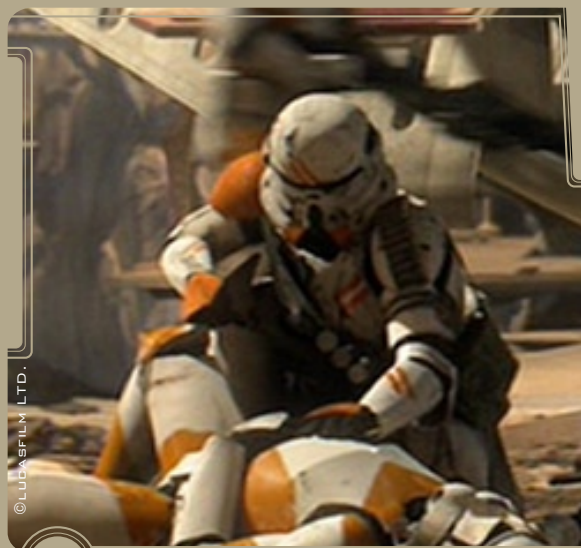
FIELD MEDIC AT WORK

Table X-14: Field Medic

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+1	Medical specialist +1	+1	+1
2nd	+1	+3	+0	+2	Expert healer	+1	+1
3rd	+1	+3	+1	+2	Bonus feat	+2	+1
4th	+2	+4	+1	+3	Medical mastery	+2	+2
5th	+2	+4	+1	+3	Medical specialist +2	+3	+2
6th	+3	+5	+2	+3	Rescue maneuvers	+3	+2
7th	+3	+5	+2	+4	Resuscitate	+4	+3
8th	+4	+6	+2	+4	Medical specialist +3	+4	+3
9th	+4	+6	+3	+4	Bonus feat	+5	+3
10th	+5	+7	+3	+5	Revive	+5	+4

the skill check or the patient fails the save, the dead character can't be saved.

Revive

At 10th level, a field medic can revive a character reduced to –10 hit points or lower. If the field medic is able to administer aid within 3 minutes of the character's death with a medical kit, he or she can make a Treat Injury check. The DC for this check is 40, and the field medic can't take 10 or take 20. If the check succeeds, the dead character can make a Fortitude save (DC 20) to stabilize and be restored to 1d4 wound points. If the field medic fails the skill check or the patient fails the Fortitude save, the dead character can't be restored.

Intelligence Agent

Militaries the galaxy over have all realized the importance on having better information than your enemy does prior to a battle, and most, if not all, have cultivated an intelligence agency to actively seek out information and details on the enemy. Knowledge is power, as they say, and no one personifies this more than the intelligence agent.

INTEL AGENT KINMAN DORIANA

Intelligence agents are tasked with infiltrating and spying on enemy organizations, typically for the purpose of information gathering. However, they also frequently engage in other missions such as supplying the enemy with false information as a double agent, data-theft, or sabotaging critical systems just prior to attacks. On occasion they are also called upon to kidnap, assassinate, or extract targets from deep behind enemy lines, where only they can get.

The intelligence agent is much more than just an undercover spy, however. They are expected to be able to interpret and analyze the information they have gathered. Without the proper context, an agent would never know which pieces of information would be vital or useless to the war effort. Such agents are vital to any government or military force, and were employed heavily by the Old Republic and Separatists.

Requirements

To qualify to become an intelligence agent, a character must fulfill the following criteria:

Skills: Bluff 5 ranks, Computer Use 5 ranks, Gather Information 5 ranks.

Feats: Low Profile.

Game Rule Information

Vitality: intelligence agents gain 1d4 vitality points per level. The character's Constitution modifier applies.

Class Skills

The intelligence agent's class skills, and key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game Revised Core Rulebook* for skill descriptions):

Appraise (Int), Bluff (Cha), Computer Use (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Dex), Escape Artist (Dex), Forgery (Dex), Gather Information (Cha), Hide (Dex), Knowledge* (Int), Listen (Wis), Move Silently (Dex), Pilot (Dex), Profession* (Wis), Read/Write Language (none), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis).

This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (Jedi Lore), and Profession (galactic history).

Skill Points at Each Level: 8 + Int modifier.

Class features
The following are class features of the intelligence agent prestige class.

Intelligence Briefing
At 1st level, the intelligence agent can brief allies on enemy forces before a battle. Assembling an intelligence briefing requires a Gather Information or Computer Use check DC 15 to research an enemy that the allies are preparing to assault or defend against. Once assembled, the briefing can be given to allies. The DC to successfully give a briefing is 10, and +1 is added to the DC for every ally present. A successful briefing allows the intelligence agent to bestow a bonus to either attack or defense equal to 1/2 his intelligence agent levels, rounded up.

Bonus Feat
At level 2 and again at level 4, the intelligence agent gains a bonus feat from the following list (the character must meet the prerequisites of the feat in order to select it):

Alertness, Cautious, Contact, Cosmopolitan, Dodge, Exotic Weapon Proficiency*, Impersonator, Mimic, Perfect Memory, Persuasive, Self-Sufficient, Shadow, Skeptical, Skill Emphasis*, Sharp-Eyed, Stealthy, Track, Trick, Trustworthy, Weapon Group Proficiency*, Worldwise.

A character can select feats marked with an asterisk (*) more than once, but it must be for a different skill or a different weapon each time.

Deep Cover
At 3rd level, the intelligence agent is adept at going deep undercover into enemy territory to gather intelligence and spy on enemy forces. You gain the False Identity faction feat (though you do not need to retain any specific faction points, as well as a +2 bonus to all Disguise and Bluff checks).

Spy Network
At 5th level, the intelligence agent has become intimately familiar with underground networks of infochants and other intelligence organizations. Instead of making more generalized gather information checks, the intelligence agent can make an informed choice about who would possess the information he seeks. An Intelligence check at DC 5 for a planet the agent has been on for a year or more, DC 10 for a planet the intelligence agent has been on for 3-12 months, DC 15 for a planet the intelligence agent has been on for 1 week to 3 months, DC 20 for a planet the intelligence agent has researched or has lore ranks in, and DC 25 for a planet the intelligence agent has never heard of or previously visited. A successful check reveals the person to speak to, usually a notable Infochant, crime lord, or crooked member of the government or military. This person will sell or trade for the information the intelligence agent wants if a successful Diplomacy check is made by the agent or one of his allies, DC 15. The cost, trade or favor value of the information is determined by the GM.

Jedi Watchman
For almost as long as the Jedi Order has existed so too have the Jedi watchmen. Hundreds of thousands of worlds were members of the Galactic Republic and even more were allies of the Republic. In order to maintain contact and stability with all of these worlds, a Jedi watchman was assigned to help keep peace and order over a planetary star system or even entire sectors of space. Jedi Watchman acted in an advisory capacity to the heads of local governments and also functioned as mediators and negotiators to help settle disputes between local groups and organizations. Finally as a last resort the Jedi watchmen were charged with assisting in bringing any confrontations to a just and swift closing.

Requirements
To qualify to become a Jedi watchman, a character must fulfill the following criteria:

Jedi Level: 7th.
Skills: Diplomacy 6 ranks, Gather Information 6 ranks, Knowledge (politics) 6 ranks, Knowledge (world lore*) 6 ranks, See Force 4 ranks, Sense Motive 2 ranks.
Feats: Alter, Control, Force-sensitive, Sense.
Special: Jedi watchman is a force-user prestige class available only to characters with Jedi levels.

Game Rule Information
Vitality: Jedi watchman gain 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills
The Jedi watchman's class skills, and key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game Revised Core Rulebook* for skill descriptions):

Bluff (Cha), Computer Use (Int), Craft (Int)*, Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (Int)*, Profession (Wis)*, Read/Write Language (none), Sense Motive (Wis), Speak Language (none), and Spot (Wis). All Force skills for which the Jedi watchman meets the prerequisites are considered class skills.

This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (Jedi Lore), and Profession (galactic history).

Skill Points at Each Level: 6 + Int modifier.

Class Features
The following are class features of the Jedi watchman prestige class.

Table X-15: Intelligence Agent							
Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+0	+1	+1	Intelligence briefing	+1	+0
2nd	+2	+1	+1	+2	Bonus feat	+2	+0
3rd	+3	+1	+2	+3	Deep cover	+2	+0
4th	+3	+2	+2	+3	Bonus feat	+3	+1
5th	+4	+2	+3	+4	Spy network	+3	+1
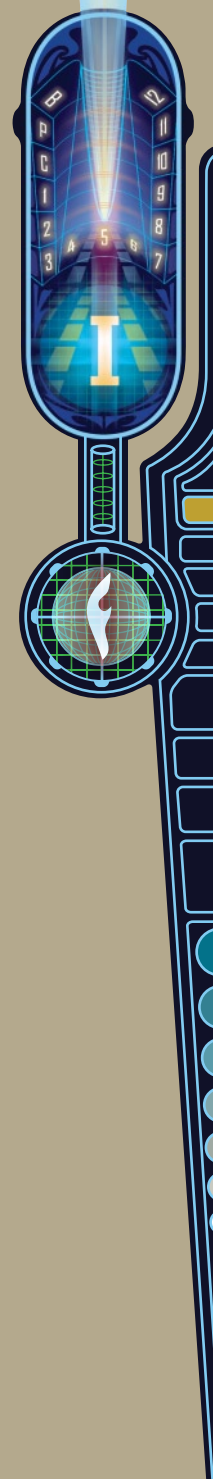
Jedi Watchman vs. Jedi Shadow
[Diplomacy +6] [Gather Information +6]

The official Wizards of the Coast site details the Jedi Watchman prestige class in their Classes of the Old Republic article. The prestige class more closely describes the group of Jedi known as Jedi Shadows. Consider this errata, the previous Jedi Watchman prestige class is renamed Jedi Shadow, and the new Jedi Watchman prestige class detailed in this document takes its place.

Bonus Feat
At 1st level the Jedi watchman gains an extra feat from the following list. The Jedi watchman must meet the requirements of the feat in order to select it:

Alertness, Iron Will, Peacemaker, Persuasive, Powerful Presence, Sharp-eyed, Skeptical, Trustworthy.

Deflect (Defense)
At 1st level the Jedi watchman gains deflect (defense), which provides a +1 dodge bonus to Defense when he uses a lightsaber to block ranged attacks. (The Jedi watchman must be carrying an activated lightsaber to use this ability).

Deflecting an attack is a reaction that costs the Jedi watchman a move action in the next round. When used in this fashion, the Jedi gains the dodge bonus against all ranged attacks directed at him in the round.

Deflect (defense) can be used in conjunction with total defense for even greater protection, providing the dodge bonus for deflecting the attack and the +4 dodge bonus granted by using total defense. In this case, deflect (defense) isn't a reaction; it's an attack action used in a round when the Jedi watchman expects to come under heavy fire. See page 154 of the *Star Wars Roleplaying Game revised core rulebook* for information on total defense.

Inspire Trust
The Jedi watchman can project an image of honesty and fairness. At 1st level the Jedi watchman gains the ability to Inspire Trust, and gains a +2 competence bonus on Diplomacy and Gather Information checks used to acquire information.

At 5th level the Jedi watchman seems almost beyond reproach. He can re-roll a failed Diplomacy check made to settle disputes between parties, but must abide by the result of the second roll. The Jedi watchman can use this ability once per day.

Planetary Familiarity
The Jedi watchman gains a bonus on Bluff, Diplomacy, Gather Information, Intimidate, Knowledge, and Sense Motive checks when dealing with local affairs in the area they are assigned to council. This bonus is +1 at 1st level, and increases by 1 every two levels thereafter (1st, 3rd, and 5th).

In order to utilize this ability, the Jedi watchman must have lived and dealt with the local government and population for a period of at least three months and must possess the appropriate Knowledge (world lore) skill with at least 6 ranks. A Jedi watchman can only be familiar with one area of the galaxy at a time.

Calming Presence
The Jedi watchman gains a +2 bonus on all Diplomacy checks.

Increase Lightsaber Damage
At 2nd level, the Jedi watchman's lightsaber damage increases by +1d8. This bonus is cumulative with increased lightsaber damage from other Jedi classes.

Information Access
Starting at 3rd level, the Jedi watchman can make Gather Information checks without spending money, provided he is dealing with individuals or organizations that are helpful, friendly, indifferent, or unfriendly toward him or those he represents. Dealing with individuals or organizations that are hostile requires the Jedi watchman to spending the appropriate funds as usual when using the Gather Information skill.

Deflect (Attack)
At 4th level, the Jedi watchman can deflect and redirect a number of attacks equal to one-half of his total Jedi levels, rounded up. The redirected attack must miss the Jedi watchman by 5 or less; any attack that hits the Jedi watchman or misses by 6 or more points can't be redirected. (The Jedi watchman must be carrying an activated lightsaber to use this ability).

Deflecting and redirecting an attack is a reaction that costs the Jedi watchman a move action in his next round. Deflect (defense) and deflect (attack) can be used together in the same round (though the Jedi watchman can decide not to use his defense if he wants a better chance at redirecting an incoming attack).

If the Jedi watchman wants to redirect an attack, he immediately rolls an attack using his lightsaber attack bonus and applying a -4 penalty. If the roll is high enough to hit the target, the redirected attack deals damage to the target (the weapon

Table X-16: Jedi Watchman

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+2	Bonus feat, deflect (defense), inspire trust, planetary familiarity +1	+1	+1
2nd	+1	+1	+1	+2	Calming presence, increase lightsaber damage +1d8	+1	+1
3rd	+2	+1	+2	+3	Information access, planetary familiarity +2	+2	+2
4th	+3	+2	+2	+3	Deflect (attack), sphere of influence	+2	+2
5th	+3	+2	+2	+3	Inspire trust, planetary familiarity +3	+3	+3
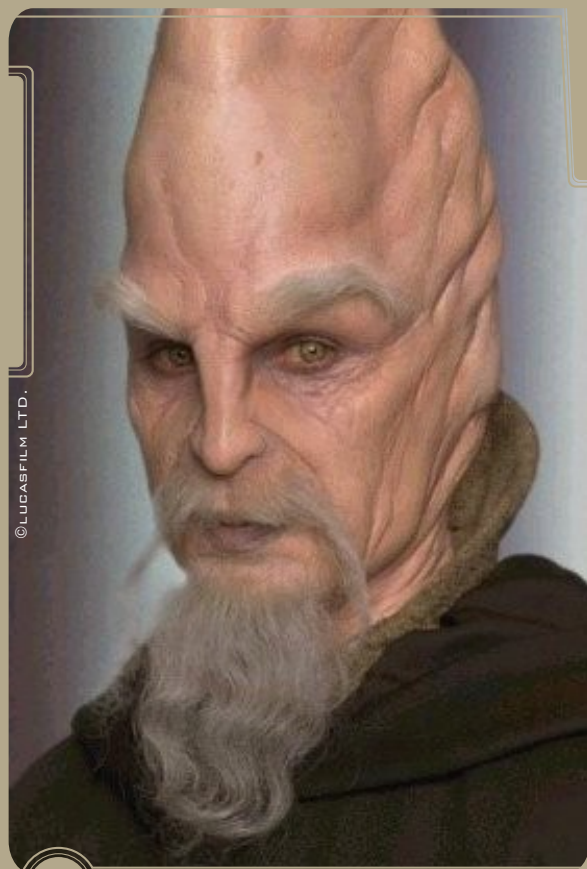
KI-ADI MUNDI - WATCHMAN OF CEREA

making the original attack determines the damage dealt by a redirected attack).

Sphere of Influence

At 5th level, the Jedi watchman's reputation score is doubled when making reputation checks while within the area of the galaxy he is assigned to provide council.

Korunnai Adept

Haruun Kal, the homeworld of the Korunnai, is a war-torn planet host to both the local Korunnai and immigrant human colonies. The Korunnai are restricted largely to the jungle, which is rife with peril. Fortunately for the Korunnai, they are all born Force-Sensitive. While many Korunnai bond with Akk Dogs, a native beast, the majority of Korunnai are unable to use The Force to provide them with much more than a rudimentary danger sense and increased accuracy with their substandard weapons. However, there are a few who have learned a degree of control that puts them on par with the Jedi Knights.

The Korunnai refer to The Force as the Pelekotan, or, the Mind of the Jungle. Every generation, specifically during particularly dark times, there is one Korunnai who masters this power, and is referred to as the Lor Pelek, or shaman. The Lor Pelek is said to be as unpredictable as the lethal jungle in which the Korunnai live, and that his appearance can either be a gift or a curse.

While there can only be one Lor Pelek at a time, he often will gather several other powerful Force-sensitive beings to his side and train them as his Akk Guard. Just as many Korunnai

will create a Force-bond with the local Akk dogs, the Lor Pelek can bond with his Akk Guard. This bond is just as strong, if not stronger, than the Jedi Master-Padawan bond. With their impressive spiked shields and Akk Dogs, the Lor Pelek and his Korunnai adepts are a force to be reckoned with. The only question is if it is good or evil that they will stand against.

Requirements

To qualify to become a Korunnai adept, a character must fulfill the following criteria:

Base Attack Bonus: +4.
Skills: Battlemind 3 ranks, Handle Animal 3 ranks, See Force 5 ranks, Survival 8 ranks.
Feats: Alter, Control, Force-sensitive, Sense.

Game Rule Information

Vitality: Korunnai adepts gain 1d10 vitality points per level. The character's Constitution modifier applies.

Class Skills

The Korunnai adept's class skills, and key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game Revised Core Rulebook* for skill descriptions):

Balance (Dex), Bluff (Cha), Climb (Str), Craft* (Int), Escape Artist (Dex), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge* (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), Survival (Wis), Tumble (Dex).

This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (Jedi Lore), and Profession (galactic history).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are class features of the Korunnai adept prestige class.

Starting Feat

At level 1, Korunnai adepts receive the following feat:
Exotic Weapon Proficiency (Korunnai shield)

Akk Familiar

At level 1, the Korunnai adept is bonded to an Akk Dog, an animal local to Haruun Kal. This ability functions exactly as the Beastwarden's Familiar ability, but only for a single Akk Dog.

Deflect (Defense)

Like the Jedi, the Korunnai adepts can deflect blaster shots and other weaponry. For this ability, the Korunnai use long, spiked arm-shields which they construct themselves. Because the shields are considerably larger, the Korunnai gain +2 to their deflect bonus when wearing their arm-shields.

Akk Guard

At 3rd level, the Korunnai adept must construct his own arm shields, with which he gains a +1 to attack with. Once this is done successfully, the adept is considered one of the Lor Pelek's Akk Dogs. This allows the Lor Pelek who trained them to treat the character as a familiar, exactly as the Beastwarden's familiar ability. Also, the Akk Guard gets to choose a bonus feat from the list below:
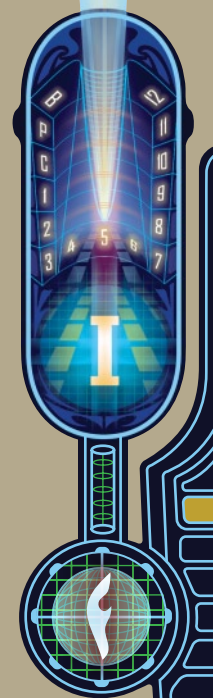
KORUNNAI ADEPT KAR VASTOR

Ambidexterity, Animal Affinity, Endurance, Frightful Presence, Martial Arts, Powerful Presence, Primal Sympathy, Rage, Track, Two-Weapon Fighting, Improved Two-Weapon Fighting, Weapon Finesse*, Weapon Focus*.

A character can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time.

Deflect (Attack)
Like the Jedi, the Korunnai adepts can also redirect ranged attacks back at the shooters. However, Korunnai can only deflect attacks that miss them by three or less, but only take a -2 penalty on the redirection attack roll.

Lor Pelek
There can only be one Lor Pelek at a time, and he is considered the most dangerous and skilled Force-User on the planet. The Force flows through the Lor Pelek more strongly than many Force users. As a result the Lor Pelek can choose a single feat from the following list, ignoring any requirements:
High Force Mastery, Master Mind, Master Speed.

Mandalorian Warrior
The Mandalorian warriors have undergone several incarnations over the millennia, and the Clone Wars were no different. From the ashes of the wars between the Super commandos led by Jaster Mereel and the Death Watch Commandos led by Viszla came the Mandalorian Protectors. The protectors were a group of 212 commandos that served during the Clone Wars under a rogue ARC trooper named Alpha-02, also known as Mandalore the Resurrector.

Alpha-02 strangely acquired the memories of Jango Fett, and after escaping Kamino, traveled to Mandalore. There he recruited his 212 members from local police forces and survivors of the Death Watch. The Mandalorians allied themselves with the Confederacy, where they fought at Zaadja, New Holstice, and Kamino before largely being wiped out. The Mandalorian Protectors would continue to exist under leadership by Fenn Shysha and later Boba Fett well into the Yuuzhan Vong invasion.

Requirements
To qualify to become a Mandalorian warrior, a character must fulfill the following criteria:
Base Attack Bonus: +6.
Skills: Computer Use 5 ranks, Demolitions 2 ranks, Disable Device 2 ranks, Knowledge (Mandalorian culture) 5 ranks, Treat Injury 2 ranks.
Feats: Armor Proficiency (medium), Weapon Proficiency (blaster rifles).

Game Rule Information
Vitality: Mandalorian warriors gain 1d10 vitality points per level. The character's Constitution modifier applies.

Class Skills
The Mandalorian warrior's class skills, and key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game Revised Core Rulebook* for skill descriptions):
Balance (Dex), Bluff (Cha), Computer Use (Int), Craft* (Int), Demolitions (Int), Disable Device (Int), Gather Information (Cha), Intimidate (Cha), Jump (Str), Knowledge* (Int), Move Silently (Dex), Pilot (Dex), Profession* (Wis), Read/Write Language (none), Repair (Int), Search (Int), Sense Motive (Wis), Speak Language (none), Survival (Wis), Treat Injury (Wis).

This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (Jedi Lore), and Profession (galactic history).

Skill Points at Each Level: 4 + Int modifier.

Class features
The following are class features of the Mandalorian warrior prestige class.

Starting Feats
At 1st level, Mandalorian warriors gain the following feats:
Armor Proficiency (heavy)

Table X-17: Korunnai Adept

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+1	+2	+1	Akk familiar	+1	+0
2nd	+2	+1	+2	+1	Deflect (defense)	+1	+0
3rd	+3	+2	+3	+2	Akk guard	+2	+1
4th	+4	+2	+3	+2	Deflect (attack)	+2	+1
5th	+5	+3	+4	+3	Lor Pelek	+3	+2

Armor Familiarity

At 1st level, the Mandalorian warrior gains the Armor Familiarity feat for his Mandalorian armor.

Bonus Feat

At 2nd and 4th level, the Mandalorian Warrior gains a bonus feat from the following list, provided they meet the requirements:

Ambidexterity, Combat Expertise, Combat Reflexes, Dodge, Mobility, Martial Arts, Point Blank Shot, Far Shot, Precise Shot, Rapid Shot, Multishot, Shot on the Run, Track, Weapon Focus*, Weapon Group Proficiency*, Zero-G Combat.

A character can select feats marked with an asterisk (*) more than once, but it must be for a different skill or a different weapon each time.

Mandalorian Reputation

Mandalorians have an extremely fierce reputation throughout the galaxy, which they often use to help achieve their ends. At 2nd level the Mandalorian get a +4 bonus to all Gather Information and intimidate checks.

Mandalorian Battle Prowess

At 3rd level the Mandalorian warrior gains a +2 combat training bonus to all flanks and feints the Mandalorian warrior participates in. This stacks with any feat bonus such as improved feint.

Mandalorian Armor

At 4th level, the Mandalorian warrior becomes accustomed to modifying armor. They are able to modify armor well beyond the norm by adding additional equipment or weapons to your Mandalorian armor that do not count toward your armor modification limits.

Mandalorian Rage

In the heat of battle, a Mandalorian gains +2 to all attack rolls, but takes a -2 penalty to defense. While raging, the Mandalorian warrior can't use any skills, feats or abilities that require concentration. Rage lasts a number of rounds equal to 5 + Constitution mod. When the Rage ends, the Mandalorian is considered fatigued (-2 to Str and Dex and cant run or charge) for a number of rounds equal to the rage.

Military Advisor

Military leaders rarely make decisions at the spur of the moment. They are trained to absorb all prudent intelligence and to consider several points of view prior to selecting what they feel is the best course of action. The military advisor serves to provide that alternate point of view, as well as act as protégé, bodyguard, and personal assistant. Military advisors are also often assigned to politicians, to keep them informed of the

THE MANDALORIAN WARRIOR MONTROSS

Armor Proficiency (powered)
Weapon Group Proficiency (blaster pistols)
Weapon Group Proficiency (heavy weapons)
Weapon Group Proficiency (vibro weapons)
Weapon Group Proficiency (simple weapons)
Weapon Group Proficiency (slugthrowers)

Table X-18: Mandalorian Warrior

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+1	+1	+1	Armor familiarity	+1	+0
2nd	+2	+2	+2	+1	Bonus feat, Mandalorian reputation	+2	+1
3rd	+3	+2	+2	+2	Mandalorian battle prowess	+2	+1
4th	+4	+3	+3	+2	Bonus feat, Mandalorian armor	+3	+2
5th	+5	+3	+3	+3	Mandalorian rage	+3	+2

military ramifications of political maneuvers, a position often filled by soldiers too wounded to serve on the front lines or those interested in having a future political career.

Requirements

To qualify to become a military advisor, a character must fulfill the following criteria:

Skills: Knowledge (tactics) 6 ranks, Sense Motive 3 ranks.

Special: Must belong to some military or para-military organization and be assigned to a leader in the organization to advise.

Game Rule Information

Vitality: Military advisors gain 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The Military advisor's class skills, and key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game Revised Core Rulebook* for skill descriptions):

Astrogate (Int), Bluff (Cha), Computer Use (Int), Craft* (Int), Demolitions (Int), Diplomacy (Cha), Disable Device (Int), Gather Information (Cha), Knowledge* (Int), Listen (Wis), Pilot (Dex), Read/Write Language (None), Ride (Dex), Sense Motive (Wis), Speak Language (None), Spot (Wis), Survival (Wis).

This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (Jedi Lore), and Profession (galactic history).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are class features of the military advisor prestige class.

Bonus Feat

At 1st level the military advisor gains a bonus feat from the following list. The military advisor must meet the requirements for the feat in order to select it:

Alertness, Combat Expertise, Combat Veteran, Mounted Combat, Perfect Memory, Ride-By Attack, Skeptical, Skill Emphasis (Knowledge (tactics)), Spirited Charge, Trustworthy, Worldwise.

Enhance Leadership

Military advisors are employed by leaders to both provide combat experience and the view of the fighting man to those in charge. As such, wise leaders of military units listen to their advisors before issuing orders. Starting at level 1, when an ally uses the leadership or Inspire Confidence special abilities during combat, the military advisor can choose to advise the ally as a free action if within 4 meters. If the military advisor makes a Knowledge (tactics) check DC 15, all targets of Inspire Confidence receive an additional +1 morale bonus on all saving throws and an additional +1 moral bonus on attack and weapon damage rolls. Targets of the Leadership special ability receive an additional +1 bonus that stacks with the Officer's Charisma bonus. (Special: This ability can also be used to provide +1 in addition to the normal bonuses granted by Inspire Outrage, War Games, Inspire Faith or Inspire Greatness during combat, this bonus increases to +2 at level 4.)

Military Precision

Military advisors have a gift for reading battlefields and making recommendations for efficient troop maneuvers. As a result, at 1st level, as long as a military advisor is within 4 meters of the group leader, all flanking and combined fire checks made by allies within sight and voice range of the leader gain an additional +1 bonus to their flank or combined fire check, or any tactics checks made by the group leader if the leader has the Officer prestige class. The military precision bonus stack's with any other bonuses to Flanking or Combined Fire checks, and increases to +2 at level 5.

Harm's Way

Military advisors also act as bodyguards and a last line of defense for their leaders. Once per round, if the military advisor is within 2 meters of their designated leader, and the designated leader takes damage from a direct melee or ranged attack, he may switch places with his leader and receive the damage in his stead. He must declare his intention to put himself in harm's way before the attack roll is made. He may not change his chosen leader for the remainder of the encounter. Special: If the military advisor already has the Harm's Way SQ from the Loyal Protector prestige class, then the advisor need only be within 4 meters of the designated leader, and can wait until after seeing the attack roll to decide if they want to receive damage in their leader's stead.

Morgukai Warrior

Fanatical warriors from the desert planet of Kintan, the Morgukai are an ancient order shrouded in secrecy. They mirror the Jedi Order in many respects, their initiates are trained by a single experienced veteran, and they train tirelessly with a Morgukai polearm forged from a cortosis ore alloy, allowing it to stand up to lightsaber strikes. The warriors are hardy and able to survive even the harshest conditions, even while wounded. The Morgukai have all but vanished from the galaxy as the Clone Wars erupt, and are thought to be exterminated at Saluecami. However, it is possible that a small handful managed to escape and continue on the traditions of the Morgukai.

Table X-19: Military Advisor

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+1	+1	Bonus feat, enhance leadership +1	+1	+1
2nd	+1	+3	+2	+2	Military precision +1	+2	+1
3rd	+2	+3	+2	+2	Harm's way	+2	+1
4th	+3	+4	+2	+2	Bonus feat, enhance leadership +2	+3	+2
5th	+3	+4	+3	+3	Military precision +2	+4	+2

Table X-20: Morgukai Warrior

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+1	+1	+1	Bonus feat, increase staff damage +1d8	+1	+0
2nd	+2	+2	+1	+2	Morgukai battle prowess	+2	+0
3rd	+3	+3	+2	+2	Bonus feat, increase staff damage +1d8	+2	+1
4th	+4	+4	+3	+3	Armor familiarity, Morgukai will	+3	+1
5th	+5	+4	+3	+4	Bonus feat, increase staff damage +1d8	+3	+2

Requirements

To qualify to become a Morgukai warrior, a character must fulfill the following criteria:

Base Attack Bonus: +8.

Skills: Knowledge (Morgukai culture) 5 ranks, Survival 8 ranks, Treat Injury 5 ranks.

Feats: Track.

Species: Kajain'sa'Nikto only.

Game Rule Information

Vitality: Morgukai warriors gain 1d10 vitality points per level. The character's Constitution modifier applies.

Class Skills

The Morgukai warrior's class skills, and key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game Revised Core Rulebook* for skill descriptions):

Balance (Dex), Climb (Str), Craft* (Int), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge* (Int), Move Silently (Dex), Pilot (Dex), Read/Write Language (none), Search (Int), Sense Motive (Wis), Speak Language (none), Survival (Wis), Treat Injury (Wis), Tumble (Dex).

MORGUKAI WARRIOR

*This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (Jedi Lore), and Profession (galactic history).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are class features of the Morgukai warrior prestige class.

Starting Feats

At 1st level, Morgukai warriors gain the following feats:

Armor Proficiency (light)

Armor Proficiency (medium)

Exotic Weapon Proficiency (Morgukai cortosis staff)

Bonus Feat

The Morgukai warrior gains a bonus feat from the following list at 1st, 3rd and 5th level. The character must meet the requirements for the chosen feat:

Athletic, Endurance, Great Fortitude, Improved Two-Weapon Fighting, Iron Will, Low Profile, Martial Arts, Defensive Martial Arts, Morgukai Martial Arts, Morgukai Martial Arts Intermediate, Morgukai Martial Arts Advanced, Rugged, Stamina, Stealthy, Toughness, Two-Weapon Fighting, Weapon Finesse*, Weapon Focus*.

A character can select feats marked with an asterisk (*) more than once, but it must be for a different skill or a different weapon each time.

Increase Staff Damage

The Morgukai learn to wield their staff's electrical edge (base damage 1d8 + Str) to greater effect as they grow more skilled. At 1st, 3rd, and 5th level, the Morgukai can add an additional +1d8 to damage with a Morgukai Cortosis Staff.

Morgukai Battle Prowess

The Morgukai are amazing combatants, and as a result, each time initiative is rolled, the Morgukai warrior can add half their levels of Morgukai Warrior (round up) to defense or attack rolls in any combination they wish. Any effect which causes a loss of Dex to defense also causes a loss of the Morgukai Battle Prowess Bonus.

Morgukai Will

The Morgukai train in specific mental disciplines that give them great resistance to Jedi mental powers. At 2nd level, when making a will save against any Force power, the Morgukai gains +5 to his save.
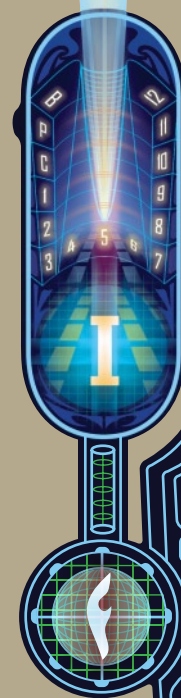
Armor Familiarity

At 4th level the Morgukai warrior gains the Armor Familiarity feat for their Morgukai armor.

Political Advisor

Politicians play a complex game where subtle manipulations can yield tremendous results. Because of the complex nature of politics, politicians often have several aides that act as an additional pair of eyes and sounding board to the politician. Someone to help write speeches and discuss policy with, as well as act as a personal assistant. Political advisors also do some of the more shady things that the politician herself can not risk being seen doing. Most politicians would be wholly unable to function without their advisors.

Requirements

To qualify to become a political advisor, a character must fulfill the following criteria:

Skills: Knowledge (bureaucracy) 4 ranks, Knowledge (politics) 6 ranks, Sense Motive 3 ranks.

Special: Must belong to some governmental organization and be assigned to a leader in the organization to advise.

Game Rule Information

Vitality: Political Advisors gain 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The political advisor's class skills, and key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game Revised Core Rulebook* for skill descriptions):

Bluff (Cha), Computer Use (Int), Craft (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Entertain (Cha), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (Int), Listen (Wis), Move Silently (Dex), Pilot (Dex), Profession (Wis), Read/Write Language (None), Search (Int), Sense Motive (Wis), Speak Language (None), Spot (Wis).

This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (Jedi Lore), and Profession (galactic history).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are class features of the political advisor prestige class.

Bonus Feat

At 1st and 4th level the political advisor gains an extra feat from the following list. The political advisor must meet the requirements for the feat in order to select it:

Alertness, Influence, Low Profile, Mimic, Persuasive, Sharp-Eyed, Stealthy, Trick, Trustworthy.

Political Patron

At 1st level, the political advisor is hired by or assigned to a politician. This politician can be a fellow character or NPC. The patron can be a governor, senator, chancellor, corporate CEO, Emperor, Chief of State, military ambassador, high ranking officer or other diplomatic representative officially recognized by a government or corporation. As the patron's representative, once per day, the political advisor can add their patron's reputation bonus to any Bluff, Diplomacy, Intimidate, or Sense Motive check so long as they mention their patron.

Political Savvy

At 2nd level, the political advisor can advise his patron on political meetings, giving him detailed background information on the other politicians and advisors focal to the meeting. The advisor can pick one individual. The political patron gains a +2 advisor bonus to all bluff, diplomacy, or sense motive checks against any of those five individuals for the duration of the meeting. At 4th level this bonus increases to +4, and can be used on two individuals.

Political Agent

At 3rd level, the political advisor has become adept at seeing their patron's dirty work carried out through intermediaries. As such, they gain one NPC contact that can be contracted once per adventure. The contact's max level is 1d4+ the political advisor's reputation score. The character can have a base class of Scoundrel, Soldier or Tech Specialist, and may use the prestige classes Bounty Hunter, Elite Trooper, Infiltrator, Outlaw Slicer, Sharpshooter, or Starship Ace. This agent can't be hired to perform theft of data or property, kidnap, assassinate, or any other number of illegal activities the patron can't be tied to. The GM should set a DC for the job given to the contact between 5 and 30. The agent can make a DC check that is 1d20 + agent's total levels, with a +5 bonus if they have at least 1 level in the right prestige class for the job. Failure by 10 or more indicates the agent has been captured, and must make a Will saving throw (DC 15) or they will provide information on who they work for within 1d4 days.

Run For Office

At 5th level, the political advisor can attempt to make a bid for office equal to or lower than the station held by the leader he has been advising, assuming he meets any necessary requirements that office has, including the office once held by his superior. He can run against his former boss or the other leader may step down and support the character. The GM then is able to hold elections (See election rules table). Assuming the character wins his run for office, he is then able to trade in up

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+1	Bonus feat, political patron	+1	+1
2nd	+1	+1	+1	+1	Political savvy +2	+2	+1
3rd	+2	+1	+1	+2	Political agent	+2	+2
4th	+3	+2	+2	+3	Bonus feat, political savvy +4	+3	+2
5th	+3	+2	+2	+4	Run for office	+3	+3

Table X-21: Political Advisor

Election Rules

[Bluff +10] [Diplomacy +14]

Declaration to Run

In this initial phase the candidate announces their intention to run for political office. The announcement is usually made public via a popular holonet news program. In this phase, the character's Political Campaign Bonus is established and the first of a series of checks are made. Each political candidate rolls a d20 and adds their Political Campaign Bonus to the total. The results are tallied, recorded (these carry over into subsequent phases) and used as rankings in the initial political poll.

Political Campaign Bonus: Intelligence Modifier + Wisdom Modifier + Charisma Modifier + Reputation Score + Special Modifiers* + Favor Ability Modifier / 3 (rounded)

*Special Modifiers
  +1 for every level in the Noble class.
  +1 for every level in the Political Aide or Senator Prestige classes.
  +1 for every 5 ranks in the Diplomacy, Entertain (oration), or Knowledge (politics) skills.
  +3 if the character is considered a political or war hero.
  -3 if the character possesses the Infamy feat.
  -5 if the character has previously been convicted of a crime.
  -10 if the character has previously been convicted of war crimes.

Campaign Fundraising

The next stage of the campaign process is the amassing of funds from contributors in order to run the candidates' campaigns. To determine how much money the candidate will accumulate for their campaign, consult the table below.

| Seat of Office	Amount
Mayor of a city	d20 + Political Campaign Bonus x 10,000
Regional representative to a world or system government	d20 + Political Campaign Bonus x 100,000
Planetary representative to a sector government	d20 + Political Campaign Bonus x 1,000,000
Planetary leader or Senatorial representative of a planet, system or sector to a galactic government	d20 + Political Campaign Bonus x 10,000,000
Leader of a galactic government	d20 + Political Campaign Bonus x 100,000,000

Note that in addition to the Political Campaign Bonus, candidates can also add the result of any special ability used to gather funds or goods to their fundraising total (such as the Resource Access ability). These monies are resolved as separate rolls and the result is added to the final fundraising result amount. Additionally, the candidate may also devote personal funds to their own campaign fund in an amount no higher than the base monetary modifier for the level of office which they are running (10,000 for mayor, 100,000 for regional representative, 1,000,000 for planetary representative, etc.) assuming they have the credits to do so. The campaign fund is used for all expenses related to running for office. If at any time the campaign funds are depleted, the character must withdraw from the election. The fundraising totals are tallied and recorded. The candidate possessing the largest political campaign fund then adds 5 to their political poll number.

Political Debates

The third phase of the election process entails two or more candidates in a forum discussion where they establish their differences in their ideas for governance. Any candidates involved in the debates roll d20 and add their Political Campaign Bonus, Charisma modifier, and a bonus equal to the number of ranks the candidate possesses in any two of the following skills: Bluff, Diplomacy, Entertain (oration), Gather Information, Knowledge (bureaucracy), Knowledge (politics), or Sense Motive. Alternatively, if the candidate does not possess ranks in at least two of the above mentioned skills they may substitute one or both with their Intelligence modifier, Wisdom Modifier or Reputation score (-3 if character possesses the Infamy feat). The results are added onto the running political poll numbers for each candidate.

Campaigning

This phase of the election process focuses on marketing and making appearances to the candidates' potential constituents. Typically, this involves heavy travel and speech-giving. All candidates running for office roll d20, add their Political Campaign Bonus, a bonus equal to their ranks in the Diplomacy skill, and bonuses equal to their ranks in any two of the following skills: Bluff, Entertain (oration), Intimidate, Knowledge (politics), Knowledge (world lore) (only if the specified planet is relevant to the campaign appearance. Instead, the candidate may add +1 for each Knowledge (world lore) skill they possess ranks in). If the candidate does
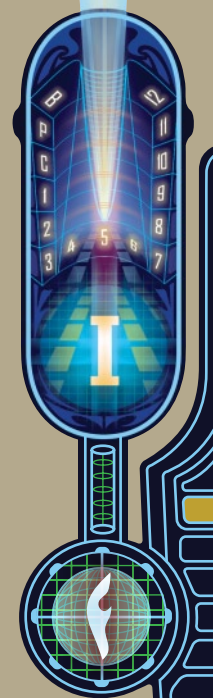
not possess ranks in at least two of the above skills, they may substitute the bonus with their Charisma modifier and Reputation score (-3 if the character possesses the infamy feat).

Smear Campaigns (optional)

Prior to the election, candidates may attempt to lower opponents' political standing with the general public with a smear campaign. Starting rumors, forcing financial or medical records to be disclosed or even running attack advertising (true or false) are all smear campaign techniques. To resolve smear campaigns, the candidate funding the smear campaign and his target candidates make opposed Diplomacy checks. If the scandalous evidence used in the smear campaign is indeed true, the candidate using the smear campaign gains a +5 circumstance bonus to this roll. If the target of the smear campaign loses the roll, they suffer a -5 penalty to their political poll total. If the target succeeds their roll, the candidate who initiated the smear campaign suffers a -5 penalty to their political poll total, and the target receives a +2 bonus to their political poll total (provided they did not run a smear campaign of their own during the election).

Election Day

The final step in the election process is election day. All candidates running for office roll d20 and their Political Campaign Bonus and add it to their political poll total. The candidate with the highest political poll total is declared the winner.

to three levels of political advisor for levels of Senator, assuming he meets the necessary requirements for the Senator prestige class. Note that this is a one-time opportunity, and once taken, is irreversible. If the bid for election fails, the character can try again on the next election/appointment cycle.

Republic Commando

Created in response to a gap perceived by Jango Fett in the Clone Army between troops and ARC troopers, the Republic commandos were trained predominantly by Mandalorians who survived the war between the Mandalorian Super commandos and the Mandalorian Death Watch commandos. The clones trained with their Mandalorian training sergeants for a decade, inheriting much of the Mandalorian culture that their sergeants felt was their birthright.

The training for Republic commandos is specialized, and each commando provides a unique skill to his squad, though all four commandos are exceptional combatants. Spec-0 is the Squad Leader, who is trained in liaison with the chain of command as well as advanced tactics. Spec-1's are technical experts trained exclusively in slicing all manners of devices allowing the squad to engage in missions ranging from sabotaging systems, data-raids, electronic eavesdropping and more. Spec-2's are small-arms experts and given further weapons training than his squad-mates. They are often the best marksmen on the team and frequently act as snipers. Finally, Spec-3's are demolitions experts, able to destroy anything from hatches to buildings given the right amount of explosive.

The Republic Commando program was considered a smashing success, and while the Jedi and Grand Army of the Republic were unsure of how to best utilize their unique skill sets in the first month of the war, the commandos soon found themselves on missions they were better suited. Republic commandos were frequently sent in ahead of standard forces to prepare the battlefield and soften the enemy. They acted as able spotters for turbolaser orbital bombardments and undertook long-odds missions. Many of the training sergeants were even activated to Republic service, and given the chance to serve with the men they trained.

Requirements

To qualify to become a Republic commando, a character must fulfill the following criteria:

Table X-22: Republic Commando

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+1	+1	+0	Specialty	+1	+0
2nd	+2	+1	+1	+1	Bonus feat	+2	+0
3rd	+3	+2	+2	+1	Armor familiarity	+2	+0
4th	+4	+2	+2	+2	Bonus feat	+3	+1
5th	+5	+3	+3	+2	Weapon focus	+3	+1
6th	+6/+1	+3	+3	+3	Bonus feat	+4	+1
7th	+7/+2	+4	+4	+3	Improved flank	+4	+2
8th	+8/+3	+4	+4	+4	Bonus feat	+5	+2
9th	+9/+4	+5	+5	+4	Bonus feat	+5	+2
10th	+10/+5	+5	+5	+5	Advanced feint	+6	+3

Base Attack Bonus: +7.

Skills: Listen 5 ranks, Survival 8 ranks, Spot 5 ranks.

Feats: Endurance.

Special: Must belong to the Republic military intelligence organization.

Game Rule Information

Vitality: Republic commandos gain 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The Republic commando's class skills, and key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game Revised Core Rulebook* for skill descriptions):

Bluff (Cha), Climb (Str), Computer Use (Int), Craft* (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge* (Int), Listen (Wis), Move Silently (Dex), Read/Write Language, Search (Int), Speak Language, Spot (Wis), Survival (Wis), Treat Injury (Wis).

This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (Jedi Lore), and Profession (galactic history).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the Republic commando prestige class.

Starting Feats

The Republic commando gains the following feats:

Armor Proficiency (powered)
Weapon Group Proficiency (blaster pistols)
Weapon Group Proficiency (blaster rifles)
Weapon Group Proficiency (heavy weapons)
Weapon Group Proficiency (vibro weapons)
Martial Arts

Specialization

At 1st level the Republic commando gains a specialty. This specialty remains with the commando through his entire training, and determines what pool they can draw bonus feats from among other unique abilities available to that specialty.

Spec-0 (squad leader): The squad leader gains Sense Motive (Wis) as a class skill, and adds a +1 bonus per level of Republic commando to the total cooperation bonus when ordering his squad-mates to work together. At 2nd, 4th, 6th, 8th and 9th level, the Republic commando squad leader gains a bonus feat. This feat must be selected from the following list, and the Republic commando must meet any prerequisites:

Alertness, Athletic, Combat Expertise, Combat Reflexes, Dodge, Dual Strike, Mobility, Great Fortitude, Improved Critical*, Improved Initiative, Martial Arts, Defensive Martial Arts, Improved Martial Arts, Advanced Martial Arts, Point Blank Shot, Far Shot, Precise Shot, Rapid Shot, Multishot, Shot on the Run, Run, Skill Emphasis*, Sharp-Eyed, Stamina, Stealthy, Toughness**, Track.

A character can select feats marked with an asterisk (*) more than once, but it must be for a different skill or a different weapon each time.

A character can select feats marked with a double asterisk (**) more than once.

REPUBLIC COMMANDOS OF OMEGA SQUAD

Spec-1 (technical expert): The tech expert commando gains Disable Device (Int) and Repair (Int) as class skills. At 2nd, 4th, 6th, 8th and 9th level, the Republic commando technical expert gains a bonus feat. This feat must be selected from the following list, and the Republic commando must meet any prerequisites:

Alertness, Athletic, Cautious, Combat Expertise, Combat Reflexes, Combat Veteran, Dodge, Gearhead, Great Fortitude, Improved Critical*, Improved Initiative, Kit-Bashing, Martial Arts, Defensive Martial Arts, Point Blank Shot, Far Shot, Precise Shot, Rapid Shot, Run, Skill Emphasis*, Sharp-Eyed, Stamina, Technical Wizard, Toughness**.

A character can select feats marked with an asterisk (*) more than once, but it must be for a different skill or a different weapon each time.

A character can select feats marked with a double asterisk (**) more than once.

Spec-2 (small arms expert): The small arms expert commando gains two weapon proficiency or exotic weapon proficiencies of his choice. At 2nd, 4th, 6th, 8th and 9th level, the Republic commando small arms specialist gains a bonus feat. This feat must be selected from the following list, and the Republic commando must meet any prerequisites:

Alertness, Athletic, Blasterslinger, Combat Expertise, Combat Reflexes, Dodge, Dual Strike, Exotic Weapon Proficiency*, Mobility, Great Fortitude, Improved Critical*, Improved Initiative, Martial Arts, Defensive Martial Arts, Point Blank Shot, Far Shot, Precise Shot, Quick Draw, Rapid Shot, Multishot, Shot on the Run, Run, Skill Emphasis*, Sharp-Eyed, Stamina, Stealthy, Toughness**, Track, Weapon Proficiency*.

A character can select feats marked with an asterisk (*) more than once, but it must be for a different skill or a different weapon each time.

A character can select feats marked with a double asterisk (**) more than once.

Spec-3 (explosives expert): The explosives expert commando gains Demolitions (Int) as a class skill. At 2nd, 4th, 6th, 8th and 9th level, the Republic commando explosives specialist gains a bonus feat. This feat must be selected from the following list, and the Republic commando must meet any prerequisites:

Alertness, Athletic, Cautious, Combat Expertise, Combat Reflexes, Dodge, Great Fortitude, Improved Critical*, Improved Initiative, Kit-Bashing, Martial Arts, Defensive Martial Arts, Point Blank Shot, Far Shot, Precise Shot, Rapid Shot, Run, Skill Emphasis*, Sharp-Eyed, Stamina, Stealthy, Toughness**.

A character can select feats marked with an asterisk (*) more than once, but it must be for a different skill or a different weapon each time.

A character can select feats marked with a double asterisk (**) more than once.

Armor Familiarity
At 3rd level, the Republic commando is so used to living in his armor; it no longer hinders him as it once did. The Republic commando gains Armor Familiarity as a bonus feat. This feat applies to Republic Commando Armor only.

Weapon Focus
At 5th level, the Republic commando gains the Weapon Focus feat for the BlasTech Corporation DC-17m Rifle as a bonus feat. If the trooper has already selected the Weapon Focus feat for this weapon, they gain the Weapon Specialization feat instead.

Improved Flank
At 7th level, the Republic commando is so used to working with his squad, that they are able to flank opponents more effectively. You gain an additional +1 flanking bonus that can stack with the standard flanking bonus and/or the Dual Strike feat.

Advanced Feint
At 10th level, the Republic commando is able to coordinate with his squad to create more convincing and effective feints. You gain an additional +1 feinting bonus that can stack with the standard feinting bonus and/or the Improved Feint feat.

Scientist
The Clone Wars were one of technology. Both sides constantly upgraded their armaments and defenses to keep pace with the breakneck speed with which technology grew during this tumultuous period of history. The Separatists had legions of engineers and scientific researchers designing biological and chemical weaponry, building better droids and researching Sith artifacts of power, while the Republic had scientists the galaxy over cloning soldiers and designing new weaponry and transportation for their clone army, as well as examining captured CIS technology. Scientists played a critical role in the Clone Wars on both sides, as a new breakthrough could easily turn the tide one way or the other.

Requirements
To qualify to become a scientist, a character must fulfill the following criteria:

Skills: 20 Ranks in at least 3 of the following Knowledge skills (alien species, archaeology, biology, chemistry, engineering, genetics, physics, technology), Computer Use 6 ranks.

Game Rule Information
Vitality: Scientists gain 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills
The scientist's class skills, and key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game Revised Core Rulebook* for skill descriptions):

Appraise (Int), Astrogate (Int), Computer Use (Int), Craft (Int), Demolitions (Int), Gather Information (Cha), Knowledge (Int), Listen (Wis), Profession (Wis), Read/Write Language (None), Search (Int), Speak Language (None), Spot (Wis), Survival (Wis).

*This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (Jedi Lore), and Profession (galactic history).

Skill Points at Each Level: 8 + Int modifier.

Class Features
The following are class features of the scientist prestige class.

Bonus Feat
At 1st and 4th level the scientist gains a bonus feat from the following list. The scientist must first meet the requirements for the feat in order to select it:

Alertness, Fame, Infamy, Inventor, Perfect Memory, Skill Emphasis (Knowledge (any)), Technical Wizard.

Area of Expertise
At 1st, 3rd and 5th level, the scientist gains one Area of Expertise. Each time, the scientist selects an area of expertise from among those described below. It can be a different area each time, or the scientist can choose the same specialty both times. To select an Area of Expertise, you must have at least 5 ranks in the base skills for that area.

Archaeologist (Knowledge (archeology), Knowledge (history), Knowledge (specific culture)): The archaeologist can choose an extinct or ancient culture. The archaeologist is considered an expert on this culture, and gains +5 to all Knowledge checks associated with that culture specifically, and can provide a +5 synergy bonus to themselves or to allies within visual and audio range (including via vidscreen) when operating devices or machinery of that culture or identifying the remains of structures or objects. If selected again, this bonus increases to +10. Note that the archaeologist can change his specialization in a particular culture after five months of study on the new culture.

Astronomist (Astrogate, Knowledge (astronomy)): Due to the astronomist's intricate understanding of the galaxy and the hyperspace routes that bind the galaxy together, they are able to calculate much more efficient hyperspace routes than most. If an astronomist beats the Astrogate DC for a hyperspace jump by 10 or more, they trim 20% off the normal travel time. If this Area of Expertise is selected again it adds +5 to all Astrogation checks, and +10 to all Astrogation checks if selected a third time.

Biologist (Craft (biological weapons), Knowledge (biology)): Can use the Knowledge (biology) skill to craft biological weapons

such as a weaponized virus or bacteria. Use the following tables to establish the DC of the biological weapon based on its properties. With a lab and 2d4 months, a biologist can create a sample of a virus. In another 1d4 weeks after creating the biological weapon, they can create a cure or a vaccine. An antidote requires a separate skill check at a DC ten below the DC required to craft the toxin while a vaccine requires a separatist

Table X-23: Biological Weapon Delivery Methods

Delivery Method	DC Modifier
Air delivered	+5
Coverage radius	--
50m radius	-5
100m radius	+0
200m radius	+5
300m radius	+10
400m radius	+15
Water delivered (per day remaining contagious)	+5
Coverage radius	--
Pond	-5
Lake	+0
Large lake	+5
Small sea	+10
Large sea	+15
Skin contact	+0
Ingested	-5
Amount ingested	--
Large pill/vial	-10
Small pill/vial	-5
Dust/Droplets	+5
A single drop	+10

Table X-24: Biologist Contagiousness (Fort DC if exposed)

Target Fort DC	Craft DC Modifier
DC 15	-10
DC 20	-5
DC 25	+5
DC 30	+10
DC 35	+15
DC 40	+20
DC 45	+25
All species effected	-5
All species but one effected	+5 per species
Only one species effected	+10
Only specific DNA is effected	+20

Table X-25: Biological Effects

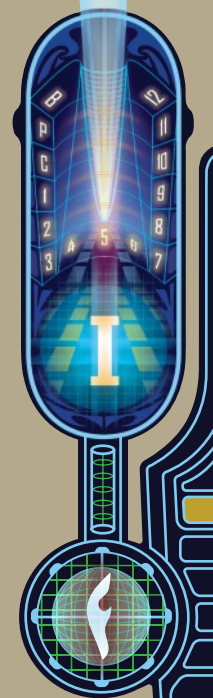| Effect	Craft DC Modifier
Mild irritation of skin or digestive system	-10
Severe irritation of skin or digestive system	-5
Hallucinations or paralysis	+0
Fatal internal bleeding within weeks	+5
Fatal internal bleeding within days	+10
Fatal internal bleeding within hours	+15
Death within minutes of exposure	+20

Table X-26: Biological Adaptability

Mutation	Craft DC Modifier
Never mutates	+10
Mutates rarely (new cure/vaccine every 5 years)	+5
Mutates often (new cure/vaccine every year)	+0
Mutates rapidly (new cure/vaccine every week)	+5

skill check at a DC of five below the DC required to create the toxin. Use the following table to establish the Knowledge (biology) check DC to actually craft the weapon. (Note: This check does not include the creation of an actual delivery system, but often times the virus can be fitted into a container that is built to be launched by an existing projectile system, or merely dumped from barrels while airborne).

Chemist (Craft (chemicals), Knowledge (chemistry)): Can use the Knowledge (chemistry) skill to craft chemical weapons such as weaponized toxins, poisons, or other weaponized chemicals. Use the following tables to establish the DC of the chemical weapon based on its properties. With a lab and 1d4 months, a biologist can create a sample of a chemical. In another 1d4 weeks after creating the chemical weapon, they can create an antidote or vaccine. An antidote requires a separate skill check at a DC ten below the DC required to craft the toxin while a vaccine requires a separatist skill check at a DC of five below the DC required to create the toxin. Use the following table to establish the Knowledge (chemistry) check DC to actually craft the weapon. (Note: This check does not include the creation of an actual delivery system, but often times the chemical can be fitted into a container that is built to be launched by an existing projectile system, or merely dumped from barrels while airborne).

Table X-27: Chemical Weapon Delivery Methods

Delivery Method	DC Modifier
Air delivered	+5
Coverage radius	--
75m radius	-5
125m radius	+0
250m radius	+5
500m radius	+10
750m radius	+15
Water delivered (per day remaining contagious)	+5
Coverage radius	--
Pond	-5
Lake	+0
Large lake	+5
Small sea	+10
Large sea	+15
Skin contact	+0
Ingested	-5
Amount ingested	--
Large pill/vial	-10
Small pill/vial	-5
Dust/Droplets	+5
A single drop	+10

Table X-28: Chemical Virulence (Fort DC if exposed)

Target Fort DC	Craft DC Modifier
DC 15	-10
DC 20	-5
DC 25	+5
DC 30	+10
DC 35	+15
DC 40	+20
DC 45	+25
All species effected	-5
All species but one effected	+5 per species
Only one species effected	+10
Only specific DNA is effected	+20

Table X-29: Chemical Effects

Effect	Craft DC Modifier
Mild irritation of skin or digestive system	-15
Severe irritation of skin or digestive system	-10
Hallucinations, paralysis or mild nervous system spasms	-5
Fatal internal bleeding within weeks	+0
Fatal internal bleeding within days	+5
Amnesia or unconsciousness	+5
Truth serum	+10
Fatal internal bleeding within hours	+10
Death within minutes of exposure	+15

Engineer (Craft (specific craft), Knowledge (engineering)): Allows a mastercraft bonus of +1 to any one mastercraft skill the Scientist might already have. Alternately, the Engineer can choose to gain a mastercraft skill on one of the following skills:

Craft (airspeeders): +1 mastercraft can add +1 DR (to either hull or shields) or +1 defense (Armor)

Craft (capital ships): +1 mastercraft can add -10% crew or +5 DR (to either hull or shields)

Craft (droids): +1 mastercraft can add +2 to any droid attribute or +2 to move or +1 to defense (armor).

Craft (hyperdrives): +1 mastercraft can reduce the hyperdrive by one speed category as follows: x5 to x4 to x3 to x2 to x1.5 to x1 to x0.75 to x0.66 to x0.5 to x0.33.

Craft (landspeeders): +1 mastercraft can add -1 to crew or +1 to defense (Armor), or +1 to DR (Hull)

Craft (repulsorlift engines): +1 mastercraft can add +20 m to land speed or +20 kmh to max velocity

Craft (space transports): +1 mastercraft can add +10 tons cargo or +2 DR (to either hull or shields)

Craft (starfighters): +1 mastercraft can add +1 DR (to either hull or shields) or +1 defense (Armor)

Craft (starship weapons): +1 mastercraft can add +1 to attack bonus (Fire Control) or +1d10 to damage.

Craft (sublight drives): +1 mastercraft can add +1 to maximum speed in space or +1 to maneuver

Craft (walker vehicles): +1 mastercraft can add +1 to DR (hull) or +1 to defense (armor)

Craft (wheeled and tracked vehicles): +1 mastercraft can add +2 to DR or +1 to maneuver

Note: Items that are mastercrafted do not have their mastercraft bonuses count against them for modifications. Also, should the Engineer have mastercraft +2 for one of the craft skills, they can either give the item more than one mastercraft bonus or double a single bonus.

Forensics (Knowledge (chemistry), Knowledge (forensics)): The Forensics expert is savvy in several different scientific disciplines, and an expert at combining these sciences to solving crimes. They are able to gather evidence such as DNA, Fluid, Gaseous, materials and impression samples and compare them to samples of suspects to confirm a match. Further, with a Knowledge (forensics) check DC 20, a Forensics expert can determine the direction and distance at which a blaster bolt was fired. DC 15 for slugthrowers. DC is -5 if the bolt or slug penetrated a window or other object prior to hitting the target. Forensics experts can also make a Knowledge (chemistry) check DC 25 to compare blaster gas with that of a suspected murder weapon, and match them.

Geneticist (Craft (clone), Knowledge (genetics)): The geneticist is an expert in the building blocks of life. They are able to examine, compare, duplicate, alter and modify DNA strands to grow new strains of plants or new races or species of living creatures. When beginning to study a new plant, creature, or sentient, the geneticist needs a DNA sample and must make a Knowledge (genetics) roll DC 20 and then take 1d6 months to study the sample. After the study is complete, the geneticist can make modifications to the sample and either duplicate or grow new plant strains in a greenhouse or grow duplicate or modified clones of creatures or sentient beings in cloning tanks. The length of time to clone something to maturity is determined by the type of cloning tank used.

Physicist (Astrogate, Craft (any), Knowledge (physics)): Being a specialist in the field of physics allows the scientist to understand all the theories and laws behind their other areas of study. Selecting this area of expertise adds +1 to Astrogate, Knowledge (physics), and any craft checks.

Theoretical Scientist (Knowledge (specific field of study)): Theoretical Scientists deal in the realm of the unknown. They are among the most brilliant minds in the galaxy, and lay the foundation for scientists to begin more legitimate study in the field later on. Trailblazers, these scientists deal with Hyperspace Theory, Midichlorian Study, and other secrets of the galaxy there are no explanations for. The Theoretical science is not a field of its own, but at the outer edges of the existing other fields, sometimes considered nonsense by other scientists in the field until proven factually. As such, pick one of your existing Areas of Expertise, you gain the Infamy feat (this replaces the fame feat if you already have it). You are considered something of a joke within the scientific community to which you are an expert due to your wild claims and theories. You gain a +3 bonus to all checks with the base knowledge skill that you hold a theoretical scientist area of expertise ability.

Research Scientist

Upon attaining 2nd level, the scientist has perfected the art of good research and documentation. As such, once per day, if the scientist spends 1d4 hours researching a specific topic beforehand, they can make untrained knowledge checks on that specific topic for the remainder of the day. If they already

Table X-30: Scientist

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+1	Bonus feat, area of expertise	+1	+1
2nd	+1	+1	+1	+1	Research scientist	+2	+2
3rd	+2	+1	+1	+2	Area of expertise	+2	+2
4th	+2	+2	+2	+2	Bonus feat, scientific aide	+3	+3
5th	+3	+2	+2	+3	Area of expertise, scientific breakthrough	+3	+4

possess the specific knowledge skill, then this SQ provides a +2 bonus to all checks made for that skill.

Scientific Aide

At 4th level, the scientist's work and research papers are widely known enough that he attracts a scientific aide. The aide's total levels cannot exceed the scientist's reputation score, and must have at least half his levels in tech specialist (round up). The scientific aide is able to perform grunt work and confirm tests.

Scientific Breakthrough

Upon attaining 5th level, a scientist receives credit for a scientific breakthrough in her Area of Expertise that earns her the recognition of her peers. When dealing with others with at least 1 rank in the base Knowledge skill for that Area of Expertise, the scientist gains a +2 bonus on Reputation checks. Also, the breakthrough provides the scientist with a degree of wealth due to a patent on their breakthrough. This provides 1D20 x 1,000 credits at the start of each adventure.

Senator

With the brief exception of a few years under Imperial Rule, there has always been a Galactic Senate representing the planets of the galaxy. These senators can represent anything from a single planet up to entire sectors, and it is their actions upon which the fate of the galaxy ultimately hinges. During the Old Republic, the Senate met in a gigantic globular audience chamber, though a different building was used later by the New Republic.

Requirements

To qualify to become a senator, a character must fulfill the following criteria:

Skills: Bluff 10 ranks, Diplomacy 6 ranks, Knowledge (bureaucracy) 6 ranks, Knowledge (politics) 6 ranks.

Feats: Diplomatic Immunity.

Special: Must have been elected to a recognized political body, such as the Galactic Senate, Republic Senate, or New Republic Senate.

Game Rule Information

Vitality: Senators gain 1d4 vitality points per level. The character's Constitution modifier applies.

Class Skills

The senator's class skills, and key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game Revised Core Rulebook* for skill descriptions):

Bluff (Cha), Computer Use (Int), Diplomacy (Cha), Disguise (Cha), Entertain (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (Int), Profession (Wis), Read/Write Language (None), Ride (Dex), Sense Motive (Wis), Speak Language (None).

This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (Jedi Lore), and Profession (galactic history).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are class features of the senator prestige class.

Bonus Feat

At 1st, 3rd and 5th level, the senator gains an extra feat from the following list. The senator must meet the requirements for the feat in order to select it:
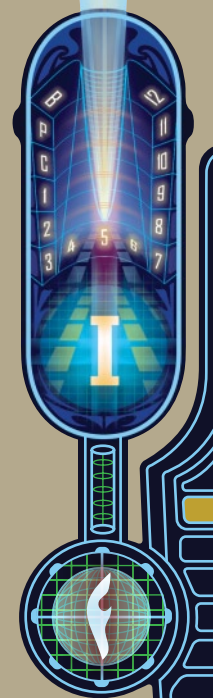
Contact, Fame, Headstrong, Influence, Iron Will, Perfect Memory, Persuasive, Political Pull, Skeptical, Skill Emphasis (Diplomacy, Sense Motive, or Bluff), Trustworthy or Worldwise.
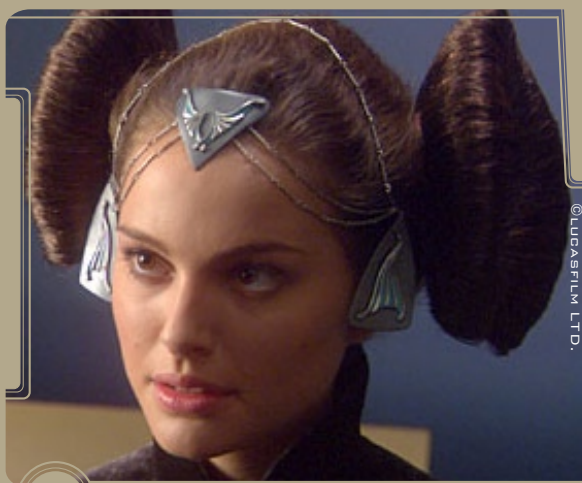
Conceal Motive

At 1st level, a senator gets to add a bonus equal to her senator level when she opposes a Sense Motive check.

Senatorial Aides

At 2nd level, the senator may appoint a number of individuals equal to her reputation bonus as "consuls," "aides," or "attaches." These appointed individuals can be NPCs or fellow party members, and while they retain the status of Senatorial Aide, they gain the Diplomatic Immunity feat as well as the ability to use the senator's reputation bonus when making Bluff,

Table X-32: Senator

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+2	Bonus feat, conceal motive	+1	+1
2nd	+1	+0	+1	+3	Senatorial aides	+2	+2
3rd	+1	+1	+2	+4	Bonus feat	+2	+3
4th	+2	+1	+2	+4	File an appeal	+2	+4
5th	+2	+2	+3	+5	Bonus feat	+3	+5

SENATOR PADMÉ AMIDALA OF NABOO

Diplomacy, or Gather Information checks when the target knows the character is a Senatorial Aide.

File an Appeal

At 4th level, the senator may once a day file an appeal against a law or governmental decision or "injustice" perpetrated by an established government in the known galaxy. This ability allows the senator to communicate with the leader or political body that made the law or decision, or committed the injustice in an effort to overturn or delay the ruling. When the senator is speaking to the leader or political body, they must make a Diplomacy check DC 10 plus the modifiers listed in the table entitled Senatorial Appeals. Note the senator's favor bonus (if any) can be added to their Diplomacy check.

Table X-31: Senatorial Appeals

Circumstance	DC Modifier
Pardon from a class 5 infraction	+5
Pardon from a class 4 infraction	+10
Pardon from a class 3 infraction	+15
Pardon from a class 2 infraction	+20
Pardon from a class 1 infraction	+25
Release from a class 5 infraction	+5
Release from a class 4 infraction	+7
Release from a class 3 infraction	+10
Release from a class 2 infraction	+15
Release from a class 1 infraction	+20
Overturn passing of a class 5 infraction	+10
Overturn passing of a class 4 infraction	+15
Overturn passing of a class 3 infraction	+20
Overturn passing of a class 2 infraction	+25
Overturn passing of a class 1 infraction	+30
Defendant comitted crime to leader of government	+5
Have local level politician removed from office	+10
Have global level politician removed from office	+15
Have regional level politician removed from office	+25
Have galactic level politician removed from office	+35
Have member of the galactic empire removed	+10
Attempting skill via holonet	+5
Attempting skill via viewscreen	+10
Attempting skill via comlink	+15

Slaver

The galaxy is a harsh place, and no one makes life harder for other sentient beings than slavers. These tyrannical miscreants capture other beings by the dozens or hundreds before selling them to the highest bidder. Of all the galaxy's slavers, perhaps the most well-known and feared are Trandoshan slavers. While they typically focus their craft on enslaving Wookiees, they have been known to go after other species as well.

Despite the Republic's enlightened view on slavery, there are many places in the galaxy outside Republic space that employ slave labor regularly, such as Hutt Space and the lawless Outer Rim territories. The Confederacy was not above using slave labor, and neither was the Galactic Empire that came after the Old Republic. It is a sad truth to know that a talented slaver will always be able to find work in the galaxy.

Requirements

To qualify to become a Slaver, a character must fulfill the following criteria:

Skills: Intimidate 6 ranks, Knowledge (alien species) 6 ranks, Profession (slaver) 6 ranks, Survival 6 ranks.
Feats: Track.

Game Rule Information

Vitality: Slavers gain 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The slaver's class skills, and key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game Revised Core Rulebook* for skill descriptions):

Gamble (Wis), Gather Information (Cha), Intimidate (Cha), Knowledge* (Int), Listen (Wis), Move Silently (Dex), Pilot (Dex), Profession* (Int), Read/Write Language (none), Repair (Int), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis), Survival (Wis).

This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (Jedi Lore), and Profession (galactic history).

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are class features of the slaver prestige class.

Slave Target Bonus

Slavers usually target a specific species. A slaver gets a +1 target bonus against members of that species, as well as the same bonus to listen, search, sense motive, and spot checks against that species. The species the target bonus applies to can only be changed upon two weeks of intense study. This bonus increases to +2 at level 3, and +3 and level 5.

Bonus Feat

The slaver receives a bonus feat at 2nd and 4th level from the following list. The slaver must meet the requirements in order to choose the feat:

Alertness, Improved Critical*, Improved Initiative, Infamy, Martial Arts, Improved Martial Arts, Point Blank Shot, Far Shot, Precise Shot, Skill Emphasis (Survival), Sharp-Eyed, Shady Merchant.

Table X-33: Slaver

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+1	+1	+1	Slave target bonus +1	+1	+1
2nd	+1	+2	+2	+1	Bonus feat, disabling attack	+2	+2
3rd	+2	+2	+2	+2	Slave target bonus +2	+2	+2
4th	+2	+3	+3	+2	Bonus feat, ruthless slaver	+3	+3
5th	+3	+3	+3	+3	Slave target bonus +3	+3	+3

A character can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time.

Disabling Attack

Slavers are experts at taking captives alive, and as such, when a slaver makes an attempt to stun or knock an opponent out, the fort save is increased by +2 for every level of slaver the character has.

Ruthless Slaver

Slavers have a reputation for ruthlessness, giving them the ability to scare their prey into submission. As a full round action, you may taunt anyone within 15 meters of your location, forcing them to make a will save (DC reputation score + your slaver level + your cha mod). An opponent who fails the save is too scared to fight back for a number of rounds equal to your cha modifier (minimum of 1 round) and can only take a regular move action (no full move actions). A successful save means the opponent is immune to your ruthless reputation for the rest of the encounter.

Training Sergeant

During times of war, or even peace, there are always those grizzled veterans that make it their life's work to pass on what they have learned to the next generation of warriors whose responsibility it will be to carry on the good fight, or keep the watch. These brave men and women have usually survived intense combat, and are particularly adept at breaking in new recruits and forging them into combat ready troops. In some military organizations, training sergeants will walk their class through boot camp and then follow them out to the front lines, acting as a the unit sergeant, typically at the platoon level for rank and file troops.

The Republic's clone army employed one-hundred training sergeants hand-picked by Jango Fett himself specifically to train the Republic Commandos. However, the Kaminoans quickly saw the benefits of the live instruction, and soon had the training sergeants supplement the flash-helmet training program they had instituted. Three quarters of the training sergeants were of Mandalorian heritage, and felt a kin-ship with their commando units. Many of these sergeants elected to stay on with the Republic and work with their commando units as a handler or in the field.

Requirements

To qualify to become a training sergeant, a character must fulfill the following criteria:

Base Attack Bonus: +8.
Skills: Intimidate 8 ranks, Spot 5 ranks, Survival 4 ranks.

Feats: Toughness, Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (blaster rifles).
Special: Must belong to an organization with a military or paramilitary division. Examples include Trade Federation, the Confederacy of Independent Systems, the Galactic Republic, the Galactic Empire, the Rebel Alliance, or the New Republic.

Game Rule Information

Vitality: Training sergeants gain 1d10 vitality points per level. The character's Constitution modifier applies.

Class Skills

The training sergeant's class skills, and key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game Revised Core Rulebook* for skill descriptions):

Balance (Dex), Bluff (Cha), Climb (Str), Computer Use (Int), Demolitions (Int), Disable Device (Int), Escape Artist (Dex), Gamble (Wis), Hide (Dex), Intimidate (Cha), Knowledge* (Int), Listen (Wis), Move Silently (Dex), Repair (Int), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis), Survival (Wis), Treat Injury (Wis).

This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (Jedi Lore), and Profession (galactic history).

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are class features of the training sergeant prestige class.

Inspire Confidence

Once per day, the training sergeant is able to give a small speech to anyone he trained to help motivate them to fight. The training sergeant must speak for at least one round, and all those to be affected must hear him speak. A successful intimidate check DC 10 + 1 for every person affected gives all those affected a +1 bonus to all attack rolls, skill checks and will saves.

Bonus Feat

At 2nd level and again at 4th level, the training sergeant gains a bonus feat from the following list. The character must meet the requirements in order to choose that feat.

Alertness, Armor Familiarity*, Athletic, Blasterslinger, Combat Expertise, Combat Reflexes, Combat Veteran, Dodge, Dual Strike, Improved Critical, Improved Feint, Persuasive, Point Blank Shot, Precise Shot, Rapid Shot, Multishot, Weapon Focus*, Weapon Group Proficiency*, Weapon Specialization*, Worldwise.
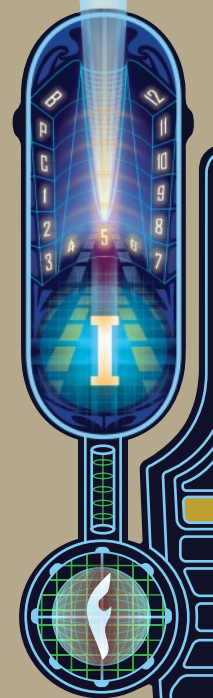
Table X-34: Training Sergeant

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+1	+1	+1	Inspire confidence	+1	+1
2nd	+2	+2	+2	+1	Bonus feat	+2	+1
3rd	+3	+2	+2	+2	Bunker buster	+2	+2
4th	+4	+3	+3	+2	Bonus feat	+3	+2
5th	+5	+3	+4	+3	Maximize attack	+3	+3

A character can select feats marked with an asterisk (*) more than once, but it must be for a different type of armor, a different skill or a different weapon each time.

Bunker Buster

Any time a training sergeant targets a square with a grenade to affect enemies behind cover; his attack penalty is only –1 per range increment instead of –2. Also, a successful enemy reflex save to take half damage means they are moved four meters away from the center of the blast (and usually out from behind cover). This four meters is subtracted from their maximum possible movement on their next action.

Maximize Attack

The training sergeant is able to set up others in the field to do the maximum amount of damage. If a training sergeant is flanking an opponent with an ally, and then declares he will coordinate fire with the same ally against the flanked opponent, should the ally make a successful attack, the attack automatically does maximum damage for that weapon.

Credits

Keith Kappel is a freelance writer and developer from Addison, IL. He is the creator of Fandom Comics as well as the writer for the fan series "Cracken's Crew: The Invisible War" and "Tales of the Chu'Unthor".
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