STAR WARS®

ROLEPLAYING GAME

POWER OF THE JEDI SOURCEBOOK



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JEFF GRUBB, OWEN K. C. STEPHENS, JAMES MALISZEWSKI

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Introduction

"For over a thousand generations, the Jedi Knights were the guardians of peace and justice in the Old Republic. Before the dark times. Before the Empire."

—Obi-Wan Kenobi

The Force binds the galaxy together. It has a dark side, full of corruption and hatred and death, but it also has a light side. This book explores the light side of the Force and its chosen servants, the Jedi Knights, revealing their secrets and providing a wealth of new options for the *Star Wars Roleplaying Game.*

From the early philosophers who came together after the advent of the hyperdrive to the first supporters uniting under Master Skywalker's Jedi academy, the Jedi Knights have been a driving force for freedom and justice throughout the galaxy. They call on the Force to aid, warn, defend, and even heal themselves, but they must resist the temptation to draw on its darker side. Jedi are powerful beings who forsake power; they are great warriors who strive to avoid war. Generations of Jedi have struggled with the seeming contradictions in their role as peaceful defenders. Not all traditions of Force-users have arrived at the same answers.

This book explores all aspects of the Jedi throughout their history. Occasionally, you will come across the name of a person, place, or event that is explained in detail elsewhere in this book. If you're looking for information on a specific topic, use the following chapter summary and the index at the end of the book as your guides.

Chapter One offers a history of the Jedi Order and describes the evolution of the Jedi Code. It explains how the Jedi came to symbolize peace and order in the galaxy and chronicles many of the great conflicts that have tested the Jedi Knights since their formation some twenty-five thousand years before the Battle of Yavin.

Chapter Two presents new Force skills, Force feats, and Jedi prestige classes. It expands the possible roles a Jedi can fulfill in the different eras of play, from the time period described in *Tales of the Jedi* comics to The New Jedi Order era.

Chapter Three contains advice, campaign ideas, and suggestions for dealing with multiple Jedi characters and different Jedi archetypes in your campaign. A thorough discussion details how each fits into the different eras.

Chapter Four describes Force-relevant equipment, including simple training devices such as the Marksman-H Series training remote, new Jedi weapons such as the dual-phase lightsaber, ancient relics like Jedi Battle Armor, and items used against the Jedi. This chapter also describes several vehicles and starships associated with the Jedi across the various eras.

Chapter Five provides information on several alien species and creatures important to the Jedi, such as the gentle Caamasi and the deadly taozin. It concludes with rules for Force spirits, a template for creating Force spirits of your own, and pregenerated game statistics for Jedi characters of various classes and levels.

Chapter Six examines some of the different traditions of Jedi that developed over the millennia. These include the Corellian, Coruscant, and Ossus Jedi traditions, as well as the *Jensaarai*, a near-Jedi society. Alongside these discussions are statistics for some of the most important Jedi from all ages, including Master Odan-Urr, Kieran Halcyon, Arca Jeth, Plo Koon, Tionne, and Master Yoda.

Chapter Seven details several locations where the light side is strong, including the Great Temple on Coruscant and the School of Hidden Wisdom on Baltimn. The history and inhabitants of each site are explored in depth, and each location includes adventure hooks that GMs can use to incorporate the location into era-specific campaigns.

How to Use this Book

The Power of the Jedi Sourcebook is designed for use with the revised *Star Wars Roleplaying Game.* It refers to rules, Force skills, Force feats, and Jedi class abilities featured in the revised edition specifically. Whereas *The Dark Side Sourcebook* focuses on darksiders, the Sith, and the dark side of the Force, *The Power of the Jedi Sourcebook* explores the Jedi, the Jedi Order, and the tireless struggle to resist the dark side's sinister allure. Whether you're playing in a *Star Wars* campaign or running one as a Gamemaster, this book contains a wealth of information.

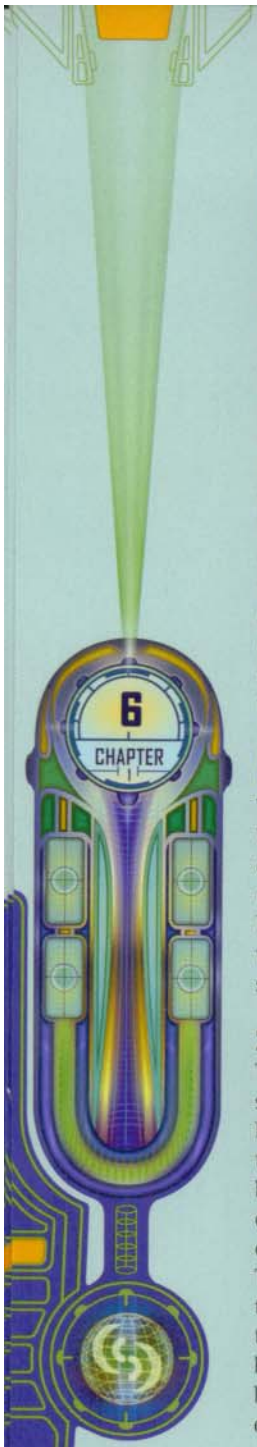
For players running heroes in a *Star Wars* campaign, this book serves as a reference for all aspects of the Jedi. From discussions on the Force and the Jedi Order to write-ups on Jedi through the ages, there's plenty to keep players busy. You'll learn different methods for exploring the varying philosophies, duties, and roles the Jedi have assumed throughout the history of the galaxy. With your GM's permission, you can attempt to master the Force, become a Jedi instructor at Luke Skywalker's Jedi academy, or even join the Jedi Council.

If you're a Gamemaster, *The Power of the Jedi Sourcebook* contains an amazing collection of tools for a campaign centered on or including heroes and villains strong in the Force. Build new allies that defy preconceived notions of the Jedi. Create powerful Dark Jedi who have fallen from the light side. Craft adventures that challenge the philosophies of Jedi players. Find advice for running campaigns in which all the heroes are Jedi. Enhance your adventures with a large selection of ready-to-use allies and opponents. New ideas and equipment can challenge your Jedi heroes in ways they won't expect.

Whether you're a player or a Gamemaster, this book strengthens the light side in your campaign. Use it wisely, and may the Force be with you.



5
INTRO



Chapter One: History of the Force

Although the Force has always existed, it was first identified and developed by the group of "wizards and mystics" who eventually formed the Jedi Order. While the Jedi learned more about this energy field that binds together time, space, and living beings, the Jedi Order grew and spread, carrying the word of the Force to the galaxy's far-flung planets and cultures. The citizens of a thousand worlds coined a name for this curious phenomenon, the Force, and recognized the Jedi Knights as the presiding experts in its use. During the history of the Republic and the Empire that followed, the people of the galaxy developed a deeper understanding of the Force. This overview of important historic events serves to demonstrate how the path of the Jedi paralleled the development of galactic society.

Students of the Force

The Jedi required generations to master the Force. Bit by bit, they discovered its secrets until they understood how to consistently attain the same results when using it, proving to themselves and the rest of the civilized galaxy that the Force was neither a hoax nor a fluke. What had once been a way of performing "wizardry" was now a recognized science—at least, among the Jedi.

25,000 Years before the Battle of Yavin

The invention of the hyperdrive, and the subsequent widespread use of faster-than-light travel, occurs during the Old Republic era. The Code of the Jedi seems to date back to these early days, though it is certainly a history that has been reinterpreted many times. No one knows who first discovered the Force, or what group inspired the formation of the Jedi. Some claim it was first known on a world called Tython and worshiped as the Ashla, the positive energy of the universe. Other researchers attempt to connect the Jedi to long-lost organizations mentioned only in crumbling history disks, such as the mythic Order of Dai Bendu or the legendary Chatos Academy. Little is known of these groups other than their names.

Regardless of where study of the Force began, the spread of hyperdrive technology allowed the best and brightest philosophers, priests, and warriors from dozens of worlds to compare their observations about the enigmatic mystical power they had discovered. At some point, these scholars and masters gathered on one planet to create a new society dedicated to the study of the Force. The concentration of these efforts eventually led to the development of the Jedi Order.

Dozens of planets have been proposed as the possible place of origin for this alliance. Many such claims center on mythic lost planets such as Had Abbadon, Ondos, and Utapau, but other candidates for the Jedi "birthplace" are planets still known in the modern galaxy. These include Coruscant, Ossus, and even Corellia. While the Core Worlds certainly had strong Jedi traditions early in the Old Republic's history, there will likely never be sufficient evidence to conclusively name the original gathering place of the Jedi. It is only natural that the early Jedi would gravitate to these Core Worlds as their Order matured. Jedi mentors sought central places for academies to train young students. Jedi scholars built libraries to serve as repositories of their rapidly expanding knowledge. Ultimately, the study of the Force prior to the Jedi or the earliest years of the Order remains a mystery. History is unlikely to reveal further details after so long.

As centuries passed, a natural evolution took place within the ranks of the Jedi. In studying the Force and expanding their ability to access it, the Jedi learned they could see faraway places, affect the minds of others, and even heal injuries caused by mishap or conflict. As a society dedicated to research and study, the Jedi found it in their best interests to promote peace, using their abilities to encourage the growth of civilization. In time, the Jedi evolved from advocates of civilization to defenders of it. Their society took a more active role in protecting peace and justice. When armies of tyranny, such as the Legions of Lettow, tried to carve empires of fear and hatred from the civilized systems of the galaxy, the Jedi opposed them. The Jedi were far less organized than they would later become, but the heart of the Jedi Order remained unchanged for the next thousand generations. Thanks to the Order's efforts, the Old Republic expanded and prospered.

However, no group as powerful as the Jedi can ever exist without suffering temptation. Despite the best intentions of the Jedi instructors, some of those who were taught the way of the Force were not worthy of the trust they had been given. A few simply succumbed to the temptations of quick and easy power the dark side offered. These so-called Dark Jedi were never common, but they cropped up throughout the Jedi Order's history. In time, various Dark Jedi, fallen Jedi, and rogue Jedi formed their own Force traditions and eventually came into conflict with their parent Order. During this earliest era, a group of Dark Jedi rose to challenge the Jedi Order. The Dark Jedi were driven from the Republic after a century of battle, eventually resettling on an uncharted world already occupied by a species known as the Sith.

Guardians of Peace and Justice

The transition from "well-intentioned researchers" to "guardians of peace and justice" was by no means a rapid one. It took thousands of years for the Force to become a widely recognized and accepted phenomenon. The Jedi realized that they not only wielded a limitless source of energy, but they also held a social responsibility to wield it in the service of civilization—and to ensure that this power was never abused. Although they suffered their share of setbacks, in time, they became the Republic's first line of defense against entities that sought to tear it apart.

5,000 Years before the Battle of Yavin

This era marks the expansionist age of the Old Republic. Explorers mapped numerous new hyperspace lanes and encountered new species. Colonies became commonplace.

The Core Worlds were settled, and exploration began pushing into the Inner Rim and Expansion regions of space. During this time, the Jedi Knights became the accepted peacekeepers of the galaxy. Individual Jedi Masters ran schools where they took in students they deemed worthy and taught with whatever methods they had found most effective. The Jedi Order was a loose collection of equals tied together by a sense of respect and camaraderie among different Jedi Masters.

These bonds between Jedi were matters of honor and tradition, not law. A fully trained Jedi Knight was free to travel whatever path he chose. Not even the most respected Jedi Master would consider refusing to allow a Jedi to undertake a course of action he was set on, even if the Master foresaw catastrophe at the end of the path. Similarly, the governments of the Republic were free to ask individual Jedi for aid. Such requests were usually honored, but no law bound the Jedi to the Republic's service. Despite the informal nature of this system, the Jedi and the Republic successfully overcame countless minor threats, working together to unify and protect the galactic government.

Unknown to the Jedi, the ousted members of their Order had fled to live among the Sith. They insinuated themselves into Sith society and developed their own powerful traditions in the Force, practices steeped in the hatred and anger of the dark side. When a pair of Republic hyperspace mappers arrived in Sith space, the malevolent Sith Empire saw an opportunity for great conquest and expansion. Naga Sadow, Dark Lord of the Sith, followed explorers back into Republic space and ignited the Great Hyperspace War.

The Republic was ill prepared for the massive assault of the Sith, and it was at first unable to stem the tide of the Sith invasion. Dozens of Jedi soon flocked to the defense of Republic worlds, managing to win victories at Primus Goluud and Kirrek. The most vicious fighting occurred on Coruscant itself, where the Sith's Massassi troops came close to overwhelming the Republic forces of Empress Teta and her Jedi advisor, Memit Nadill. The valiant sacrifice of Jedi Master Ooroo turned the tide of battle. As a Celegian, Ooroo was dependent on a life pod flooded with deadly cyanogen gas. When he broke open his life pod in the midst of the Sith army, the oxygen atmosphere killed Ooroo, but the dense cyanogen gas of his life pod wiped out the Massassi troops. Following that victory, Republic ships followed the defeated Sith fleet back to the Sith Empire. With a barrage from the Republic starships, the Republic ended the Sith threat—at least for a time.

Though the Republic was victorious, the conflict had not been without cost. Many Jedi turned away from their previous role of warriors, seeking peaceful ways to aid and protect the Republic. Jedi Master Odan-Urr, having lost his own Master in the fighting at Coruscant, built a great library and center of Jedi learning on Ossus. There he taught his interpretation of the Jedi Code, encouraging Jedi to seek nonviolent solutions to problems wherever possible. Odan-Urr believed that any emotion, even positive emotions such as love and loyalty, could blind a Jedi to the true will of the Force. His teachings would influence how Jedi acted and received instruction for eons to come.

The Growing Shadows

As the Republic recovered from its terrible war with the Sith Empire, the Jedi began to deal with the repercussions of the existence of a group as devoted to the dark side as they were to the light. Though the Sith were defeated, the call of the dark side had not diminished. The Sith left behind treasure troves of scrolls and artifacts seething with the knowledge and power of the dark side of the Force. Jedi Knights who studied such relics were tempted to explore the dark side's mysteries. Those who fell to temptation would later use the weapons and teachings of the Sith against the Republic, their former Jedi brethren, and even the Jedi Masters who had instructed them.

4,000 Years before the Battle of Yavin

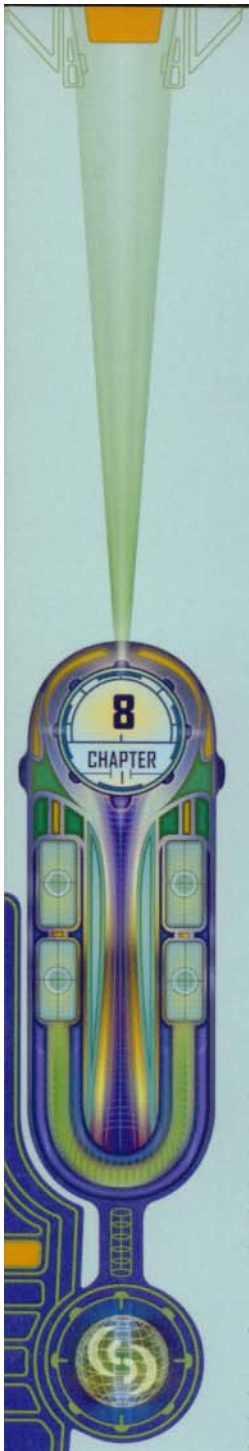
The role of the Jedi Order within the Republic continually developed as new traditions grew. A group of trusted Jedi Masters gathered regularly in a Jedi Assembly, discussing the state of the galaxy and ways the Jedi could improve it. In many ways, the formation of the Assembly was a reaction to the discovery that the new Sith society had its roots in the Jedi Order. Jedi hoped that the Assembly would not only keep track of renegade Jedi but also oppose any further splinter groups that sought out the dark side of the Force. To maintain vigilance throughout the galaxy, the Jedi Assembly encouraged Jedi Masters to accept stewardship over new systems, thereby maintaining a Jedi presence in all civilized areas.

One such Jedi Master was Arca Jeth, who accepted stewardship over the Onderon system. He initially sent his three apprentices to keep peace in the system, but Queen Amanoa soon overpowered them. Amanoa had learned Sith secrets from a dark side spirit named Freedon Nadd, the instigator of the Naddist movement. Master Arca traveled to Onderon to defeat Queen Amanoa personally, but he could not end Freedon Nadd's powerful influence. For two years following Amanoa's defeat, a shadow sat over Onderon. To end the darkness, Master Jeth decided to move the sarcophagus containing Freedon Nadd's remains to Onderon's moon, Dxun. The spirit of Freedon Nadd later guided a Nadd cultist, King Ommin, to attack Master Arca and recover the sarcophagus. To stop Ommin, a fleet of Republic ships and Jedi moved en masse to Onderon.

The spirit of Freedon Nadd realized that King Ommin would fall to the Jedi, so he switched his support to a group of bored aristocrats who had found a few ancient Sith artifacts. Calling themselves the Krath, the aristocrats were easily manipulated into believing they were great Sith sorcerers. Although the Jedi successfully moved Nadd's remains to Dxun, the Sith spirit had a strong enough connection in the Krath to continue influencing the galaxy.

Even as the Jedi restored order to Onderon, another Jedi named Exar Kun began to feel the first seductive touch of the dark side. A student of the famous Vodo-Siosk Baas, Kun had not entirely conquered his pride. It still surfaced repeatedly—invariably bringing anger with it. Rejecting Master Vodo's instruction as too slow and too limited, Exar Kun declared himself a Jedi Knight and went in search of ancient Sith lore. In his pride, he believed that he would be





able to resist the pull of the dark side. He was wrong. The dark side consumed him.

Shortly thereafter, four Jedi—Ulic and Cay Qel-Droma, Nomi Sunrider, and Tott Doneeta—wrestled with the emergence of a new dark side cult founded by Aleema and Satal Keto, the spoiled children of the ruling family in the Empress Teta star system. In their boredom, Aleema and Satal had begun researching the mysteries of the dark side. Their quest for knowledge had introduced them to King Ommin shortly before his defeat. Ommin gave them Sith tomes and relics, and the Ketos took these treasures with them back to their homeworld. There they used the power of the dark side to overthrow their parents and wage war on other systems. Nomi, Tott, and the Qel-Droma brothers were assigned to stop them.

The darksiders launched a counterattack aimed at a convocation of Jedi on the planet Deneba. Reprogrammed noncombat droids armed with weapons attacked the Jedi, providing a diversion while hundreds of war droids touched down in landing pods. Dozens of Jedi were killed, including Master Arca Jeth. Gripped by despair, Ulic Qel-Droma executed his plan of infiltrating the darksiders to defeat them from within. Infected by Sith poison, Ulic instead became one of them—though he still clung to the belief that he could walk away from the dark side when he was ready to do so.

As Ulic fell to corruption, Exar Kun delved ever deeper into the mysteries of the Sith. With the aid of the dark side spirit Freedon Nadd, Kun located a storehouse of Sith treasures on the fourth moon of Yavin. He quickly used them to make himself powerful in the dark side. Sensing the presence of more Sith acolytes on Cinnagar, the capital of the Empress Teta system, Kun brought a small army of alchemically altered Massassi slaves to eliminate the competition. While Exar Kun and Ulic Qel-Droma battled, spirits of ancient Sith Lords observed the contest. The Sith spirits saw that the battle would ultimately end with both men dead; therefore, it would be of no use to the Sith if the fight continued. They immediately stopped the battle and declared that Kun and Qel-Droma would be the new Dark Lords of the Sith. Together, they would establish a new Sith Empire.

With their power united, Exar Kun and Ulic Qel-Droma waged war on the Republic. Kun turned twenty Jedi Knights to the dark side, while Ulic raised armies and stole hundreds of ships from the Republic. Ulic attacked Coruscant itself, but was soon captured. Exar Kun liberated his ally before slaying his old Master, Vodo-Siosk Baas, on the floor of the Republic Senate chamber. Encouraged by this success in the very heart of the Republic, Exar Kun sent his Dark Jedi converts to attack their own former Masters, with terrible results.

By this time, Aleema Keto had become one of Exar Kun's lieutenants. Her cousin, Satal, had died at Cay Qel-Droma's hands. Girding herself for war, she used ancient Sith technology to augment her dark powers, wrenching the core out of a star in the Cron Cluster and dropping it in the midst of a Jedi battle group pursuing her. In an instant, the resulting supernova incinerated many Jedi Knights, including Qrrrl Toq, Dace Diath, and Shoaneb Culu.

The world of Ossus, the location of the Jedi Order's great library, was threatened by the blast. Even as the Jedi hurried to rescue several millennia worth of artifacts and documents, Kun and Ulic launched their attack, intent on claiming those treasures themselves. In the fray, Ulic Qel-Droma fought his own brother, Cay—and slaughtered him. In his grief over his act of treachery, Ulic offered no resistance when Nomi Sunrider used her Jedi powers to block his access to the Force. It was a fitting punishment for someone who had used the dark side to ravage half the galaxy.

No longer connected to the Force, Ulic Qel-Droma offered to lead the assembled Jedi army to Exar Kun's headquarters on Yavin 4. Kun escaped their wrath by using his Sith alchemical machines to convert his being to pure spirit, even as the Jedi generated a wall of Force energy to cleanse the dark side presence from the gas giant's moon. Once again, the Sith threat had been stopped. The Republic would have peace for another two thousand years.

Ulic Qel-Droma had no peace. Wherever he went, he was reminded of all he had done and all he had lost. He wandered the galaxy, searching for a place where he could live out his days in isolation. Ten years after losing his Force powers, he settled on the world of Rhen Var, a planet just emerging from an ice age. There, he hoped to live in peace. Meanwhile, Vima Sunrider, daughter of Nomi Sunrider, had grown old enough to want Jedi training of her own. Her mother, now head of the Jedi Order, had no time to provide it. Vima sought out Ulic and begged him to teach her the ways of the Jedi. Even though he himself could no longer feel the Force, he eventually agreed. Under his tutelage, Vima learned much—so much so that when her mother arrived to bring her home, Vima refused to go.

While Nomi and Vima discussed her training, others arrived: the Jedi Knight Sylvar, whose mate Crado had been slain by the supernova; and Hoggon, the tramp freighter pilot who had brought Ulic to Rhen Var in the first place. Sylvar attacked Ulic, but his enemy understood better than anyone else that Sylvar's sense of vengeance had led her down the dark path. By refusing to fight her, Ulic showed her that it was possible to return from the brink of the dark side. Sylvar relented, allowing him to live. Moments later, the smuggler Hoggon shot Ulic, hoping to make a name for himself. With his dying breath, Ulic asked Nomi to forgive him for all he had done. To Nomi's surprise, as he passed away, Ulic became one with the Force, proving that he had returned to the path of light. Ulic Qel-Droma died a Jedi.

The Return of the Sith

The story of Ulic Qel-Droma and Nomi Sunrider served as a shining example to the Jedi for over two millennia. Though the dark side had been dealt a crippling blow by the loss of its Dark Lord of the Sith, Exar Kun, it could never be completely eradicated. Other Jedi would eventually turn away from the light to revive the Sith way, giving rise to a new empire of darkness—one carefully hidden from the Jedi.

2,000 Years before the Battle of Yavin

The Jedi Order enjoyed two thousand years of peace and growth, evolving from scattered remnants to a great power. That peace ended when a rogue Jedi Knight rejected the

Jedi Code and broke away from the Order. In secret, he studied the lost Sith arts. Over time, he drew more and more Jedi students to his side. He became the new Dark Lord of the Sith, and his followers were called the Brotherhood of Darkness.

For a millennium, they stayed mostly in the shadows, battling Jedi only when the option of flight was denied to them. When the Jedi Order uncovered the Brotherhood's heresies, they sent the Jedi Master Hoth to capture the leader of the Sith. What started as a small exchange between Master Hoth's forces and the Dark Lords of the Sith became a full-blown war that went on for years, culminating in an all-out war on the pastoral world of Ruusan. Jedi fighting for justice died in Hoth's Army of Light, but Jedi who gave in to anger and despair lived on in the Brotherhood of Darkness. The Jedi Order grew weak, not only because of a lack of Masters to train new students but also from internal squabbling over the best way to end Hoth's war. In desperation, the Jedi Order took to recruiting Force-sensitive children and sending them directly to the battlefield. It was a grim time for the Jedi.

The Sith had their own difficulties. As their leaders died in battle, several ambitious Sith warriors declared themselves the new Dark Lords of the Sith at the same time. Internal strife intensified. The sect's latest leader, Lord Kaan, declared that all the Sith's various leaders were Dark Lords, and therefore equal. Kaan hoped to avoid further infighting, but Darth Bane viciously opposed him. Lord Kaan responded by poisoning Bane—one of the last of the "legitimate" Sith Lords—in his own bid for power.

After finding a cure for the poison coursing through his body, Darth Bane returned. In revenge, he declared Kaan unworthy of his title. Rather than fighting for dominance, Bane merely advised the other Sith Lords on more effective ways to win the war against the Jedi, showing them how to combine their power to lay waste to the entire battlefield at once. Many so-called Sith Lords suspected that Bane was just using their life energies for his own ends, and thus rejected his advice.

Lord Kaan sensed the scope of Bane's strategy. Kaan had been driven mad by his greater glimpse of the dark side's true power. He declared that the Sith would use what Bane had taught them to unleash an energy wave empowered by the Force: a "thought bomb." The tactic was horrifically effective. Thousands of Jedi and Sith died in moments. Only a handful escaped. Darth Bane was among them.

Bane had found a young girl named Zannah on the battlefield. She was untrained in the ways of the Force but possessed great Force potential. Bane took her as his apprentice, beginning a new Sith tradition. From that moment on, there would always be two Sith: one Dark Lord and one apprentice. Bane's Sith teachings lasted a thousand years. In the end, his descendants restored the Sith Empire and all but destroyed the Jedi Order.

The Rise of the Empire

The Jedi rebuilt their Order after the Battle of Ruusan, incorporating the lessons they had learned from their latest conflict with the dark side. No longer would they spread their Jedi training centers across the galaxy. When academies were isolated, Jedi who began exploring the dark side could proceed unnoticed and undisturbed. Instead, the Jedi Order built a temple on Coruscant, the center of the civilized galaxy. It would become a place where young Jedi could train and learn under the watchful eye of their Masters. The Jedi redoubled their efforts to find youngsters strong in the Force. Masters insisted that students should begin their training before they could become too wrapped up in the material world, with all its temptations and strong emotions. The Jedi Order would not allow one of their own to resurrect the Sith Empire again.

The Jedi never guessed, however, that the Sith had never gone. They had merely slipped into the shadows.

32 Years before the Battle of Yavin

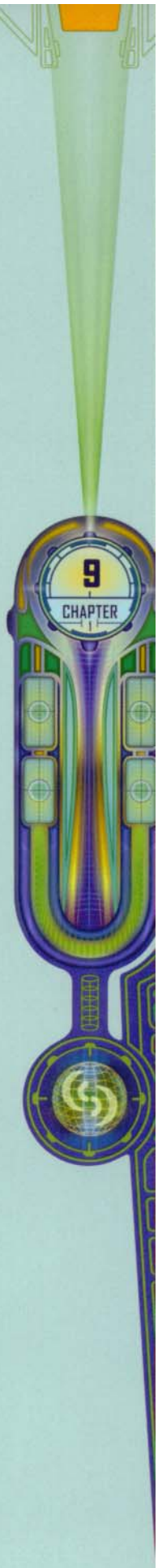
Ironically, the Republic's victories over threats throughout the galaxy ultimately led to its own destruction. As it became increasingly clear that no opponent could inflict serious damage on the galactic government, the Republic grew progressively stagnant. Freed from having to work to save civilization itself, elected officials fell prey to complacency, boredom, greed, and eventually corruption. Apathy and indolence created many opportunities for crime and graft. The Republic began falling apart. It is impossible to say exactly when the Republic passed the point of possible recovery, but clearly somewhere between the blockade of Naboo and height of the Clone Wars, the Republic died.

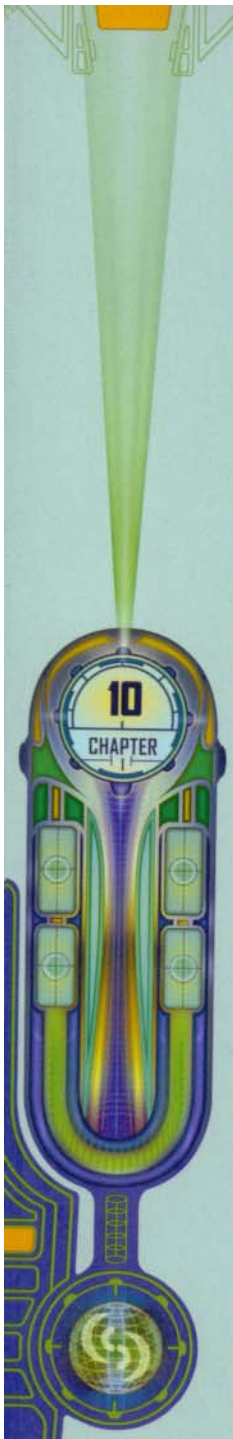
The Jedi bear some responsibility for the death of the Republic. It seems clear that Anakin Skywalker, later known as Darth Vader, played a large part in events, but records from this era have been expunged, altered, or lost. While the details of these years may never be recovered, all who lived through this time know that violence gripped the galaxy and the Jedi were unable to stop it. After the Emperor gained control, he instituted his New Order, which had no room for the independent Jedi. The Empire undertook a Jedi Purge, a massive campaign of genocide designed to destroy every last Jedi aside from Vader.

The Emperor came close to wiping out all memory of the Jedi Order. Within a few decades, the Jedi were considered little more than a myth by most of the Empire's citizens. The farther people traveled from the Core Worlds, the less direct evidence of the Jedi's existence remained. Fewer citizens had any direct memory of the Jedi Purge—or at the very least, they preferred not to contemplate such atrocities. In the Outer Rim Territories, the Jedi were remembered as tragic figures who had fallen victim to the same greed and apathy that had infected the Republic. Those few who remembered the height of the Jedi Order recalled an image of an age now gone forever.

The Rebellion and the Battle of Yavin

The Emperor's purge was not completely successful. A handful of Jedi survived to pass on their knowledge. A few, such as Master Yoda and Obi-Wan Kenobi, went into hiding on backwater worlds with little Imperial presence. Others, such as Callista and Master Ikrit, were already hidden away, dealing with problems that predated the coming of the Empire. When the Rebellion formed against the Empire, its





leaders remembered the Jedi. Bail Organa of Alderaan sent a plea for aid to Obi-Wan, hoping to bring the old general out of seclusion. Though Kenobi and Organa would never have the chance to reunite, Obi-Wan's involvement set into motion the destruction of the Empire.

Kenobi received Organa's request on Tatooine, where he enlisted the aid of young Luke Skywalker to travel to Alderaan. Obi-Wan had been keeping a careful watch on Luke, though from a safe distance, for he knew that Luke was the son of Anakin Skywalker. Since Anakin's transformation to Darth Vader, Luke represented the best hope for the Jedi's restoration. Obi-Wan began Luke's training in the ways of the Force, revealing to him that Luke's father had been a powerful Jedi killed by Darth Vader. Obi-Wan was killed before Luke's training could cover more than the most basic lessons. Even this small beginning was of critical importance, since it allowed Skywalker to call upon the Force to aid him in destroying the first Death Star, a terrible weapon that had shattered the planet of Alderaan. The story of Luke Skywalker became the story of the last of the Jedi.

4 Years after the Battle of Yavin

After Luke joined the Rebellion, he spent years trying to expand his understanding of the Force. The spirit of Kenobi visited him and instructed him to go to the planet Dagobah. There, he would receive training from Yoda, a Jedi Master. Luke complied, and under Yoda's tutelage, he began to develop into a full Jedi. Before his training could be completed, however, Darth Vader captured Luke's friends. Through torture, he caused them enough pain that Luke could sense their suffering through the Force. Though Yoda warned Luke that he was not ready, Skywalker left Dagobah to confront Vader.

During the battle that followed, Vader soundly defeated Luke, severing his right hand at the wrist. Vader then revealed that he was Luke's father. He invited Luke to join him in defeating the Emperor and ruling the galaxy as father and son. Rather than falling to darkness, Luke flung himself to certain doom, only to be saved by the Force and rescued by the very friends he had come to save. Though Vader called out to his son through the Force, Luke's friends took him to safety before he could face further temptation.

Luke returned to Dagobah to confront Yoda about the truth of Vader's claim. Yoda admitted that Vader was Luke's father, but explained that Luke simply hadn't been ready to face that truth. Furthermore, Yoda said there was nothing more he could teach Luke. Skywalker could only become a true Jedi after he faced Darth Vader. Yoda then passed from the mortal world, becoming one with the Force.

Luke was not left without guidance, though. The spirit of Obi-Wan returned once more to help Luke struggle with all he had learned. Luke's perceptions in the Force revealed to him that he had a sister, Leia Organa, and that she too was strong in the Force. Luke was also certain that there was good within his father, and that Vader could be redeemed. Though Obi-Wan warned him against it, Luke set out to reclaim his father from the dark side.

In a final confrontation in the Emperor's throne room, Vader and Luke faced off in a terrible battle of lightsabers and Force skill. Luke balked from striking down a man he hoped to bring back to the light, but Vader preyed upon the younger Jedi's emotions. To force Luke to fight, Vader suggested that if Luke would not turn to the dark side, perhaps Leia would. Enraged, Luke drew upon his anger to overcome his father and sever Vader's hand. The Emperor applauded Luke and encouraged him to destroy his father. He could then take Vader's place by the Emperor's side.

The future of the Jedi and the galaxy rested on the decision Luke made in that one moment. If he turned to darkness, there would be little chance for the Jedi ever to return to their place as guardians of peace and justice in the galaxy. Witnessing Vader's severed hand, and seeing that his anger had led him to inflict that injury—just as Vader had previously injured him—Luke stepped back from the brink of destruction. He refused to kill his helpless father and tossed away his lightsaber.

In that moment, Luke Skywalker became a true Jedi.

Furious, the Emperor struck Luke down with bolts of Force lightning, against which Luke was defenseless. Vader, mortally injured and barely able to move, found within himself a new source of vitality. Vader hauled himself up and seized the Emperor, flinging his former Master into a reactor shaft. Though the injuries Vader sustained were beyond healing, this last act redeemed him, as his son had hoped. For a brief moment Luke and Anakin Skywalker were together as father and son. Anakin died a Jedi and became one with the Force, finally fulfilling his destiny of bringing balance to the Force. The Empire, without its Emperor, collapsed.

Historians looking back on the Empire might be tempted to discount its overall importance in the history of the Jedi. After all, the time from the Emperor's ascendancy to his destruction at the hands of his own apprentice was less than seventy years, a blink of an eye compared to the thousands of years of the Old Republic. Although the Emperor's Jedi Purge came close to destroying the Jedi Order forever, by the time of the Yuuzhan Vong invasion, Jedi were once more a power to be reckoned with throughout the galaxy.

Some might say that, in the long run, the Empire can be considered no more than a footnote in the Jedi annals. However, nsothing could be further from the truth.

Not only did the Empire come close to wiping out the Jedi Knights, it destroyed and changed thousands of historical documents from the Old Republic. Imperials looted ancient archives of Jedi lore, burned libraries, and imprisoned or killed scholars. Scant knowledge about the Jedi and their origins remained—it was gleaned from information Master Yoda imparted to Luke Skywalker and supplemented by a few documents gathered by various members of his Jedi academy. Compared to the voluminous information freely available at the height of the Old Republic, this was a scant resource indeed. The once-rich traditions of the Jedi took a serious blow from the Empire. They would have to be rebuilt and reconstructed.

A Tradition Restored

After the death of the Emperor, Luke Skywalker set about the monumental task of rebuilding the Jedi Order. While the Rebel Alliance began undoing the evil works of the Empire,

Luke Skywalker searched the galaxy for anyone with Force potential. Sometimes he found these individuals, but in these quests, he also encountered former servants of the Emperor.

At that moment, Luke Skywalker was the last of the Jedi Knights, and the future of the Jedi in the galaxy depended on him. A hero of the Rebel Alliance, Master Skywalker had little time to work toward restoring the Jedi Order in the months and years immediately after the Emperor's death. Battles against the Ssi-ruuk, Grand Admiral Thrawn, and more than one warlord claiming to be the rightful heir to the Empire devoured much of Skywalker's time and energy.

Even as he threw his every effort into supporting the struggling New Republic, the last Jedi was also considering how best to train a new generation of guardians for the galaxy. Skywalker encountered a number of Force-sensitive individuals in the next several years, including Kyle Katarn, the Witches of Dathomir, Kam Solusar, Kiro, the former Imperial agent Mara Jade, and of course, the children of his sister, Leia Organa Solo. Any of these hopefuls might become supporters of a restored Jedi Order, if Skywalker could arrange to teach them. If he failed to teach his students correctly, any one of them could succumb to the temptations of the dark side.

11 Years after the Battle of Yavin

After the New Republic dealt with the threat of Grand Admiral Thrawn and subdued the remaining Imperial forces, the New Republic began the process of consolidating its worlds into a true galactic government. Dissatisfied with serving in a military capacity, Master Skywalker spoke before the Senate, asking permission to seek out students and form a school to train new Jedi. When Mon Mothma supported his efforts, Skywalker sought out his first new Jedi candidates: Gantoris, Streen, Tionne, Dorsk 81, Kam Solusar, Kirana Ti, Corran Horn, and Kyle Katarn. He brought these students to Yavin 4, the site of the first significant Rebel victory, and formed his Jedi academy. Set in the abandoned Rebel base that had once been a Massassi temple, it would become a place of instruction, meditation, and discovery. Soon afterward, Kyp Durron joined the list of students.

Because he had never received an extensive Jedi education, Master Skywalker's early efforts to instruct others in the ways of the Force involved much trial and error. The errors could be deadly. The dark side spirit of Exar Kun managed to destroy Gantoris and seduce Kyp Durron, placing Master Skywalker into a coma in the process. In time, Skywalker's students grew to understand the Force well enough to confront Exar Kun. With Skywalker assisting in a spirit form, they defeated the Dark Lord. Kyp, who had stolen a ship to flee Yavin, eventually returned to continue his Jedi training.

New students continued to arrive. Cilghal, a Mon Calamari with the rare gift of healing, joined the academy after saving Mon Mothma from a terrible virus. Master Skywalker encountered new traditions of Force-users, including the *Jensaarai*, an offshoot of Jedi who had integrated Sith teachings but were not given over to the dark side. Skywalker invited the *Jensaarai* to come train in his academy, an offer they promised to consider.

As the earliest students began to prove their worth against threats such as the Black Fleet Crisis and Admiral Daala and her Super Star Destroyer, *Knight Hammer*, new students petitioned Skywalker for instruction. Master Skywalker found himself unable to spend as much time at the school as he desired. He was forced to turn instruction over to Streen. His own duties brought him into contact with Mara Jade more than once over the following decade. The two developed strong feelings for one another. In time they were married, and Mara became a Jedi.

A New Generation

Considering a tradition almost as old as the Battle of Ruusan, Master Yoda had believed that younger students were more easily instructed in the ways of the Jedi than older ones. Remember this teaching, Skywalker made changes to the structure of his academy. His original students, now Jedi Knights, helped him teach younger students—including his niece and nephew, Jaina and Jacen Solo. The twins became the center of a new generation of Jedi students, and in time, a new generation of Jedi Knights. They learned about the Force at the same time they formed friendships that would last the rest of their lives. Joining them were the half-Dathomiri princess Tenel Ka and Lowbacca, the nephew of their father's Wookiee copilot and best friend, Chewbacca. Another old friend, a Coruscant street-orphan named Zekk, also had Jedi potential. He eagerly joined them at the Yavin 4 academy. Other students, such as the imperious Raynar Thul, became part of the group that came to think of themselves as the "Young Jedi Knights."

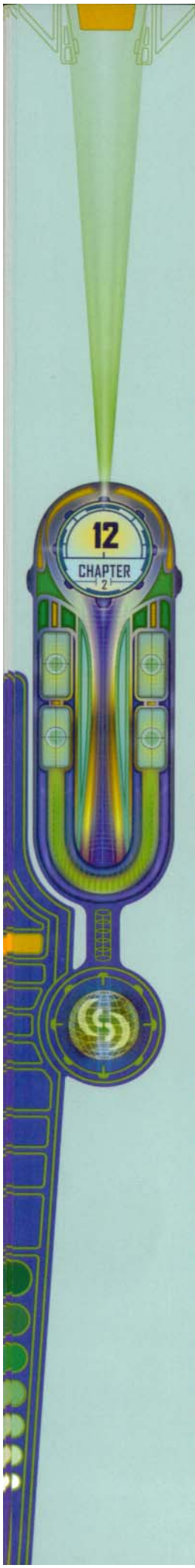
25 Years after the Battle of Yavin

Before these promising students were truly Jedi Knights, however, their training was disrupted by the devastating invasion of the alien Yuuzhan Vong. When they helped the New Republic's fighting retreat, Jaina's and Jacen's younger brother, Anakin Solo, joined them. The young heroes proved their courage and resolve, passing tests that would have daunted even the Jedi Knights of the Old Republic. Just as Luke had faced his father, the new generation of students had to face the Yuuzhan Vong before they could truly become Jedi.

The tribulations of war scattered the Young Jedi Knights, and they did not come together again until 16-year-old Anakin formulated a plan to infiltrate a Yuuzhan Vong worldship. This colossal living vessel employed to transport the Yuuzhan Vong was used to develop weapons against the Jedi. Anakin intended to destroy their latest sinister creation, the Jedi-hunting voxyn. Though the mission was ultimately a success, its cost was astronomically high. Hordes of Yuuzhan Vong and packs of vicious voxyn cut down several young Jedi Knights. After all that had happened on the mission drove the normally composed Jaina Solo to fury, she began the slow, perilous descent to the dark side of the Force.

With Coruscant fallen to the Yuuzhan Vong and the New Republic in fragments, no one can foretell the future of the latest generation of Jedi.





Chapter Two: Playing in the Light

Many of the new Force skills and feats in this chapter appear in the oldest tales of the Jedi Knights. They come from a time when the power of the Jedi had fewer constraints and the Jedi themselves were more open to possibilities. Certain abilities may be a bit more powerful than a Gamemaster wants to allow in a typical *Star Wars* game. As always, it's the GM's prerogative to declare them off limits to players. The GM should review this chapter carefully with that caveat in mind. On the other hand, variety adds a great deal to any roleplaying game campaign, and *Star Wars* history abounds with stories of Jedi wielding the Force in ways others never could have anticipated.

This new prestige classes in this chapter are meant to expand on the prestige classes in the *Star Wars Roleplaying Game*, giving Jedi characters new options for development. They aren't intended to be better choices than simply remaining a Jedi consular or Jedi guardian—they're just different. Before you devote too much time developing a character who meets the prerequisites of a specific prestige class, the character should carefully consider whether he wants to pursue that path. You should also check with your Gamemaster, making certain he allows the prestige class you have in mind.

New Force Skills

Since the founding of the Jedi Order, Jedi with unique Force-related abilities have appeared over the centuries. Some have passed on their teachings to apprentices and scholars, creating new traditions of Force-users and new applications of the Force. The following section describes some of their discoveries. Details on acquiring and using skills can be found in Chapter Four of the *Star Wars Roleplaying Game*.

Skill Descriptions

The following skills are available only with the GM's approval. Many are more commonly used in other eras, particularly the Old Republic and previous eras, but they are not limited to those time periods.

Battle Influence (Cha)

Light Side; Requires the Force-Sensitive, Alter, and Battle Meditation feats

You can envision a specific outcome of a combat and help make it a reality through the Force. After you have influenced the outcome of a fight, enemies miss their targets. If they fall prey to their own anger and hatred, they may turn on one another.

Check: Battle Influence affects all your enemies within 10 meters of your position at the time it's activated. A Battle Influence check sets the DC for a target's Will save. If enemies within this area leave the area, they are still affected; if new enemies arrive, they are not affected. If you or one of your allies visibly or clearly attacks one of the targets of this ability, its effects on that target end immediately.

Result	DC
15 or lower	15
16–25	20
26 or higher	25

The DC increases by 5 if the enemies are all hostile toward one another; it decreases by 5 if they are all friendly toward one another.

If a target of this skill succeeds at his Will save, he is unaffected. If the target's save fails, he takes a –4 penalty on attack rolls directed against the Force-user or his allies. If a target's save fails by 10 or more, he attacks his own allies instead, though he still takes a –4 penalty on his attack rolls. If the target's save fails by 20 or more, he attacks his own allies, and he does not take the –4 penalty. (If an opponent successfully influences a player character, the GM can randomly determine which ally that character attacks.)

You do not need to be able to communicate with your enemies to use this skill against them.

Retry: No. Once you attempt to affect a battle, you cannot alter the outcome you have envisioned. Even if the effect ends during the battle, you cannot activate this ability again to influence the same battle.

Time: Activating this Force skill is an attack action. It lasts for 1 minute (10 rounds).

Vitality Point Cost: 8.

Force Light (Wis)

Light Side; Requires the Force-Sensitive and Alter feats

You can channel the Force into withering blasts of light that can destroy dark side spirits or purge the taint from dark side locations.

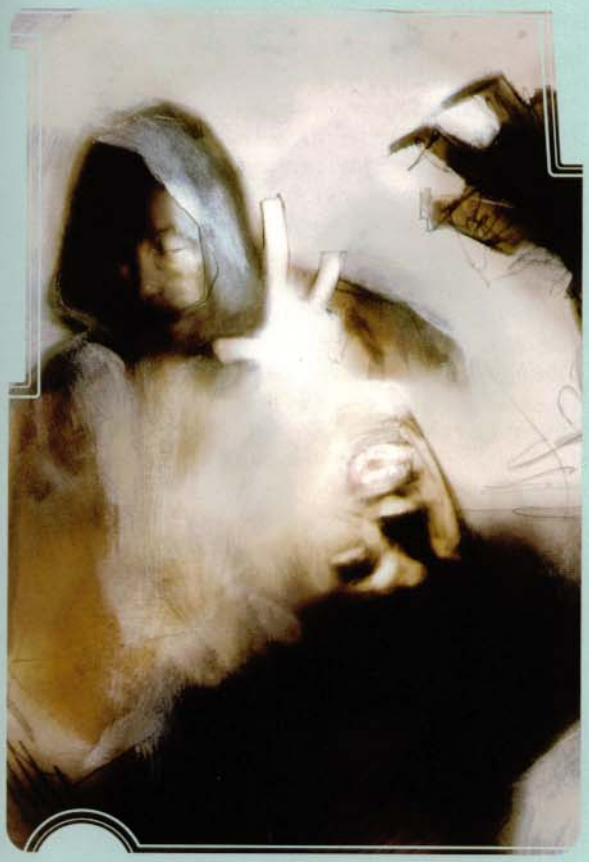
Check: When you use this skill, a wave of light side energy emanates from you 10 meters in all directions. A Force Light check sets the effect of the skill's use on dark side characters, dark side creatures, dark side spirits, and dark side sites.

	Damage to	—Effect on—	
Check Result	Character/ Creature	Dark Side Spirit	Dark Side Site
15 or lower	5	1d8	No effect
16–25	10	2d8	No effect
26–40	15	3d8	No effect
41 or higher	20	4d8	Reduce site power by one step

When used against a character or creature with Dark Side Points, the character or creature loses a Dark Side Point if it fails the Will save. The target cannot voluntarily forgo this saving throw.

When used against a dark side spirit, Force Light deals damage to the spirit by weakening its connection to the dark side of the Force. When a dark side spirit is reduced to 0 wound points, it is permanently destroyed.

When Force Light is successfully used against a dark side site, the site loses some of its taint, reducing its site power by one step (from extreme to major, major to minor, or minor to not tainted). When using Force Light against a



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dark side site, the Force-user must be at the heart of the site (where the dark side is most powerful). He suffers any ill effects the site generates. This includes penalties on skill checks, which can make completely purging the taint from a site extremely difficult.

Time: Using Force Light is an attack action; it draws an attack of opportunity.

Vitality Point Cost: 8.

Inspire (Cha)

Light Side; Trained Only; Requires the Force-Sensitive, Alter, and Battle Meditation feats

You can fill allies with the conviction that they are going to succeed at their endeavors, despite any odds. Your allies become more dedicated and less likely to give up. With a higher degree of ability, you can inspire more individuals at a much greater range.

Check: An Inspire check (DC 20) allows you to instill great confidence in one or more of your allies. Each of these allies gains a competence bonus on attack rolls, saving throws, and skill checks equal to one-fourth your Force-user level (rounded down; minimum of +1) for as long as you continue to spend vitality points.

You can affect large numbers of allies with the same Inspire check, provided they are not beyond your maximum range. However, the more people you want to affect, the more vitality points you need to spend.

Number of Targets	Vitality Point Cost/Minute
1–10	3
11–100	6
101–1,000	12
1,001–10,000	18

Retry: Yes. You can attempt another Inspire check after a failed Inspire check, but the effects of multiple successes are not cumulative.

Special: The maximum range for this ability is based on your mastery of the Force. With the Force Mind feat, you can affect any allies on the same planet. If you have the Knight Mind feat as well, you can affect any allies in the same star system. (A system consists of a star and its related planets.) If you also have the Master Mind feat, you can affect any allies within the same sector. (A sector consists of several associated stars and their planets, such as the Kathol sector or the Meridian sector.) Without those feats, the range for this ability is limited to line of sight.

Time: Activating this skill requires a full-round action, which draws an attack of opportunity. Maintaining it requires a move action each round.

Vitality Point Cost: Activating this skill costs 6 vitality points. The Force-user must also spend vitality points for each minute (every 10 rounds) the power is used.

Malacia (Int)

Light Side, Trained Only; Requires the Force-Sensitive, Alter, Sense, and Force Mind feats

Using the Force technique called Malacia, the Jedi turns an opponent's equilibrium against him, causing extreme dizziness and nausea without any lasting effects. Malacia can be powerful when employed properly. Use of this ability is rare, since most Jedi find it easier to employ Affect Mind or Force Push to achieve similar effects. The Jedi Master Oppo Rancisis is a master of Malacia who has taught the technique to a small number of Jedi.

Check: A Malacia check sets the DC for a single target's Fortitude saving throw. On a failed save, the target is stunned for 2d6 rounds. (Stunned characters cannot act and lose their Dexterity bonus to Defense.)

Result	DC
Up to 15	10
16–25	15
26 or higher	20

This Force skill requires line of sight between the Jedi and the target, regardless of distance. At the GM's discretion, if seeing the target is difficult (possibly because of concealment or extreme distance), the Jedi may need to make a Spot check first.

Time: Using Malacia against a target within 10 meters is an attack action. Using it against a target more than 10 meters away is a full-round action that draws an attack of opportunity.

Vitality Point Cost: 6.

Plant Surge (Int)

Light Side, Trained Only; Requires the Force-Sensitive, Alter, and Control feats

You are capable of channeling life essence into plants through the Force, causing them to grow suddenly. Although this skill is common among Ithorian ecology priests, few Jedi have mastered it.

Check: With a Plant Surge check, a Force-user causes grasses, weeds, bushes, and even trees to wrap, twist, and entwine about creatures, entangling them. A successful Reflex save prevents creatures in the area from being entangled. The result of the Plant Surge check determines the size of the area you can affect and the DC of the Reflex save to escape it.

Result	Reflex Save DC	Area
15 or lower	10	2-meter radius
16–25	15	4-meter radius
26–35	20	6-meter radius
36 or higher	25	8-meter radius

An entangled creature takes a –2 penalty on attack rolls and a –4 penalty to effective Dexterity, and can't move. As a full-round action, an entangled character can attempt to break free and move half his normal speed; this requires a Strength check or an Escape Artist check (DC 20). Creatures who are not entangled move at half speed through the area affected by Plant Surge. However, the GM should allow normal movement for flying creatures, creatures of Tiny size or smaller, or creatures of Huge size or larger.



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Retry: Yes. Use the result of the most recent attempt to determine the Reflex save DC for creatures or characters caught in the effect. Characters and creatures already entangled do not receive a second Reflex save.

Time: Activating Plant Surge is an attack action. It affects all characters within the chosen area when it is activated; if a target is entangled, it remains entangled until it breaks free. During this time, anyone passing through the area moves at half speed.

Vitality Point Cost: 1.

Sever Force (Cha)

Light Side; Trained Only; Requires the Force-Sensitive, Alter, and Battle Meditation feats

You can block a Force-user's access to the Force, preventing him from using Force skills or Force feats. (Nomi Sunrider used this power against Ulic Qel-Droma in *Tales of the Jedi*.) This power can only affect a character who has a number of Dark Side Points equal to or greater than half his Wisdom score.

Check: A Sever Force check determines the DC of the target's Will saving throw.

Result	Will Save DC
10 or lower	10
11–20	15
21–35	20
36–50	25
51 or higher	30

On a failed save, the target must make a Will save (DC 20) whenever he attempts to use a Force skill or a Force feat. This DC increases to 30 if the target is a tainted character; it increases to 40 if the target is a dark side character (see Chapter Nine of the *Star Wars Roleplaying Game* for rules concerning tainted and dark side characters). The character is no longer required to make Will saves to use the Force if he reduces his number of Dark Side Points to less than half his Wisdom score.

Retry: Yes, but only on targets not already under the effect of Sever Force.

Time: Using Sever Force is a full-round action that draws an attack of opportunity. Until the target reduces his Dark Side Points (as described above), the effects are permanent.

Cost: The user must expend 1 Force Point when she activates this power.

Vitality Point Cost: 20.

New Force Feats

Force-using characters can acquire new feats as they expand their understanding of the Force. The Force feats detailed below are all considered light side feats. Darksiders cannot use them. Rules for acquiring Force feats can be found in Chapter Five of the *Star Wars Roleplaying Game*.

Battle Meditation
You can influence battles by envisioning an outcome you desire.

Prerequisites: Force-Sensitive, Alter, Wisdom 13, no more than 2 Dark Side Points.

Benefit: You have the ability to influence battles by imposing your vision of the outcome. You grant a +1 Force bonus on all attack rolls made by allies within 10 meters. They also gain a +1 morale bonus on saves against dark side powers. Battle Meditation requires a full-round action to activate; maintaining it requires a full-round action. Initiating Battle Meditation costs 2 vitality points, plus 1 vitality point for each additional person affected after the first. Using this feat provokes an attack of opportunity.

Beast Language
You can speak with creatures in a language they understand.

Prerequisite: Force-Sensitive, Sense, Charisma 11, Handle Animal 4 ranks.

Benefit: You can communicate with one predator, scavenger, vermin, or herd animal. Each time you activate this ability, you choose the type of creature with which you can converse. You speak (or otherwise convey information) in a form that the creature understands, and you understand the information it conveys in that same fashion. This feat enables you to use your Handle Animal skill to interact with a creature in the same way that you would use Bluff, Diplomacy, Intimidate, Gather Information, or Sense Motive (skills that ordinarily do not work on creatures). You can also use Affect Mind and Friendship to affect it. A Force-user cannot communicate with a creature that does not normally communicate. (He could not communicate with a microbe, for example.) This feat affects only creatures that are herd animals, predators, or scavengers.

Initiating Beast Language is an attack action that costs 2 vitality points. The effects last for 1 hour.

Cure Disease
You can use the light side of the Force to destroy a disease currently afflicting one character.

Prerequisites: Alter, Control, Force-Sensitive, no more than 1 Dark Side Point.

Benefit: You can destroy diseases affecting a living being. Destroying a disease in another creature requires a Heal Another check; curing a disease in yourself requires a Heal Self check. The DC to successfully destroy a disease is equal to the affliction's save DC +10. On a successful check, you destroy the disease, preventing it from doing any further damage to the target (though any damage already done remains).

Using Cure Disease costs 5 vitality points, and each attempt takes 1 hour. Unlike most Force skills with a vitality point cost, it is possible to take 20 on a Heal Another or Heal Self check to destroy a disease. However, taking 20 is extremely taxing, requiring 20 hours and a total of 100 vitality points.

Cure Poison
You can use the light side of the Force to destroy a poison afflicting a character.

Prerequisites: Alter, Control, Force-Sensitive, no more than 1 Dark Side Point.

Benefit: You gain the power to completely detoxify poisons affecting a living being. You must use the Heal Another skill when trying to destroy a poison in another creature, and the Heal Self skill when attempting to destroy one in yourself. The DC to successfully destroy a poison is equal to the poison's save DC +10. On a successful check, you render the poison harmless, preventing it from doing any further damage to the target, though any damage already done remains. Using Cure Poison requires 1 hour per attempt and costs 5 vitality points.

Unlike most Force skills with a vitality point cost, it is possible to take 20 on a Heal Another or Heal Self check to destroy a poison. Doing so is extremely taxing, requiring 20 hours and a total of 100 vitality points.

Force Dodge
You are adept at using the Force to avoid attacks when piloting a starfighter or space transport.

Prerequisites: Control, Force-Sensitive, Force-user level 7th, Starship Operation (starfighter or space transport).

Benefit: When piloting a starship—a starfighter for Starship Operation (starfighters), or a space transport for Starship Operation (space transports)—you gain an additional +2 dodge bonus to Defense.

Force Pilot
The Force helps you fly starships more than it helps you with anything else.

Prerequisites: Alter, Force-Sensitive.

Benefit: When spending 1 Force Point, you gain an additional 2d6 (for a total benefit of 3d6); you can only add this bonus to Pilot and starship combat checks you make that round.

Guiding Spirit
You have attracted the attention of a Force spirit who sometimes appears to aid you, offering advice and information.

Prerequisites: Force-Sensitive, Sense, no more than 4 Dark Side Points.

Benefit: A Force spirit you once knew as a living Jedi now protects you after his death. The spirit can do very little to aid you in a physical sense. The Force spirit can use Force abilities to assist you, but only those that do not require physical contact and do not have a physical effect (see Chapter Six for details on Force spirits).

The Force spirit appears whenever the GM decides it is appropriate, though it should never manifest for longer than one encounter. A character with this feat can call the Force spirit once per day by spending 1 Force Point. This causes the Force spirit to manifest unless the character is acting out of anger or hatred or has acquired a total of 5 or more Dark Side Points. The Force spirit generally remains with the character throughout the encounter, but it can leave whenever it desires.

A Force spirit should never be a substitute for a player's own problem-solving abilities. Force spirits provide information and advice in measured quantities, but should never simply give the hero the answers he needs.

Normal: Ordinarily, Force spirits appear when and where they choose. They cannot be "summoned" to a specific place.

Special: Gamemasters should be careful not to allow players to abuse this feat by relying on the Force spirit too much. The GM creates the character's Force spirit companion using the rules in Chapter Six. (The GM shouldn't allow a player to create the Force spirit.) The Force spirit's level should be about four higher than that of the character; its minimum Jedi level is 8th (the point at which a Jedi character can first become a Jedi Master).

The Force spirit cannot appear or may leave very quickly if the character relies upon it excessively for help or information. It will not assist the character in any endeavor that would gain it or the character a Dark Side Point. A limit also exists on the number of times the spirit can appear (again, see Chapter Six). The Force spirit never appears while the character has 5 or more Dark Side Points, though it can return after the character's Dark Side Points drop to 4 or less.

Morichro

You can slow the life functions of another being, placing it in a trancelike state or possibly killing it. You can also turn the power's effects inward to extend a Force trance for months.

Prerequisites: Alter, Control, Force-Sensitive, Force-user level 9th, Wisdom 15, Heal Another 9 ranks, Heal Self 9 ranks, no more than 2 Dark Side Points.

Benefit: The target of Morichro makes a Will saving throw. The DC depends on the level of the Force-user.

Force-User's Level	Target's Save DC
9th–10th	15
11th–16th	20
17th–20th	25

If the save succeeds, the target is exhausted for the duration of the encounter. After the encounter, the target is fatigued until he rests for 8 hours. (See Chapter Eight of the *Star Wars Roleplaying Game* for the effects of exhaustion and fatigue.)

If the save fails, Morichro renders the target unconscious, as though the target had entered a Force trance (see the Control feat in Chapter Five of the *Star Wars Roleplaying Game*). This state of unconsciousness lasts until the target takes wound damage or is targeted by a Force skill or feat (including another use of Morichro). The power has no other time limit. The target could remain unconscious indefinitely. If left untended, the target could die of dehydration or starvation. Should the target die (for any reason) while under the effects of Morichro, the Force-user who initiated the Morichro gains 1 Dark Side Point.

If the target fails the save by 10 or more, the target perishes immediately and the user gains 1 Dark Side Point. The target can expend 1 Force Point to automatically succeed at the save, but still suffers the exhaustion and fatigue effects mentioned above.

When used against another living being, Morichro has a range of 10 meters. Using this feat requires a full-round action and incurs an attack of opportunity. It costs 16 vitality points to initiate.

Special: A Force-user can turn Morichro upon herself to enter a kind of suspended animation. This works exactly like a Force trance, except that the user can go without food, water, and even air for an extended period. It does not allow the user to survive the effects of vacuum. The user can exist in this state for one month per point of Wisdom before hunger, thirst, and lack of breathable atmosphere begin to affect her. Unlike its ability to place another being in a Force trance, this application of Morichro allows the Force-user to stipulate the duration of the trance. She may even choose a specific stimulus to rouse her from the trance. If the user takes wound damage, or if a Force power targets her, she awakens.

Because its effects can be lethal, the Jedi Council prohibits the use of Morichro during the latter part of the Old Republic era and throughout the Rise of the Empire era. Morichro was available to all who wished to learn it until about five thousand years before the Battle of Yavin. A thousand years before the Battle of Yavin, the Jedi Council forbade its teaching and entrusted the technique to a select few Jedi Masters. Learning Morichro during this period could be the basis of an entire adventure, requiring the student to either gain permission from the Jedi Council or seek out the knowledge without the Council's blessing. After the Jedi Purge, the technique is all but lost, though it might be found on extremely rare (and difficult to find) Jedi holocrons.

Psychometry

You can pick up impressions of past events from inanimate objects.

Prerequisites: Force-Sensitive, Wisdom 15; also see below.

MORICHRO, FORBIDDEN JEDI TECHNIQUE

Morichro is a proscribed technique entrusted to few Jedi during the years leading up to the last days of the Jedi Council. Yaddle, a long-lived Jedi Master, was one of the most prominent practitioners of this dangerous technique. Morichro works in a way similar to a Force trance. It slows a being's metabolism, breathing, and heart rate (or similar biological systems). Unlike a Force trance, Morichro can be used to affect beings other than the Jedi employing the technique. Abusing this power can be fatal. For this reason, the Jedi Council forbade its use. Interestingly enough, dark side Force-users are not known to use this technique, since studying Morichro typically requires the student to master less malevolent uses of the Force.

Benefit: You can perceive past events by handling objects that were present at those events as though you were there. The perspective is the same as the perspective of the object's wielder: you see, hear, and feel what the wielder saw, heard, and felt, but no more. You cannot, for example, read the writing on a computer screen if the object's wielder did not. However, you do gain an impression of the wielder's emotions in regard to the event.

Using Psychometry is a full-round action and requires a Sense Motive check. The DC depends upon the connection of the item to the events being reviewed.

Connection	DC
Personal item frequently used	10
Personal item infrequently used	15
Item used by multiple individuals	20
Item handled once	25

Special: Sometimes the impressions granted by Psychometry reflect the influence of the dark side on the wielder of the object being examined. As a result, if the original character gained a Dark Side Point performing the act seen by Psychometry, the hero using Psychometry to review that act gains a Dark Side Point as well. The Gamemaster should warn the player, just as the original character was warned. ("Killing the prisoner would be an evil act—so if you continue with your Psychometry attempt, you might gain a Dark Side Point.") If the hero wishes to continue reviewing the events and the original character did not gain a Dark Side Point, the hero doesn't gain one either.

The Jedi Order frowns on using Psychometry on dead bodies because someone's emotions at the time of his or her violent death are often so strong that had the deceased lived, he or she would have brushed the dark side—which means that the hero would, as well.

Unless the GM gives express permission otherwise, a hero must be a Kiffar (a Human native of Kiffu) to take this feat.

New Prestige Classes

Taking levels in a prestige class is a departure from the standard course of a character's career, one that leads into a highly specialized path. The Force-using prestige classes described below draw on the light side of the Force, which eschews the corruption and evil of the dark side in favor of a purity of purpose. A hero who pursues one of these prestige classes might be an ascetic striving for a better understanding of the Force, or perhaps a Jedi who hears the Force calling her to heal, teach, or learn. Followers of these paths might learn their disciplines from old Masters and ancient holocrons, or they might realize their potential while pursuing other studies.

A character cannot begin as a member of a prestige class. A prestige class is acquired only after meeting the requirements specific to each class. The character must usually be at least 5th or 6th level, though some prestige classes are accessible earlier. In addition, the GM might require that a hero meet other strictures before taking on one of these prestige classes, such as rigorous initiation rituals, proving oneself in battle, or gaining the acceptance of one's peers.

Prestige classes are, of course, optional. The GM makes the decision to allow them or not. The Gamemaster can choose which ones work best for her campaign. Gamemasters who allow characters to explore the option of prestige classes should be prepared for characters to make surprising choices over the course of a campaign.

Force Warrior

Force warriors concentrate on perfecting the art of control, engaging in extensive meditation while practicing many forms of martial arts. By accessing the Force, they can enhance their physiology. Force warriors represent a simpler, more primitive form of Force use than other Jedi traditions, an approach that has never become widespread. Sects of Force warriors have become increasingly rare during the past few thousand years, especially in eras when the Jedi have grown in prestige, power, and popularity.

Force warriors are not inherently warlike. In fact, many have an almost pacifistic nature. While some do seek to become awesome fighting machines, others see their perfection of physical control and the associated talents as part of a spiritual mission. According to their teachings, if you do not know yourself completely, you can never understand others. Several traditions of Force warriors developed in the early ages of the Republic, encompassing a set of philosophies and beliefs that were taught along with martial skills. Talented Force-sensitive beings may become Force warriors on their own, teaching themselves the art of control without the aid of an instructor or Master.

A few early Force warriors were Jedi. In the formative days of the Old Republic, before the lightsaber became the symbol of the Jedi, many of the Order depended only on the Force for protection and defense. Force warriors became less common among Jedi as the ages passed and more Jedi adopted the lightsaber as a personal weapon.

By the time of the Emperor's rise to power, few Jedi followed this path. Ironically, Force warriors became more common during the Rebellion era. Because most Force warriors were not Jedi, they had greater chances of escaping the Jedi Purge. Force warriors were still rare, but there were almost certainly more Force warriors than Jedi during that time.

The rebirth of the Jedi Order after the Rebellion has again made Force warriors less common. Most Force-sensitive students find training as Jedi in the mold of Luke Skywalker easier than seeking out the few Force warriors still practicing their ancient art. The galaxy is a large place, however, and Force warrior traditions remain hidden in ancient training schools and forgotten temples, waiting for new students to learn their obscure arts.

Requirements

To qualify to become a Force warrior, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skills: Battlemind 7 ranks, Enhance Ability 7 ranks, Tumble 3 ranks.

Feats: Control, Force-Sensitive, Martial Arts.

Table 2-1: The Force Warrior

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+2	+2	+1	Uncanny dodge (retains Dex bonus)	+1	+0
2nd	+2	+3	+3	+2	Increase unarmed damage +1d6	+2	+0
3rd	+3	+3	+3	+2	Bonus feat	+2	+1
4th	+4	+4	+4	+2	Defensive roll	+3	+1
5th	+5	+4	+4	+3	Increase unarmed damage +2d6	+3	+1
6th	+6	+5	+5	+3	Bonus feat	+4	+2
7th	+7	+5	+5	+4	Uncanny dodge (can't be flanked)	+4	+2
8th	+8	+6	+6	+4	Increase unarmed damage +3d6	+5	+2
9th	+9	+6	+6	+4	Bonus feat	+5	+3
10th	+10	+7	+7	+5	Defensive roll	+6	+3

Game Rule Information

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

Class Skills

The Force warrior's class skills, and the key ability for each skill, are as follows:

Balance (Dex), Craft (Int)*, Empathy (Wis), Enhance Ability (Con), Escape Artist (Dex), Friendship (Cha), Intimidate (Cha), Jump (Str), Knowledge (Int)*, Listen (Wis), Move Silently (Dex), Profession (Wis)*, Spot (Wis), Treat Injury (Wis), and Tumble (Dex), plus the Force skills Battlemind, Force Defense, Force Stealth, and Heal Self.

** 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 (droid programming).*

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

The following are features of the Force warrior prestige class.

Uncanny Dodge

At 1st level, a Force warrior gains the extraordinary ability to react to danger before his senses would normally allow him to do so. The Force warrior retains his Dexterity bonus to Defense (if any) regardless of being caught flat-footed or struck by a hidden attacker. (He still loses his Dexterity bonus to Defense if he is immobilized.) At 7th level, a Force warrior can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies bounty hunters the ability to use flank attacks to sneak attack the Force warrior.

Increase Unarmed Damage

A Force warrior learns to deal additional damage with unarmed attacks. At 2nd level, a Force warrior's unarmed attack damage increases by +1d6 points (for example, 1d6 becomes 2d6). At 5th level and again at 8th level, his unarmed damage increases by an additional +1d6 points.

Bonus Feat

At 3rd, 6th, and 9th level, a Force warrior gains a bonus feat. These bonus feats must be drawn from the following list:

Ambidexterity, Attuned, Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Great Cleave, Improved Bantha Rush, Improved Critical (unarmed), Improved Disarm, Improved Initiative, Improved Trip, Improved Two-Weapon Fighting, Mettle, Power Attack, Sunder, Two-Weapon Fighting, Weapon Finesse (unarmed), Weapon Focus (unarmed).

Defensive Roll

At 4th level, a Force warrior learns to roll with potentially lethal blows to take less damage from them. Once per day, a Force warrior can attempt a Reflex save to convert wound damage (from a weapon or Force ability, not from a disease, the environment, or similar conditions) to vitality damage (provided he currently has any vitality points). The DC for this save is equal to the damage dealt by the attack. The Force warrior must be aware of the attack and able to react to it to execute his defensive roll. If he is denied his Dexterity bonus to Defense, he can't use this ability. When the Force warrior reaches 10th level, the wound damage is reduced to 0, rather than converted to vitality damage, on a successful Reflex save.

Jedi Knight

When a Force warrior's total Jedi levels (Force warrior levels plus any other Jedi class levels) equal 7, the character becomes a full Jedi Knight and gains a bonus knight feat. This bonus knight feat must be drawn from the following list:

Burst of Speed, Force Mastery, Force Mind, Great Fortitude, Iron Will, Knight Defense, Knight Mind, Knight Speed, Lightsaber Defense, Skill Emphasis (Treat Injury).

The Jedi must meet the prerequisites of a feat to select it. This bonus feat replaces the knight feat gained by a 7th-level Jedi consular or Jedi guardian, or by a member of any other prestige class. If a character is already a Jedi Knight before taking this prestige class, he does not gain another bonus knight feat.



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Jedi Healer

The ability to channel the Force into healing energy is one of the rarest and most precious of all Jedi powers. Though many Jedi learn some healing skills, and Jedi consulars often develop a special talent for it, very few Jedi devote themselves entirely to healing. These specialists find that their understanding of the Force strengthens when they use it to cure the ill and aid the wounded.

Jedi healers are experts in the arts and sciences of medicine. As peaceful scholars, they spend most of their time tending to patients and meditating on how the Force connects all living things. Jedi healers are less likely to be tempted to the dark side, because the path of anger and hatred cannot enhance their natural talents. Many of the greatest philosophers and teachers in the history of the Jedi Order were healers who sought to share their insights regarding peace of mind and body. Apprentices who show a talent for healing arts are carefully tutored toward becoming healers so their rare gifts do not go to waste.

Jedi healers are far from passive. Many are more than willing to take up arms to prevent the suffering created by tyrants and villains, putting an end to the cause rather than simply treating the symptoms. Jedi healers often seek out battlefields, travel to plague-ridden worlds, and place themselves in perilous situations where their healing talents can do the most good. Traveling Jedi healers are often accompanied by other Jedi, or at least encouraged to travel with a well-armed and trustworthy group.

Before the fall of the Old Republic, most Jedi healers were Jedi consulars who followed the Ossus tradition and received special training from the Jedi Order. No Jedi healers are known to have escaped the Jedi Purge. Jedi healers are extremely rare in the New Republic and later eras. Fortunately, Master Skywalker's Jedi academy managed to produce a few, so this most treasured of traditions has not been lost.

Requirements

To qualify to become a Jedi healer, a character must fulfill the following criteria.

Skills: Heal Another 6 ranks, Treat Injury 6 ranks.

Feats: Alter, Force-Sensitive, Sense.

Special: Jedi level 3rd, no more than 1 Dark Side Point.

Game Rule Information

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

Class Skills

The Jedi healer's class skills, and the key ability for each skill, are as follows:

Computer Use (Int), Craft (Int)*, Empathy (Wis), Enhance Ability (Con), Friendship (Cha), Knowledge (Int)*, Profession (Wis)*, Read/Write Language (None), Sense Motive (Wis), Speak Languages (None), and Treat Injury (Wis), plus all Force 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 (droid programming).*

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the Jedi healer prestige class.

Control

If a Jedi healer does not already have the Control feat, he gains it at 1st level.

Healing

Beginning at 1st level, a Jedi healer may spend vitality points to increase the effect of Heal Self or Heal Another when he uses those Force skills. For every 2 vitality points he gives up, he can add 1 to the number of vitality points he heals. For every 3 vitality points he spends, he can add 1 to the number of wound points or ability score points he heals. This ability is the same as the Jedi consular's healing ability and does not stack with it.

Improved Vitality Healing

When using Heal Another, a Jedi healer may double the number of vitality points restored with one skill check by expending double the vitality point cost. The decision to use this ability is made before the skill check. Whether the check succeeds or not, he still expends the vitality points.

Deflect (Defense)

At 3rd level, a Jedi healer gains the ability to deflect blaster bolts and other projectiles with his lightsaber, thereby providing a +1 dodge bonus to Defense against such attacks. He must be carrying an activated lightsaber to use this special ability.

Deflecting an attack is a reaction that costs the Jedi a move action in his next round. The Jedi must indicate that he is using deflect (defense) when an opponent declares an attack against him but before any attack rolls are made. When used in this fashion, the Jedi gains the dodge bonus against all ranged attacks directed at him in the round.

For example, if a Jedi uses his activated lightsaber to deflect any number of blaster attacks in round three of combat, in round four the Jedi loses a move action to account for the effort expended to deflect the attacks in round three.

Deflect (defense) can be used in conjunction with total defense for even greater protection, providing the +1 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 expects to come under heavy fire. See Chapter Eight of the *Star Wars Roleplaying Game* for more information on total defense.

Improved Wound Healing

When using Heal Another or Heal Self, a Jedi healer may double the number of wound points restored with one skill check by expending double the vitality point cost. The decision to use this ability is made before the skill check. Whether the check succeeds or not, he still expends the vitality points.

Increase Lightsaber Damage

As a Jedi healer gains levels, the amount of damage he can deal with his lightsaber increases by +1d8 points. He gains this ability at 5th level and again at 9th level.

Deflect (Extend Defense)

At 6th level, a Jedi healer can extend his deflect (defense) ability to others within 2 meters of the Jedi's position. He must be carrying an activated lightsaber to use this special ability.

Now the Jedi can provide a +1 dodge bonus to anyone within 2 meters of his position, and he can deflect and redirect ranged attacks made against anyone within 2 meters of his position. All rules associated with deflect (defense) apply; the only difference is that now the Jedi can extend this ability to help those nearby.

Deflect (Attack)

At 7th level, a Jedi healer gains the ability to deflect blaster bolts with his lightsaber to redirect the attack toward a target within one range increment of the Jedi's position. (The type of blaster determines the range increment.) He must be carrying an activated lightsaber to use this special ability.

Deflecting and redirecting an attack is a reaction that costs the Jedi healer a move action in his next round. The Jedi must indicate that he is using deflect (attack) when an opponent declares an attack against him but before any attack rolls are made. Deflect (defense) and deflect (attack) can be used together in the same round (though the Jedi

Table 2–2: The Jedi Healer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+0	+2	Control, healing	+1	+1
2nd	+1	+1	+1	+3	Improved vitality healing	+2	+1
3rd	+2	+2	+1	+3	Deflect (defense +1)	+2	+2
4th	+3	+2	+1	+4	Improved wound healing	+2	+2
5th	+3	+3	+2	+4	Increase lightsaber damage (+1d8)	+3	+2
6th	+4	+3	+2	+5	Deflect (extend defense)	+3	+3
7th	+5	+4	+2	+5	Deflect (attack –4)	+4	+3
8th	+6	+4	+3	+6	Improved ability healing	+4	+3
9th	+6	+5	+3	+6	Increase lightsaber damage (+1d8)	+4	+4
10th	+7	+5	+3	+7	Luminous being	+5	+4



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can decide not to use the defense if he wants a better chance at redirecting the incoming attack).

The Jedi can deflect and redirect a number of attacks equal to one-half his Jedi level, rounded up. The redirected attack must miss the Jedi by 5 or less; any attack that hits the Jedi or that misses by 6 or more can't be redirected.

If the Jedi can redirect the attack, the Jedi immediately rolls an attack using his lightsaber attack bonus and applying a –4 penalty on the attack roll. If this roll is high enough to hit the target, the redirected attack deals damage to the target (the type of blaster determines the damage dealt by a redirected attack). For a Jedi healer who already has this ability (as a Jedi consular, Jedi guardian, or a member of another prestige class), the penalty associated with his redirected attack is lessened by 1, but it cannot be improved beyond –1.

Improved Ability Healing

When using Heal Another or Heal Self, a Jedi healer may double the number of ability points restored with one skill check by expending double the vitality point cost. The decision to use this ability is made before the skill check. Whether the check succeeds or not, he still expends the vitality points.

Luminous Being

The line between body and spirit becomes blurred for a Jedi healer at 10th level. The healer fully understands how living flesh is connected to the Force. By expending 1 Force Point, the Jedi healer may restore any living character to full vitality points, full wound points, or full ability score points (for a single ability)—essentially erasing the effects of exhaustion, injury, disease, poison, and radiation. (This ability does not allow the Jedi healer to undo the effects of aging, however.) Using this ability requires 10 rounds (1 minute). It can be used several times consecutively, provided the Jedi healer has Force Points remaining.

This understanding of the true nature of flesh also means that a Jedi healer can voluntarily become a Force spirit without dying first (see Chapter Six). Of course, his body disintegrates in the process, so he can only use this ability once.

Jedi Knight

When a Jedi healer's total Jedi levels (Jedi healer levels plus any other Jedi class levels) equal 7, the character becomes a full Jedi Knight and gains a bonus knight feat. This bonus knight feat must be drawn from the following list:

Burst of Speed, Force Mastery, Force Mind, Great Fortitude, Iron Will, Knight Defense, Knight Mind, Knight Speed, Lightsaber Defense, Skill Emphasis (Treat Injury).

The Jedi must meet the prerequisites of a feat to select it. This bonus feat replaces the knight feat gained by a 7th-level Jedi consular or Jedi guardian, or by a member of any other prestige class. If a character is already a Jedi Knight before taking this prestige class, he does not gain another bonus knight feat.

Jedi Instructor

Although nearly all Jedi Masters take on students at some point, some Jedi are strongly drawn to the life of an instructor. These Jedi are particularly adept at spotting likely Jedi candidates, keeping their students from the dark side, and directing them in their studies. Through the instruction of others, the Jedi instructor extends his own learning and understanding of the Force.

Jedi instructors often spend time in academies teaching the youngest Jedi students. Others seek out students in the fringe regions of space, where potential Jedi recruits might be overlooked. In some cases, Jedi instructors take younger Jedi or even Jedi Knights along with them on prolonged tours of the galaxy. This form of advanced education allows students to apply their lessons to real-world problems. In the early days of the Jedi Order, academies transformed special starships into mobile Jedi schools, which could support students in their lessons anywhere they traveled. These ships ranged from small transports designed for a sigle Jedi Master and six students to huge mobile academies with hundreds of Jedi trainees and dozens of instructors.

Jedi instructors were actually common early in the Old Republic's history. Jedi sought out instructors as trusted advisors throughout the Republic's history. Unfortunately, no Jedi instructors seem to have survived the Empire's Jedi Purge, making them unknown in The New Jedi Order era, when their guidance would be most useful. However, many of Master Skywalker's students seem to have a natural aptitude for teaching. They may eventually follow the path of Jedi instructors, greatly enhancing the academy's chances of training new generations of Jedi.

Requirements

To qualify to become a Jedi instructor, a character must fulfill the following criteria.

Skills: See Force 10 ranks, plus 24 ranks total in other Force skills.

Feats: Alter, Control, Force-Sensitive, Sense.

Special: Jedi Master level 1st.

Game Rule Information

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

Class Skills

The Jedi instructor's class skills, and the key ability for each skill, are as follows:

Appraise (Int), Bluff (Cha), Computer Use (Int), Craft (Int)*, Diplomacy (Cha), Empathy (Wis), Enhance Ability (Con), Friendship (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (any) (Int)*, Profession (Wis)*, Read/Write Language, Sense Motive (Wis), Speak Language, and Treat Injury (Wis), plus all Force 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 (droid programming).*

Skill Points at Each Additional Level: 6 + Int modifier.



JEDI INSTRUCTOR

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Table 2-3: The Jedi Instructor

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+2	Inspire confidence +1	+1	+1
2nd	+1	+0	+2	+3	Deflect (defense)	+2	+1
3rd	+2	+1	+2	+3	Inspire confidence +2	+2	+2
4th	+3	+1	+2	+4	Increase lightsaber damage (+1d8) deflect (attack)	+3	+2
5th	+3	+1	+3	+4	Inspire confidence +3, transfer Force Point	+3	+3

Class Features

The following are features of the Jedi instructor prestige class.

Inspire Confidence

A Jedi instructor can inspire confidence in those who were once under her tutorship. This ability can also motivate Jedi apprentices, even if they are under the guidance of a different instructor. To inspire confidence, the Jedi instructor must speak (and the apprentices must hear her speaking) for at least 1 round. She must then make a Diplomacy check (DC 10, +1 for every five apprentices to be inspired).

An apprentice inspired with confidence gains a +1 competence bonus on attack rolls, skill checks, and Will saves. These effects begin as soon as the Jedi instructor ends an inspirational speech. They last for 10 minutes for each round the Jedi spent inspiring allies, up to a maximum of 5 hours for 30 rounds of inspiration. A Jedi instructor may attempt to use this ability once per day. Whether the Diplomacy check succeeds or not, the Jedi instructor cannot attempt to inspire confidence again for at least 24 hours.

The confidence inspired by the Jedi instructor increases as the Jedi instructor attains levels. For every two levels after 1st, the bonus increases by +1, to a maximum of +3 at 5th level.

Deflect (Defense)

At 2nd level, a Jedi instructor gains the ability to deflect blaster bolts and other projectiles with his lightsaber, thereby providing a +1 dodge bonus to Defense against such attacks. He must be carrying an activated lightsaber to use this special ability.

Deflecting an attack is a reaction that costs the Jedi a move action in his next round. The Jedi must indicate that he is using deflect (defense) when an opponent declares an attack against him but before any attack rolls are made. When used in this fashion, the Jedi gains the dodge bonus against all ranged attacks directed at him in the round.

For example, if a Jedi uses his activated lightsaber to deflect any number of blaster attacks in round three of combat, in round four the Jedi loses a move action to account for the effort expended to deflect the attacks in round three.

Deflect (defense) can be used in conjunction with total defense for even greater protection, providing the +1 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 expects to come under heavy fire. See Chapter Eight of the *Star Wars Roleplaying Game* for more information on total defense.

Increase Lightsaber Damage

When a Jedi instructor reaches 4th level, the amount of damage he can deal with his lightsaber increases by +1d8 points.

Deflect (Attack)

At 4th level, a Jedi instructor gains the ability to deflect blaster bolts with his lightsaber to redirect the attack toward a target within one range increment of the Jedi's position. (The type of blaster determines the range increment.) He must be carrying an activated lightsaber to use this special ability.

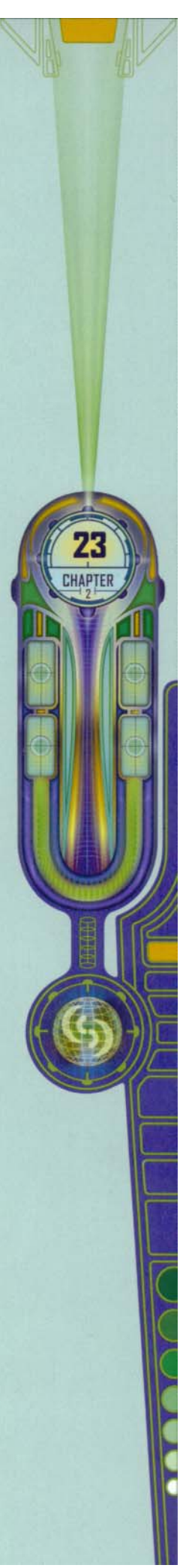
Deflecting and redirecting an attack is a reaction that costs the Jedi instructor a move action in his next round. The Jedi must indicate that he is using deflect (attack) when an opponent declares an attack against him but before any attack rolls are made. Deflect (defense) and deflect (attack) can be used together in the same round (though the Jedi can decide not to use the defense if he wants a better chance at redirecting the incoming attack).

The Jedi can deflect and redirect a number of attacks equal to one-half his Jedi level, rounded up. The redirected attack must miss the Jedi by 5 or less; any attack that hits the Jedi or that misses by 6 or more can't be redirected.

If the Jedi can redirect the attack, the Jedi immediately rolls an attack using his lightsaber attack bonus and applying a –4 penalty on the attack roll. If this roll is high enough to hit the target, the redirected attack deals damage to the target (the type of blaster determines the damage dealt by a redirected attack). For a Jedi instructor who already has this ability (as a Jedi consular, Jedi guardian, or a member of another prestige class), the penalty associated with his redirected attack is lessened by 1, but it cannot be improved beyond –1.

Transfer Force Point

At 5th level, a Jedi instructor gains the ability to grant 1 Force Point to one of her students by sacrificing 1 Force Point of her own total. The Jedi instructor must be within 2 meters of the student. The transfer is accomplished as a move action. This ability can be used once per week.



Jedi Scholar

Some Jedi find they are closest to understanding the Force when they study other subjects. Even more so than most consulars, Jedi scholars delve into many fields of study, letting the Force guide them to their specialties. By devoting themselves to thoroughly comprehending even a few topics, Jedi scholars hope to increase their understanding of the galaxy as a whole.

Jedi scholars are most common in times of relative peace. During the height of the Old Republic, such Jedi gathered in large numbers to discuss their most recent findings and theories. Jedi scholars were an important part of the Jedi Council, constantly adding to the vast body of lore the Council could call on to make difficult decisions. Scholars traveled to the fringes of civilized space to seek out lost fragments of text or to study newly discovered star systems.

As the Old Republic suffered under the weight of its own decadence, Jedi scholars became rarer. None seemed to have survived the Jedi Purge. After the victory of the Rebel Alliance over the Empire, scholarly pursuits among the Jedi became more important than ever.

Requirements

To qualify to become a Jedi scholar, a character must fulfill the following criteria.

Feats: Control, Force-Sensitive, Sense.

Skills: A total of 5 ranks in any three Knowledge skills.

Special: Jedi level 3rd.

Game Rule Information

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

Class Skills

The Jedi scholar's class skills, and the key ability for each skill, are as follows:

Computer Use (Int), Craft (Int)*, Diplomacy (Cha), Empathy (Wis), Enhance Ability (Con), Friendship (Cha), Knowledge (Int)*, Profession (Wis)*, Read/Write Language (None), Sense Motive (Wis), Speak Languages (None), Spot (Wis), Treat Injury (Wis), plus all Force 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 (droid programming).*

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

The following are features of the Jedi scholar prestige class.

Alter

If a Jedi scholar does not already have the Alter feat, he gains it at 1st level.

Scholarly Knowledge

A Jedi scholar picks up a great deal of knowledge while pursuing specific topics. This wide range of learning grants the Jedi scholar a circumstance bonus on Knowledge checks. At 1st level, this bonus is +2. It increases to +4 at 3rd level, +6 at 6th level, and +8 at 9th level. (This ability allows a Jedi scholar to purchase a wide range of Knowledge skills at only a few ranks each while still deriving a large benefit.)

Deflect (Defense)

At 2nd level, a Jedi scholar gains the ability to deflect blaster bolts and other projectiles with his lightsaber, thereby providing a +1 dodge bonus to Defense against such attacks. He must be carrying an activated lightsaber to use this special ability.

Deflecting an attack is a reaction that costs the Jedi a move action in his next round. The Jedi must indicate that he is using deflect (defense) when an opponent declares an attack against him but before any attack rolls are made. When used in this fashion, the Jedi gains the dodge bonus against all ranged attacks directed at him in the round.

For example, if a Jedi uses his activated lightsaber to deflect any number of blaster attacks in round three of combat, in round four the Jedi loses a move action to account for the effort expended to deflect the attacks in round three.

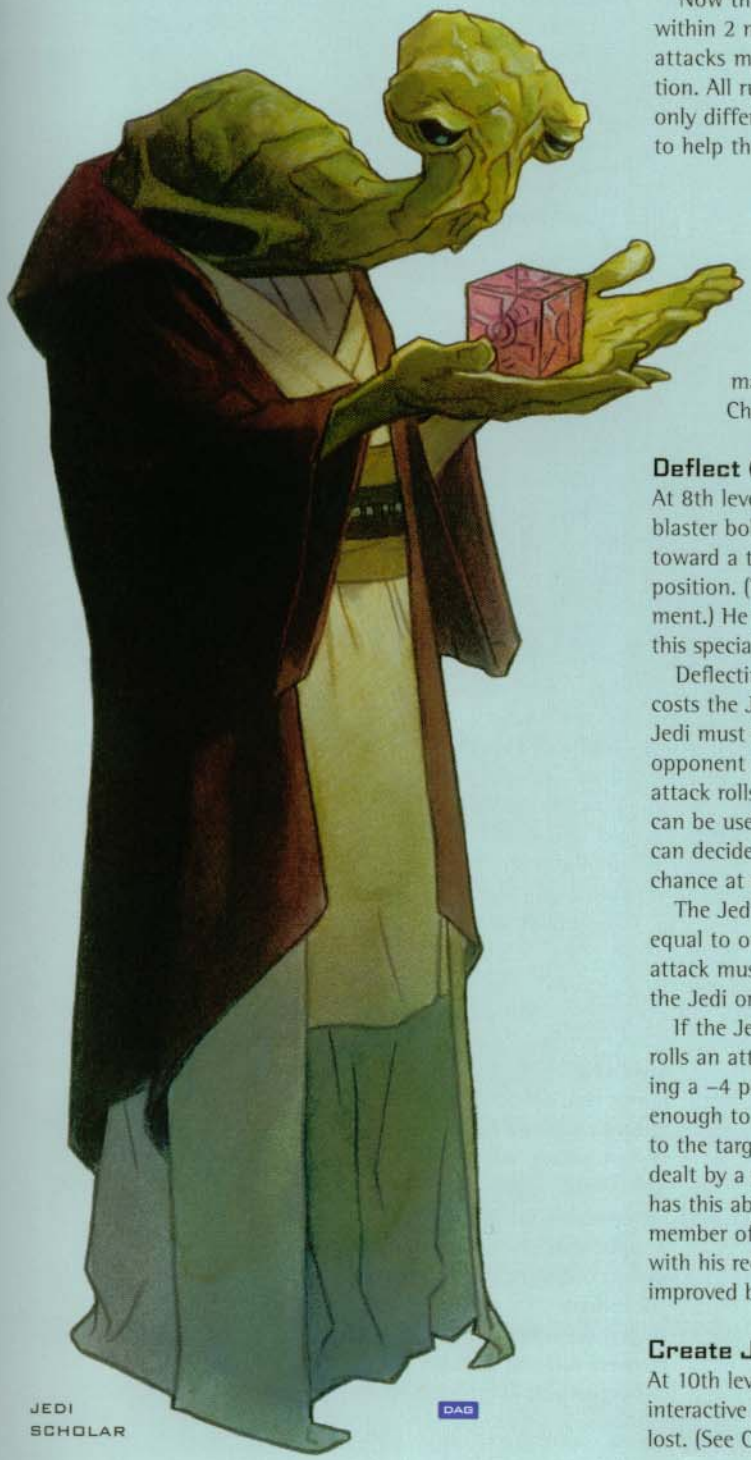
Deflect (defense) can be used in conjunction with total defense for even greater protection, providing the +1 dodge bonus for deflecting the attack and the +4 dodge bonus granted by using total defense. In this case, deflect (defense) isn't a reaction; it's an attack action used in a round when the Jedi expects to come under heavy fire. See Chapter Eight of the *Star Wars Roleplaying Game* for more information on total defense.

Table 2-4: The Jedi Scholar

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+2	Alter, scholarly knowledge +2	+1	+1
2nd	+1	+0	+2	+3	Deflect (defense)	+2	+2
3rd	+1	+1	+2	+3	Scholarly knowledge +4	+2	+2
4th	+2	+1	+2	+4	Direct +2, deflect (extend defense)	+2	+3
5th	+2	+1	+3	+4	Increase lightsaber damage (+1d8)	+3	+4
6th	+3	+2	+3	+5	Scholarly knowledge +6	+3	+4
7th	+3	+2	+4	+5	Record Jedi holocron	+4	+5
8th	+4	+2	+4	+6	Direct +4, deflect (attack)	+4	+6
9th	+4	+3	+4	+6	Scholarly knowledge +8	+4	+6
10th	+5	+3	+5	+7	Create Jedi holocron	+5	+7

Direct

At 4th level, a Jedi scholar gains the ability to guide the cooperation of other characters by making an Intelligence check (DC 15 + the number of characters directed). Success on this check increases the bonus granted by cooperation by +2 (see Cooperation in Chapter Four of the *Star Wars Roleplaying Game*). This benefit increases to +4 at 8th level. Directing other characters takes as long as the task to be attempted (minimum of 1 full round). The circumstance bonus granted by this ability does not stack with the circumstance bonus granted by the noble's command ability.



JEDI SCHOLAR

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Deflect (Extend Defense)

At 4th level, a Jedi scholar can extend his deflect (defense) ability to others within 2 meters of the Jedi's position. He must be carrying an activated lightsaber to use this special ability.

Now the Jedi can provide a +1 dodge bonus to anyone within 2 meters of his position, and he can deflect ranged attacks made against anyone within 2 meters of his position. All rules associated with deflect (defense) apply; the only difference is that now the Jedi can extend this ability to help those nearby.

Record Jedi Holocron

Although the secrets of creating interactive Jedi holocrons have been lost, a small number of Jedi have learned how to add to the body of information stored on existing holocrons. At 7th level, a Jedi scholar unlocks this secret and may record new information on a holocron. (See Chapter Four for rules on recording holocrons.)

Deflect (Attack)

At 8th level, a Jedi scholar gains the ability to deflect blaster bolts with his lightsaber to redirect the attack toward a target within one range increment of the Jedi's position. (The type of blaster determines the range increment.) He must be carrying an activated lightsaber to use this special ability.

Deflecting and redirecting an attack is a reaction that costs the Jedi healer a move action in his next round. The Jedi must indicate that he is using deflect (attack) when an opponent declares an attack against him but before any attack rolls are made. Deflect (defense) and deflect (attack) can be used together in the same round (though the Jedi can decide not to use the defense if he wants a better chance at redirecting the incoming attack).

The Jedi can deflect and redirect a number of attacks equal to one-half his Jedi level, rounded up. The redirected attack must miss the Jedi by 5 or less; any attack that hits the Jedi or that misses by 6 or more can't be redirected.

If the Jedi can redirect the attack, the Jedi immediately rolls an attack using his lightsaber attack bonus and applying a –4 penalty on the attack roll. If this roll is high enough to hit the target, the redirected attack deals damage to the target (the type of blaster determines the damage dealt by a redirected attack). For a Jedi scholar who already has this ability (as a Jedi consular, Jedi guardian, or a member of another prestige class), the penalty associated with his redirected attack is lessened by 1, but it cannot be improved beyond –1.

Create Jedi Holocron

At 10th level, a Jedi scholar rediscovers the art of creating an interactive Jedi holocron—knowledge widely considered to be lost. (See Chapter Four for rules on creating holocrons.)

Jedi Knight

When a Jedi scholar's total Jedi levels (Jedi scholar levels plus any other Jedi class levels) equal 7, he becomes a full Jedi Knight and gains a bonus knight feat. This bonus knight feat must be drawn from the following list:

Burst of Speed, Force Mastery, Force Mind, Knight Defense, Knight Mind, Knight Speed, Lightsaber Defense, Skill Emphasis (any).

The Jedi must meet the prerequisites of a feat to select it. This bonus feat replaces the knight feat gained by a 7th level Jedi consular or Jedi guardian, or any other prestige class. If a character is already a Jedi Knight before taking this prestige class, he does not gain another bonus knight feat.

Jedi Weapon Master

Although a Jedi's greatness does not derive from her combat ability, some threats to peace and justice can only be met with martial force. While all Jedi receive some training in combat, a few make fighting the central focus of their union with the Force. These Jedi are weapon masters, adepts of various styles of melee combat.

The best Jedi weapon masters choose their martial path early, dedicating years to perfecting one form of combat. Such Jedi are not especially violent or angry, for all Jedi know that such attitudes lead to the path to the dark side. Instead, they have simply found that they are closest to the Force when practicing and perfecting a particular style of combat.

Jedi weapon masters were most common during the time period described in *Tales of the Jedi*, when violence was frequently a way of life. As the Republic became more settled and less dangerous, Jedi weapon masters grew less common, though some Jedi always focused on combat more than their kindred did. No Jedi weapon masters are known to have survived the Jedi Purge, but some might emerge from Master Skywalker's academy.

Requirements

To qualify to become a Jedi weapon master, a character must fulfill the following criteria.

Base Attack Bonus: +5.

Skills: Battlemind 8 ranks, Tumble 6 ranks.

Feats: Alter, Control, Expertise, Force-Sensitive, Sense, Weapon Focus (any melee weapon or unarmed).

Game Rule Information

Vitality: Jedi weapon masters gain 1d10 vitality points per level. The character's Constitution modifier applies.

Class Skills

The Jedi weapon master's class skills, and the key ability for each skill, are as follows:

Balance (Dex), Bluff (Cha), Climb (Str), Computer Use (Int), Craft (Int)*, Empathy (Wis), Enhance Ability (Con), Friendship (Cha), Intimidate (Cha), Jump (Str), Knowledge (Int)*, Profession (Wis)*, and Tumble (Dex), plus all Force 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 (droid programming).*

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

The following are features of the Jedi weapon master prestige class.

Bonus Weapon Feat

At 1st level, a Jedi weapon master gains a bonus feat related to martial prowess. This bonus feat must be drawn from the following list:

Advanced Martial Arts, Ambidexterity, Defensive Martial Arts, Exotic Weapon Proficiency, Improved Critical, Improved Disarm, Improved Martial Arts, Improved Trip, Improved Two-Weapon Fighting, Martial Arts, Two-Weapon Fighting, Weapon Focus, Weapon Finesse, Weapon Group Proficiency.

A Jedi weapon master gains additional bonus Weapon Group Proficiency feats at 4th and 7th level.

Deflect (Defense)

A Jedi weapon master has the ability to deflect blaster bolts and other projectiles with her lightsaber, thereby providing a +1 dodge bonus to Defense against such attacks. (This bonus improves to +2 when the Jedi weapon master reaches 8th level.) She must be carrying an activated lightsaber to use this special ability.

Table 2-5: The Jedi Weapon Master

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+1	+1	+1	Bonus feat, deflect (defense +1)	+1	+0
2nd	+2	+2	+2	+2	Increase weapon damage	+2	+1
3rd	+3	+2	+2	+2	Deflect (attack –4), weapon mastery	+2	+1
4th	+4	+2	+2	+2	Bonus feat	+2	+2
5th	+5	+3	+3	+3	Increase weapon damage, weapon mastery	+3	+2
6th	+6	+3	+3	+3	Deflect (extend defense and attack)	+3	+3
7th	+7	+4	+4	+4	Bonus feat	+4	+3
8th	+8	+4	+4	+4	Deflect (defense +2)	+4	+4
9th	+9	+4	+4	+4	Increase weapon damage	+4	+4
10th	+10	+5	+5	+5	Deflect (attack –3), weapon mastery	+5	+5



JEDI WEAPON MASTER

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Deflecting an attack is a reaction that costs the Jedi a move action in her next round. The Jedi must indicate that she is using deflect (defense) when an opponent declares an attack against her but before any attack rolls are made. When used in this fashion, the Jedi gains the dodge bonus against all ranged attacks directed at her in the round.

For example, if a Jedi uses her activated lightsaber to deflect any number of blaster attacks in round three of combat, in round four the Jedi loses a move action to account for the effort expended to deflect the attacks in round three.

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 expects to come under heavy fire. See Chapter Eight of the *Star Wars Roleplaying Game* for more information on total defense.

Increase Weapon Damage

A Jedi weapon master learns to deal additional damage with particular types of melee weapons. At 2nd, 5th, and 9th level, a weapon master gains the ability to deal an additional +1d8 points of damage with any one type of melee weapon with which she is proficient. It is possible to select the same type of weapon more than once, gaining an additional 1d8 each time. A Jedi weapon master may select the lightsaber or any other melee weapon, including unarmed attacks (if the Jedi weapon master has the Martial Arts feat).

Deflect (Attack)

At 3rd level, a Jedi weapon master gains the ability to deflect blaster bolts with her lightsaber to redirect the attack toward a target within one range increment of the Jedi's position. (The type of blaster determines the range increment.) She must be carrying an activated lightsaber to use this special ability.

Deflecting and redirecting an attack is a reaction that costs the Jedi weapon master a move action in her next round. The Jedi must indicate that she is using deflect (attack) when an opponent declares an attack against her but before any attack rolls are made. Deflect (defense) and deflect (attack) can be used together in the same round (though the Jedi can decide not to use the defense if she wants a better chance at redirecting the incoming attack).

The Jedi can deflect and redirect a number of attacks equal to one-half her Jedi level, rounded up. The redirected attack must miss the Jedi by 5 or less; any attack that hits the Jedi or that misses by 6 or more can't be redirected.

If the Jedi can redirect the attack, the Jedi immediately rolls an attack using her lightsaber attack bonus and applying a –4 penalty on the attack roll. (This penalty lessens to –3 when the Jedi weapon master reaches 10th level.) If this roll is high enough to hit the target, the redirected attack deals damage to the target (the type of blaster determines the damage dealt by a redirected attack). For a Jedi weapon master who already has this ability (as a Jedi consular, Jedi



guardian, or a member of another prestige class), the penalty associated with her redirected attack is lessened by 1 at 3rd level and another 1 at 10th level, but it cannot be improved beyond –1.

Weapon Mastery

At 3rd, 5th, and 10th level, a Jedi weapon master gains one of the special weapon master abilities detailed below. Each ability applies to a specific type of melee weapon selected when the ability is chosen. Each ability may be taken multiple times, but it must apply to a different type of weapon each time it is selected.

Devastating Strike: With this ability, a Jedi weapon master can make an attack with an increased chance of scoring a critical hit. This ability can be used a number of times each day equal to the character's Jedi level. The use of a devastating strike must be announced before any attack rolls are made. The threat range of a weapon making a devastating strike is doubled. For example, a lightsaber usually threatens a critical hit on 19–20 (two numbers). When making a devastating strike, the lightsaber threatens a critical hit on 17–20 (four numbers). Making a devastating strike is a full-round action that provokes an attack of opportunity. This ability does not stack with the elite trooper's deadly strike.

Martial Arts Kata: Once per day, when a Jedi weapon master uses her selected melee weapon to make a full attack against a single target, she gains an additional unarmed attack against the same target. This unarmed attack uses the Jedi weapon master's highest attack bonus and deals her normal unarmed damage.

Alternatively, this unarmed attack can be used to perform a disarm attempt or trip attack. If used to disarm, the attack gains a +4 competence bonus on attack rolls. If used for a trip attack, a failed trip attempt does not allow the target to automatically attempt to trip the Jedi in return. For more information on these maneuvers, see Chapter Eight of the *Star Wars Roleplaying Game.*

Rapid Strike: With this ability, a Jedi weapon master can make an additional attack with the selected melee weapon each round at her highest attack bonus. However, both the additional attack and all other attacks the Jedi weapon master makes in that round take a –2 penalty.

Superior Weapon Focus: With this ability, a Jedi weapon master gains a +1 competence bonus on attack rolls with her selected melee weapon. This attack bonus stacks with any other attack bonuses she may have, including bonuses from the Weapon Focus feat.

Weapon Specialization: Weapon specialization adds a +2 competence bonus on damage rolls with a chosen type of weapon. The Jedi weapon master must have Weapon Focus with that weapon type to take weapon specialization. If the weapon is a ranged weapon, the damage bonus applies only if the target is within 10 meters. Beyond that range, the Jedi weapon master cannot strike precisely enough to hit more effectively.

Deflect (Extend Defense and Attack)

At 6th level, a Jedi weapon master can extend her deflect (defense) and deflect (attack) abilities to others within 2 meters of the Jedi's position. She must be carrying an activated lightsaber to use this special ability.

Now the Jedi can provide a +1 dodge bonus to anyone within 2 meters of her position, and she can deflect and redirect ranged attacks made against anyone within 2 meters of her position. All rules associated with deflect (defense) and deflect (attack) apply; the only difference is that now the Jedi can extend this ability to help those nearby.

Jedi Knight

When a Jedi weapon master's total Jedi levels (Jedi weapon master levels plus any other Jedi class levels) equal 7, the character becomes a full Jedi Knight and gains a bonus knight feat. This bonus knight feat must be drawn from the following list: Acrobatic, Burst of Speed, Cleave, Dodge, Force Mastery, Force Mind, Knight Defense, Knight Mind, Knight Speed, Lightsaber Defense, Mobility, Weapon Focus (any melee weapon).

The Jedi must meet the prerequisites of a feat to select it. This bonus feat replaces the knight feat gained by a 7th-level Jedi consular or Jedi guardian (or a member of any other prestige class). If a character is already a Jedi Knight before taking this prestige class, she does not gain another bonus knight feat.

New Force Techniques

Those who use the Force sometimes stumble upon new applications of familiar skills. The Force techniques described below are available to any Force-using hero who meets the specific requirements. Gamemasters and players may want to invent more Force techniques, or they may use these examples as templates for alternative uses of skills they have already invented.

Healing Trance

Although the most powerful Jedi healers gain ranks in the Heal Another skill, some Jedi learn to place other Force-sensitive creatures in simple healing trances to accelerate their natural healing process.

Any Force-user with both the Control and Alter feats can attempt to place a willing creature with the Force-Sensitive feat into a healing trance. Doing this slows the target's metabolism, allowing him to survive for extended periods with very little air, water, or food. Placing a character into a healing trance requires a full-round action. It also takes a full round to awaken from the trance. While in a trance, the target's heartbeat slows, his breathing all but ceases, and he appears to be dead.

A character in a healing trance uses only one-tenth as much air as a normal person and needs no food or water for an extended period. For purposes of natural healing, a healing trance is the equivalent of assisted healing (see Chapter Eight of the *Star Wars Roleplaying Game*).

When placing a character into a trance, the Jedi must declare the circumstances under which the trance will end, perhaps a time limit or a certain stimulus (such as being touched or hearing a specific phrase). A character in a healing trance is not conscious of his surroundings and may not use any skills or abilities.

A character can remain in a trance for up to one week in a dry climate or up to one month in a wet climate before succumbing to dehydration. If water were somehow supplied (via an intravenous drip, for example), a character could remain in a trance for up to three months before dying of starvation.

Sense Surroundings

Any character with the Sense feat can extend his senses through the Force to gain an awareness of his surroundings. Such awareness allows the character to fight and make skill checks (including Listen and Spot checks) without taking any penalties for darkness or a lack of line of sight. This ability does not duplicate the Enhance Senses skill, but rather allows a character to perceive normally through the Force instead of through a normal sense, thus compensating for blindness or deafness.

Activating this awareness requires a movement action. Using it costs 2 vitality points, and the ability compensates for only one sense at a time. If a Force-user wishes to use this ability to overcome both blindness and deafness in the same round, for example, he would need to spend 4 vitality points and one movement action to do so.



Chapter Three: Gamemastering a Jedi Campaign

Jedi are a key component of any *Star Wars* campaign. The core character classes include the Jedi consular and the Jedi guardian, and Force powers add to the capabilities of any adventuring group. With that extra power comes additional responsibilities, particularly for those who use the Force and adhere to the Jedi Code.

Specific campaigns can be built around an all-Jedi or mostly Jedi group, or a group heavily influenced by Jedi ideals and Jedi NPCs. Even characters with a less spiritual nature may find their paths closely tied to that of the servants of the Force, whether they intend it or not. This section evaluates the nature of the Jedi in different eras of play, delineates specific Jedi-oriented challenges, and provides hints for running campaigns in which most or all of the heroes are Jedi.

Rules for Jedi Behavior

Being a Jedi is all about being a hero, which is at the core of the *Star Wars Roleplaying Game*. A Jedi is at her best when she is brave, selfless, and responsible, and she puts the will of the Force before her own personal wants and needs. A Jedi also serves as an icon of socially acceptable behavior and positive influence. Being a Jedi is about much more than defeating the enemy and overcoming the dark side. The Jedi must earn the acceptance of the common citizens of the galaxy and uphold the tenets of the Jedi Order as well.

For many players, the point of playing a Jedi is to get their hands on a lightsaber, or to throw objects around using the Force. There's nothing wrong with that. If the campaign isn't particularly focused on portraying the strict self-discipline of the Jedi lifestyle, then have at it. This game is about having fun in the *Star Wars* universe, after all. As always, what players do with the game is up to the players in that game, and as long as everyone agrees to play by the same general rules of behavior, everyone enjoys the game much more. The GM and players need to communicate their goals and expectations so no misunderstandings or arguments occur later.

DO YOU REALLY WANT TO PLAY A JEDI?

Any player who decides to play a Jedi should first ask, "Is this really the character I want to play?" Think about why you want to play a Jedi character. What appeals to you about the Jedi? Is it the lightsaber? The Force? If so, ask yourself if you could enjoy playing a Jedi who had no access to either one. Would it still be appealing? If the answer is no, you might prefer a different class, because every Jedi's goal on a mission is to accomplish missions without resorting to violence or even using the Force. Take those characteristics away from a Jedi, and what you have left is responsibility, self-discipline, and public service.

If you don't think you'd enjoy a character with a code of conduct, you might want to reexamine your decision to play a Jedi. It may not be the challenge you're looking for.

The following section discusses the rules, regulations, and expectations of the Jedi Order during its height, near the end of the Rise of the Empire era (roughly during the period covered by *Star Wars* Episode I: *The Phantom Menace* and Episode II: *Attack of the Clones*). Jedi in earlier times tend to follow most of the same rules, though they have a less formalized ruling body to make and enforce the Jedi Code. After the Battle of Endor, when Luke Skywalker becomes the de facto leader of the new Jedi Knights, the rules become more open to interpretation. Master Skywalker has only historical records, and the insightful but brief teachings of Obi-Wan Kenobi and Yoda, to guide him.

Following the Jedi Code

"A Jedi Master always said this to each of his students before their first lesson: 'Cross an unfamiliar river without first discerning its depths and shallows, and you will drown in its currents without reaching your goal.' Being a Jedi is no different. Identify the pitfalls and learn the proper path, or you fail the Order and sacrifice yourself to no good purpose."

—Master Odan-Urr

When Jedi Master Odan-Urr examined the Jedi Code, he talked about the Code's basic points and few of the specifics. His interpretations of the Jedi virtues and traits of meditation, training, loyalty, integrity, morality, discretion, and bravery, as well as his thoughts on combat, make good starting points for discussions on the nature of being a Jedi. These commentaries do not answer every question a Jedi might have about how one should act and think and address the problems of everyday life, or about simultaneously serving the common good and obeying the will of the Force.

While the Code addresses a number of matters relating to understanding and mastering the Force, it is not entirely about knowing the Force. To know the Force, a Jedi must feel it, and ancient writings are no substitute for personal experience. Conversely, a Jedi cannot learn polite and acceptable social behavior by experiencing the Force. Thus, the Jedi Code is a set of guidelines for understanding the Force without sacrificing good manners.

The majority of the behavior protocols in the Code are merely guides to good Jedi conduct. Transgressions of the Jedi Code, while a cause for concern, should never be confused with turning to the dark side. The Code contains a number of basic (if sometimes overlooked) instructions on day-to-day life, including discussions on diet and hygiene. A Jedi certainly shouldn't turn to the dark side because of occasionally overeating, or missing a few baths.

Gamemasters and players should understand that the following section is devoted to proper behavior for a Jedi character, and that these "rules" have nothing to do with game mechanics such as Force Points and Dark Side Points. These brief discus-

sions instead elaborate on how the Jedi Order expects Jedi to behave, and therefore give some pointers on how to play Jedi heroes. As always, GMs and players are welcome to choose those aspects they feel are most important to their own games.

Self-Discipline

One of the keystones of Jedi behavior is self-discipline, and Jedi Masters instruct their students in this tenet very early. Most of the lessons are no different from those taught to ordinary children, but as the student progresses, so does the complexity of the lessons. The Jedi student learns that self-discipline is far more important to a person who can wield the Force than it is to those who cannot even feel its touch.

Conquer Arrogance: Jedi are special, but their ability to access the Force does not make them better than other people. A Jedi is a Jedi only because someone else has taken the trouble to teach him. A Jedi Knight is a Jedi Knight only because her Master determines that he cannot teach his student anything further. A Jedi Master is a Jedi Master only because he has discarded his own sense of self-importance and embraced the will of the Force. As Master Dooku explained to a class of Jedi students: "The acceptance of others is not a guarantee. Like everyone else, a Jedi is accepted or not based on his behavior. The Jedi who believes that he is more important than others only demonstrates that his opinion is to be ignored."

Conquer Overconfidence: Many young Jedi students, on learning of the limitless potential of the Force, come to believe that they can accomplish anything. They take on tasks that are too big for them, not realizing that the Force is only truly limitless to those who have a limitless understanding. Scores of Jedi have died as a result of overestimating their control of the Force.

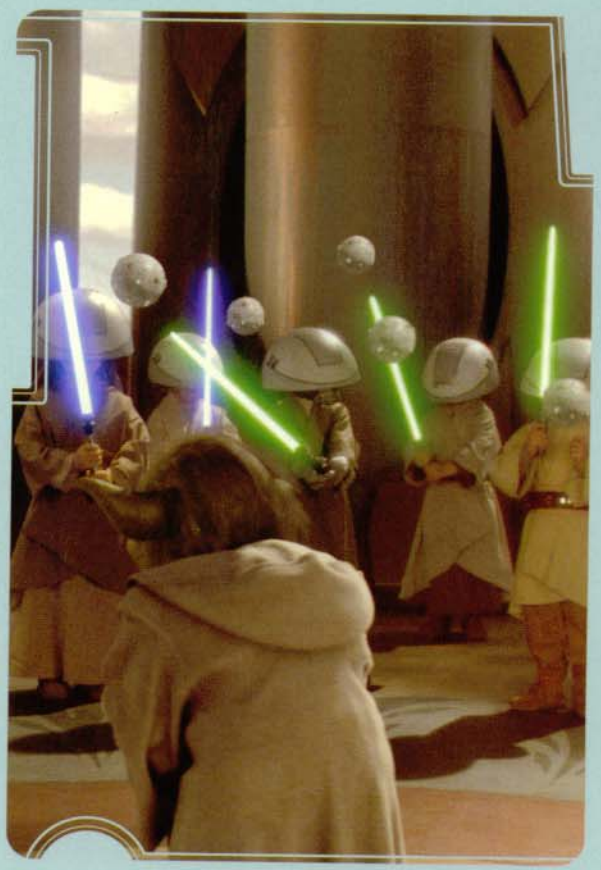
Master Vodo-Siosk Baas spoke of overconfidence to his student, Exar Kun: "Overconfident thinking is flawed because the Jedi does not take all possibilities into account. He may understand the task at hand, the support of his fellows, and the ramifications of his success, and he may have even planned for unanticipated factors—but he has failed to understand his own capabilities. He has planned only for success, because he has concluded that there can be no failure. Every Jedi, in every task, should prepare for the possibility of failure."

Conquer Defeatism: The opposite of overconfidence is defeatism: the belief that no effort, no matter how great, can possibly succeed. Though this might seem contradictory with the goal of conquering overconfidence, it amounts to a question of priorities. A Jedi should plan for success first, and failure second. The Jedi who plans excessively for failure expects to lose. Indeed, the Jedi who approaches each task as though failure is the most likely option puts forth only the minimal effort—enough to say that she tried. Master Yoda once told Luke Skywalker: "Try not. Do, or do not. There is no try."

Conquer Stubbornness: A Jedi should be willing to accept defeat if the cost of winning is greater than the cost of losing. Master Rekpa De, who taught basic lightsaber training at the Jedi Temple on Coruscant while Yoda was still just a Jedi Knight, told his students: "Do not see a lightsaber duel as a choice between winning and losing. Every duel can have many, many outcomes. When you concentrate solely on winning—in lightsaber duels as in everything else—you sully your victory. Winning becomes worse than losing. It is better to lose well than to win badly. And it is always better to end a duel peacefully than to win or lose."

Conquer Recklessness: Young Jedi in particular are always ready to ignite their lightsabers and plunge into battle, reach out impulsively with the Force to move heavy objects, or trick the minds of the weak-willed; such Jedi lack self-restraint. They perceive a goal and rush toward it, heedless of unseen dangers or other options. Master Wiwa told her first student: "Learn to recognize when speed is not important. Race when being first is important; move at your own pace at all other times. It is not necessary to always strike the first blow, to provide the first solution, or to reach a goal before anyone else does. In fact, it is sometimes vital to strike the last blow, to give the final answer, or to arrive after everyone else."

Conquer Curiosity: It is unseemly for a Jedi to probe unnecessarily into the business of others. All beings are entitled to their privacy, and intruding gives the clear message that the privacy of others can be sacrificed to satisfy a Jedi's curiosity. Using the Force to discreetly uncover the secrets of others might be occasionally necessary, but it should never be a matter of course, for it causes distrust of the Jedi in general. Master Odan-Urr said: "Use the Force to satisfy the will of the Force—not to satisfy your own curiosity."



Conquer Aggression: Master Yoda was fond of saying to his students: "A Jedi uses the Force for knowledge and defense, never for attack." Jedi, especially while they are still training, confuse the meanings of attack, defense, and aggression. A Jedi can attack without aggression, especially if she acts without recklessness, hatred, or anger. A Jedi can even kill in self-defense if her opponent leaves her no choice. However, these occurrences should never become commonplace. To conquer aggression, even in combat, a Jedi must explore every other option—including surrender—before resorting to lethal force. The Jedi who regularly employs lethal force courts the dark side.

Conquer External Loyalties: After the Battle of Ruusan, Master Hoche Trit said: "A Jedi is a Jedi, first, foremost, and only. For a Jedi to divide his attention between the will of the Force and the will of others is to invite disaster." Every Jedi must strive to excise external distractions from his life. For this reason, the Jedi Order takes potential students while they are still too young to have formed relationships and forbids them from forming relationships later in life. A Jedi may not marry without the special dispensation of the Jedi Council. A Jedi may not take a political appointment or accept gifts that are not necessary to his mission. A Jedi's loyalties must be to the Force, to the Jedi Order, to the Republic, and to himself, in that order.

Conquer Materialism: Jedi keep few personal possessions. Not only are such belongings a distraction from the study of the Force, but once a Jedi becomes a Jedi Knight, her missions may take her far away on short notice, and numerous possessions become burdensome. Consequently, few Jedi keep more than what they can carry on their person. In the words of Master Kagoro: "I wear my robe so that I am warm; I carry my lightsaber that I am safe; and I keep enough credits for my next meal, so that I am not hungry. If the Force wants me to have more, it finds a way of letting me know."

Responsibility

Once a Jedi learns self-discipline, she can begin to accept responsibility for her actions. No Jedi who shuns responsibility should be trained, and no Jedi who embraces responsibility should be denied training.

Practice Honesty: Honesty is the first responsibility of the Jedi. A Jedi can allow others to believe incorrectly, lead others to incorrect conclusions by playing on their suppositions, or stretch the truth if the situation demands it. A Jedi must always be honest with herself, her Master, and the Council. The Caamasi Jedi Knight Surenit Kil'qiy spoke wisely when he said: "Let there be truth between your heart and the Force. All else is transitory." A Jedi who is honest with her beliefs and her motives finds responsibility to be almost second nature.

Honor Your Promises: A Jedi who makes a promise should always be prepared to keep it or, failing that, to make amends. Thus, a Jedi should never make a promise he is not certain he can keep. Before making a promise, a Padawan learner should consult his Master, a Master should consult the Council, and the Council should meditate on the will of the Force. As Master Tho-Mes Drei said: "Deliver more than you promise. The best way to be always certain of this is to deliver much, even when you promise nothing."

Honor Your Padawan: Every Master has an awesome responsibility to her Padawan learner in bringing him to the end of his training. A Jedi Master must always remember that a Padawan is an individual who deserves respect. A Master should not reprimand her Padawan in public, nor punish her Padawan for disagreeing with her. On the other hand, the Master should praise her apprentice when he does well, especially in the presence of others. Doing this builds the Padawan's confidence and strengthens the bond between Master and apprentice.

Honor Your Master: By the same token, a Padawan should endeavor to show respect to his Master at all times, especially in the presence of others. A Padawan should not disagree with his Master to the point of argument. In discussions with others, a Padawan should address only his Master unless he is directly addressed. In all other ways, the Padawan should defer to the Master and not invite censure. This spares the Master the burden of apologizing to others for the Padawan's behavior.

Honor the Jedi Council: Although the Jedi Council embodies the ultimate authority in the Jedi Order, it cannot be everywhere at once. Therefore, when the Council sends a trusted Jedi on a mission, the Jedi speaks for the Council. This is an awesome responsibility, and no Jedi should abuse this trust. The Council must answer for the Jedi's words and actions, and it shows tremendous disrespect to put the Council in an untenable position. Master Yoda, on being invited to join the Council, said: "Now must I keep the word I made when only a Jedi Knight I was—a promotion, this is

LIGHTSABER SYNDROME

Martial artists who reach a certain level of expertise might look forward to an opportunity to use what they have learned. They think: "I'm just waiting for somebody to give me grief, so I can wipe the floor with him." Sometimes they get tired of waiting and actually become more belligerent and aggressive, in hopes of provoking someone into starting a fight. They have forgotten—or never quite accepted—that martial arts are about self-defense, not showing off what they have learned.

Some roleplayers who choose Jedi characters fall into the same mentality. Carrying a lightsaber and having Force skills presents a tremendous temptation to use them, and some players get anxious waiting for an opportunity to do so in the game. As a result, they begin practicing some very un-Jedilike behavior—attacking first, trying to solve every problem with the Force, and deliberately creating situations that might allow them to roll their dice.

Usually, just pointing out that a player is suffering from "lightsaber syndrome" is enough to get him to take a step back and examine his actions. If not, the GM may have to talk with the player out of game and clarify the role of the Jedi somewhat, especially how it pertains to her campaign. Remember, though, that there's nothing wrong with a player wanting to get involved in the game, unless it's disruptive. The player may just need a refresher on the Jedi philosophy to get back into character.

not." Yoda meant that when Jedi make decisions, the Jedi Council must ratify and uphold those decisions. Thus, a Jedi Knight should never make the job more difficult for the Council than necessary.

Honor the Jedi Order: A Jedi's every action reflects on the Order. Good deeds serve the reputation of the Order, but poor behavior does incalculable damage. Every Jedi should try to remember that each person she meets might never have encountered a Jedi before. How she behaves establishes a first impression of the Jedi, as a whole, in the person's mind. Master Odan-Urr reflected: "When a Jedi behaves badly in public, an observer might think, 'If this Jedi is representative of the whole Order, then plainly no Jedi is worthy of respect.' On meeting a second Jedi, who behaves better than the first, that same person might think 'Does this say that half of the Jedi are good, and half bad?' On meeting a third Jedi, who behaves as well as the second, the person thinks, 'Was the first Jedi an exception, then?' In this way, only by the good behavior of several Jedi can the public be certain that the poor behavior of one Jedi was unusual. Thus, it takes many Jedi to undo the mistakes of one."

Honor the Law: For the Jedi to protect peace and justice, they must be bound by those same tenets. No Jedi is above the law. A Jedi may break the law if he feels it is necessary, but he must then be prepared to accept the consequences of his crimes. Because the Jedi Council does not generally send Jedi out into the galaxy to be arrested and imprisoned, Jedi have a responsibility to the Council to avoid situations that leave no choice but to break the law. Fortunately, the Republic tends to understand the exigencies of Jedi missions and is usually willing to overlook so-called "victimless crimes" a Jedi might perpetrate in pursuit of his mission.

Jedi on missions outside the Republic's reach, on the other hand, must be careful. Crimes committed in the Corporate Sector, for example, fall under Corporate Sector jurisdiction, though the legal process is generally slow enough that defense representation from the Republic has time to arrive. On the opposite end of the spectrum, Hutt space is more problematic in that the Hutts have little conception of "due process." A wrongdoer (or perceived wrongdoer) can expect swift and severe punishment. Paradoxically, the Hutts admire daring and resourcefulness, and unless a crime is particularly severe (by Hutt standards), they are liable to forget all about it if the culprit survives long enough to escape their grasp. The main danger in Hutt space lies in committing a crime that provokes the Hutts (or even a single Hutt) to hire bounty hunters to bring the culprit back—alive or dead.

Honor Life: A Jedi should never commit murder, for any reason. When confronted with a life-or-death struggle, however, a Jedi may have to kill to complete her mission. This act is always unfortunate, because deliberately ending a life strengthens the dark side. However, if the cause is justified—if the Jedi is protecting others, serving the will of the Force, or even merely acting in self-defense—then the light side is equally strengthened. A Jedi should spend some of her daily meditation reflecting on every life she has taken, until she knows that the loss of life was necessary. As always, if a Jedi is unsure of the will of the Force, she should consult her Master or the Jedi Council. A Jedi never should assume that any sentient life she takes is no cause for concern. When a Jedi finds that she doesn't care that she has killed, then she finds herself on the path to the dark side.

Public Service

While the Jedi exist to study the ways of the Force, they are allowed to exist because they serve the public interest. Were they unable to use the Force—indeed, if the Force did not exist—the Jedi would go on serving, because this is their mandate. The fact that the Force is real, and that the Jedi are its most devoted practitioners, only strengthens their resolve to use it in the service of the common good.

Duty to the Republic: The Republic and the Jedi Order are not the same, and the Jedi hold no authority in the Republic. Nevertheless, the Jedi serve the Republic. The Jedi act to preserve the Republic, to uphold its laws and ideals and to protect its citizens, but they hold no rank in the Republic hierarchy. The Jedi serve when asked and stand aside at all other times. This arrangement between the Jedi and the Republic is so old that no one can remember how or why it came about.

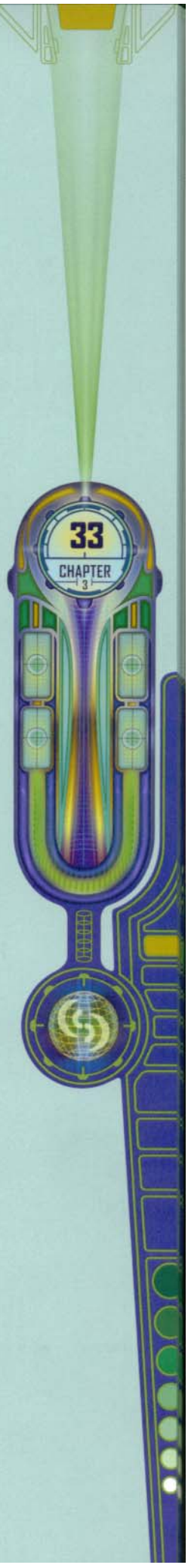
Render Aid: A Jedi is obliged to assist those in need of aid whenever possible, and must be able to quickly judge the priority of doing so. Saving one life is important; saving multiple lives more so. This tenet does not require a Jedi to abandon other goals in every circumstance, but the Jedi must do her best to ensure that those in need of aid receive it.

Defend the Weak: Likewise, a Jedi should strive to defend the weak against those who seek to oppress them, from one person suffering at the hands of another to an entire race held in thrall. A Jedi should always remember, though, that not all might be as it seems. The customs of other cultures should always be respected, even if they offend the Jedi's moral or ethical code. In every case, though, the Jedi should carefully consider the ramifications of her actions.

Master Marspa once visited Nal Hutta with his student, Imina, on a diplomatic mission. While there, they observed numerous acts of brutality directed at the slaves of the Hutts, though Master Marspa said nothing. Later, Marspa and his apprentice visited Ord Mantell, where they witnessed a shopkeeper beating a servant. This time, without hesitation, Master Marspa stepped in and restrained the shopkeeper.

Afterward, Imina expressed confusion. "Master, you stopped that shopkeeper from beating his servant, but on Nal Hutta, we saw many, many acts far more heinous. Yet there, you did nothing. I do not understand."

Master Marspa sighed. "Were it within my authority on Nal Hutta, I would have set every last slave free and personally escorted them back home to their loved ones, far from Hutt space. But to interfere with the culture of the Hutts on their homeworld would have been to pass judgment on them on behalf of the Republic. The Republic Senate knows that slavery goes on in Hutt space. When they decide to do something about that, I will support them wholeheartedly.



JEDI FUNDING

In the Rise of the Empire era, the Jedi Order receives its funds from the Republic Senate, in return for which the Jedi make their services available to the Supreme Chancellor. This considerable funding pays for ten thousand Jedi, support and maintenance personnel, the upkeep of the vast Jedi Temple on Coruscant, and a small fleet of vehicles and starships set aside for use by the Jedi, as well as the incidental expenses the Jedi Order incurs. The services the Jedi provide are equally valuable.

A Jedi on a mission for the Order carries a sum of money based on his anticipated needs. The Temple is careful with its funds, but not stingy: A Jedi might be given a number of Republic credits equal to his level squared × 100. A Padawan receives no money. Any money he needs is entrusted to his Master, who doles it out to the Padawan as necessary.

Because the money Jedi receive is limited, Jedi are expected to cut costs whenever possible. They take public transportation and make do with sparse lodgings and simple meals. In most cases, Jedi can count upon the cooperation of Republic-aligned governments for their needs, but when a Jedi needs to keep his activities covert (as is often the case outside Republic-controlled space), he might have to improvise.

In any event, the Temple expects any unspent funds to be returned upon completion of the mission. (This includes funds acquired during the mission, which can help defray the Republic's expenses.) Most Jedi Knights rarely need money while they are outside the walls of the Jedi Temple. The Force generally provides what is needed, in one fashion or another.

"On the other hand, slavery is not legal on Ord Mantell. For that shopkeeper to beat his employee was simply an unnecessary display of dominance. Were the Republic aware of his actions, they would have acted immediately. I am sad that there is a difference between the two, but it is not our place to correct the discrepancy."

Provide Support: At times, a Jedi must stand aside to let others render aid or defend the weak—even though the Jedi could perhaps do a better job. The Jedi should assist by word or by action as required by the situation, offering advice when asked for, warning when necessary, and argument only when reason fails. Otherwise, the Jedi must remember that she wields a marvelous and potent tool in the Force, and she should be ready to use it on behalf of a good cause.

Assigning Dark Side Points

Because most players do not want their Jedi heroes falling to the dark side of the Force, assigning Dark Side Points to their characters can be cause for contention between players and the GM. No matter how callously his character has murdered, stolen, and brutalized his way through an adventure, a player may argue that his character has not earned any Dark Side Points—and may actually argue that the character has earned Force Points for dramatic heroism.

Our strongest advice on the subject of Dark Side Points is always to discuss with the players—before the first game of the campaign—exactly how strict you want to be with Dark Side Points. If the game focuses on the struggle against the pull of the dark side, or you want the characters to all be rigidly heroic, tell the players in advance, then award them Dark Side Points for even minor transgressions. If you want a campaign where characters are a bit freer to explore their options, or if you don't want falling to the dark side to be a major theme, then you should consider handing out Dark Side Points only for uncommon transgressions, or perhaps only for major transgressions.

As an example, the GM of a "high heroism" campaign might give the characters Dark Side Points for striking first in a combat, for killing an opponent in self-defense, for using the Intimidate skill, or for failing to render assistance to someone in need (even an enemy). Conversely, the GM of a "high adventure" campaign might hand out Dark Side Points only for calling on the dark side with a Force Point or for using a dark side skill, and only rarely enforce the "performing an evil act" part of the rules. (For instance, the GM might award Dark Side Points for killing an innocent being or attacking a helpless foe, but not for using the Force in anger.) The vision of the Jedi and the dark side in the *Star Wars* movies falls somewhere between these two extremes. A Jedi striking the first blow is acceptable, but a Jedi using the Force in anger is not.

Star Wars game groups often bog down on the concept of "evil," much the same way humanity has debated the concept for millennia. Is it wrong to execute a convicted murderer? Is it evil to take away the freedoms of a career criminal? The line between vengeance and justice blurs at times. The Force is about feeling. It does not recognize logic as a valid excuse to do evil. While it might make perfect sense to execute an unrepentant murderer the hero has captured, such an act is, to the Force, no different from a darksider executing a captured Jedi who refuses to give up her noble ways and accept the dark side. The Force judges such situations on the basis of whether a hero, when confronted with an evil, reacts with another evil—or rises above the dark side to extend mercy, compassion, understanding, and guidance.

See Dark Side Transgressions in Chapter Nine of the *Star Wars Roleplaying Game* for guidelines on when to assign Dark Side Points. If you still run into arguments with your players, you could adopt a "fair warning" policy: Before they resolve their stated actions, inform the players that their characters will receive Dark Side Points if they follow through with their stated intentions. They might still argue, but at least it won't come as a surprise when you give them the Dark Side Point.

The Potentium Heresy

As Jedi learn more about the Force, they frequently form their own theories about how and why it works. They question how, if the Force creates and sustains life, it can have a dark side. Some arrive at the erroneous conclusion that the Force is not divided into dark and light—that there is only the Force, and that its energy is inherently positive, despite the use to which it is sometimes put. Those who believe in this theory feel that no "dark side" waits to corrupt them for daring to explore the limits of the Force any more than

monsters wait beyond the galactic rim to devour starships. To them, the Jedi theory of the Force is just one way to perceive this potent life-energy, and the training and discipline the Jedi employ to reinforce their perspective only serves to justify the existence of the Jedi Order.

Seeking another answer, these self-styled philosophers relabel the Force something that fits their perception of it—"the Potentium" is but one example—and attempt to explore their philosophy as far as possible. Some come perilously close to the dark side before other Jedi patiently bring them back from the brink. These "heresies" are fortunately rare, for, if unchecked, they can produce dangerously powerful Dark Jedi. Sadly, those who follow this line of reasoning straight to the dark side rarely perceive the danger, believing that they are making new discoveries that the Jedi were afraid to explore. Some come back from the dark side willingly when they see the error of their ways. Some refuse to renounce their mistaken beliefs and must be exiled to the farthest reaches of the galaxy. Some few must be, regrettably, destroyed.

The core of this theory asserts that there is no distinction between the light side and the dark side. It claims that both aspects of the Force are the same energy viewed from different perspectives. Its adherents theorize that using dark side powers (Fear, Force Grip, Force Lightning, and so on) in the service of good still serves the cause of good, and doing so cannot actually lead a person to want to use the Force for evil. They question why using a lightsaber to strike down an opponent is any different from using the Force to choke the breath out of someone. What they fail to see—and what the Jedi so diligently try to establish—is that being a Jedi is not about exploring the limits of the Force, but about using what is already known to protect peace and justice. Jedi students should concentrate on learning how to use the Force, and leave careful exploration to the Jedi Masters.

Fallen, Tainted, and Dark Jedi

When a Jedi travels too far toward the dark side, the Jedi Order feels responsible for making certain that he does not cause undue harm. After all, representatives of the Order trained him in how to use the Force, so if he uses it for evil, they are at least partly to blame. Of course, legally speaking, the Jedi cannot be held accountable for the aberrant behavior of an ex-member, but the Order doesn't see it that way.

Jedi leave the Order in one of three ways: They turn to the dark side; they refuse to take orders from the Council and become rogues; or they resign, turning in their lightsabers and forfeiting all rights and privileges of being a Jedi (though they retain their Force powers).

Fallen Jedi

Some former Jedi have given up their connection to the Jedi Order so they can pursue a goal of their own. Most of these fallen Jedi are students or apprentices who decide that training is too difficult or restricting, or who become too entangled in the material world to maintain the detachment they need to complete their training. The Jedi Order does what it can to convince those individuals to return, and many ultimately do. Some few—often referred to as lost Jedi—never come back, however. The Jedi Order does what it can to monitor their activities. A handful of fallen Jedi are actually Jedi Masters, which is a painful blow to the Jedi since Masters are supposed to set examples for less experienced Jedi. Most fallen Jedi come from the ranks of students or apprentices.

A fallen Jedi can only advance so far in Jedi levels (see the sidebar Learning without a Master, later in this chapter). Should such a Jedi come back to the Order, the Order attempts to reform her—first identifying and addressing the source of the fallen Jedi's dissatisfaction, then guiding her along the Jedi path. The fallen Jedi might have picked up a few Dark Side Points, along with one or more levels of a non-Force-using class. While the Order can do nothing about the latter, they can help the former Jedi with her atonement to rid herself of those Dark Side Points. Ultimately, when the fallen Jedi acquires enough experience to advance a level, she either commits to the Jedi path by taking a level in a Jedi class, or she takes another level in a non-Force-using class. If she chooses the latter, the Jedi Order can only conclude that the fallen Jedi has well and truly wandered off the Jedi path, and it can offer no further assistance or training. The Jedi Order reclaims any equipment it supplied to the fallen Jedi—including her lightsaber, even if she made it herself (the character can almost certainly build a new one if she desires). If the character wishes to acquire any more Jedi levels, she must find some way to prove that she has renewed her commitment. Otherwise, her career as a Jedi is over.

Tainted Jedi

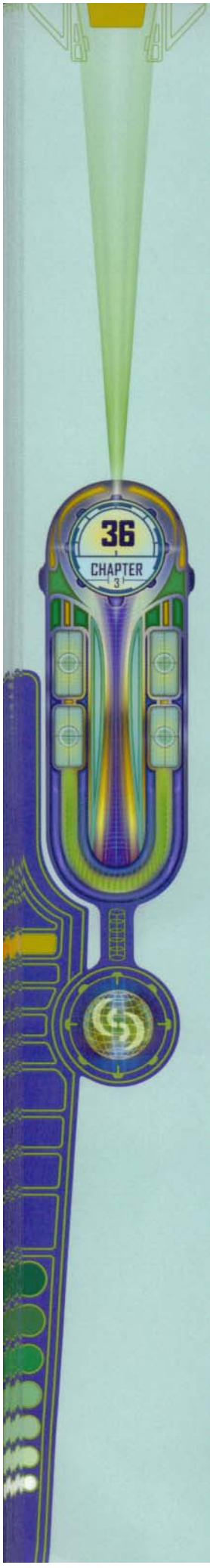
A tainted Jedi has acquired a dangerous number of Dark Side Points but has not yet turned to the dark side. Jedi in this state are constantly in danger of losing their grasp on the Jedi way and giving in to the ways of evil. Obviously, the Jedi Order is highly concerned about such individuals and makes it a priority to bring them back to the Order for retraining—the most important part of which is ridding them of all those Dark Side Points.

A tainted Jedi can still acquire Jedi levels (in accordance with the rules in the Learning without a Master sidebar later in this chapter). If such a Jedi is accepted back into the Order before he has purged himself of the dark side's stain, he is not allowed to train an apprentice until the Council is satisfied that he is no longer in danger of corruption.

Dark Jedi

Once a tainted Jedi has gone completely off the Jedi path and turned to the dark side, she becomes a Dark Jedi—a terrible danger to the galaxy. The Jedi Order makes it a priority to locate Dark Jedi and stop them in any way necessary, up to and including causing their deaths. Since Dark Jedi usually refuse to atone for their crimes, killing them is usually the only way to stop them.

If the Order manages to subdue a Dark Jedi without killing her, it removes her to a safe location where she cannot harm others while the Order attempts to guide her back to the light. Such places are usually uninhabited worlds where an individual can be kept in isolation, without any means of escape. The locations of such worlds are a



closely guarded secret—so closely guarded, in fact, that a few of them have been all but forgotten. Knowledge of the prison holding the Dark Jedi Volfe Karkko on Kiffex, for example, had been lost so long that its existence was recorded only in ancient Jedi holocrons.

Playing Jedi

Playing a Jedi hero is more than just playing an individual with an ancient weapon and a hokey religion. It involves a commitment within the character and a devotion to higher ideals. While a diplomat may choose the lesser of two evils, or a scoundrel the more profitable of the two, a Jedi is held to a higher standard, and with his greater abilities come increased responsibilities.

The Jedi Code summarizes the goals and ideals of the Jedi Order. It delineates that which the Jedi should aspire to. It has been expanded upon over the centuries and millennia by numerous knowledgeable commentators, and refined to produce an ethical code by which the Jedi guard themselves.

There is no emotion; there is peace.
There is no ignorance; there is knowledge.
There is no passion; there is serenity.
There is no death; there is the Force.

—from the Jedi Code

The Goal of Peace

The Jedi work first for peace, acting without consideration of cost to themselves or with an eye toward personal power or gain. Peace is not the result of a strong emotional drive (for emotions cloud the correct use of the Force) but rather a clear, dispassionate goal for the Jedi. Peace born of anger is no peace at all, and cannot last.

Individual Jedi strive for the goal of peace without emotion both within and without. The Jedi works toward his goal with unflinching devotion, untroubled by strong emotions. As a result, powerful Jedi have a cool, detached demeanor that some mistake for apathy.

Situations that challenge the Jedi often involve combat, particularly mindless combat for no clear purpose. For a Jedi, peace is much more than just a cessation of war. For a Jedi to meet this goal, he must look to root causes and complaints, and to deal with basic conflicts between the participants. A Jedi who wins the battle but sacrifices the ability to judge dispassionately has lost his own personal war.

The Goal of Knowledge

Ignorance kills as surely as anger. A little knowledge might be dangerous, but a lack of knowledge is deadly. Ignorance of others, ignorance of facts, and ignorance of truth sets individuals apart and leads to contention and violence. A Jedi spreads knowledge that unifies, binding peoples and worlds together.

This knowledge begins with the Jedi knowing their own capabilities, strengths, and weaknesses. Pride can cloud the mind and make them blind to their own flaws, which might be exploited by others. Failure causes doubt, which causes the Jedi to be less capable of realizing their own strengths. Jedi continually test themselves to see where the limits of their abilities lie, not as a goal in itself, but as a means to the goal of better understanding themselves.

Within a Jedi campaign, challenging the Jedi's knowledge may be as simple as unraveling a mystery or as deep as forcing Jedi to understand their own limitations. Those who oppose the Jedi and their beliefs move in the shadows and fear revelation in the light. By the same token, the Jedi must always be vigilant of their own nature, seeking out weaknesses in the soul and spirit and rising to overcome them.

The Goal of Serenity

In striving for serenity, the Jedi seeks more than just remaining levelheaded in a crisis. He finds a calm place within, and then projects that inner peace outward to affect others by word and deed. This serenity grants the Jedi a firm resolve.

The center of serenity is moderation in all things. Excessive emotions, whether positive or negative, upset a Jedi's touch with the Force and create an imbalance within the self, similar to an imbalance within the Force.

Challenging a Jedi's serenity is easy in a Jedi campaign. The forces of the dark side always encourage the Jedi to give in to hate, anger, and rage, and facilitate those feelings by giving the Jedi good reason to feel those emotions. Those close to the Jedi might be targets of attacks, or the ideals of the Jedi themselves might be sullied. The seduction of the dark side is more insidious, because less powerful or less positive emotions might be harnessed to provoke a rash action. Concern, affection, and even love can upset the balance of a Jedi's serenity and force the Jedi to choose between personal desires and the good of the Order.

The Unity of the Force

The Jedi Code represents the embodiment of the universal nature of the Force. The Jedi see themselves as the guardians of society, holding themselves to a high moral standard. They are cosmic role models, leading by example. The Jedi do not desire to rule, but rather wish to instruct so that society as a whole acts with greater justice and equality.

The Force is not inherently good or evil. It has its light side and its dark side. It is a tool, and like any other tool it can be misused or even broken. Ignorance leads to improper use of the Force; the unwise use the Force emotionally. Incorrect use of the Force can lead to death and destruction. Only through proper training can the Force be justly applied.

In addition, the Force is a living entity, generating life. The Force is a necessary and vital part of the universe. When running a Jedi campaign, think of the Force as more than merely the means by which the characters can gain extreme powers. It is a metaphor for the universal nature of life itself, vibrant, dynamic, and dangerous. All Jedi are permeated by the Force, just as all beings are, but the Jedi are most aware of it. Events in one region might affect another, as if the galaxy were one interconnected being, with the Force as its blood and life.

The Internal Journey

A Jedi grows in power as he experiences the world, gaining more proficiency in combat and in applying the Force. In turn, the Jedi affects the world around him, spreading the doctrine of the Jedi Code and making the galaxy a better place for all.

This external growth and effect reflects an internal growth of the individual Jedi. As a person becomes more attuned to the Force, he is challenged to fully embrace the tenets of the Jedi Order. Every Jedi from the humblest student to the greatest Jedi Master has room to grow and develop. The nature of the universe is such that new challenges continually arise to test a Jedi, as he questions old assumptions and deals with new situations.

When running a Jedi campaign, stress the internal development of Jedi heroes. Often a Jedi may have to sacrifice personal desires or goals for the good of the greater number. Jedi must deal with their own self-denial for the good of others. A Gamemaster can tempt Jedi with their personal desires, but force them to choose between doing what is good for themselves or good for the galaxy.

The Challenge of Temptation

Temptation poses the greatest threat to a Jedi, and the fall of a Jedi Knight often begins with one rationalized decision or errant choice. In a Jedi campaign, the nature of temptation provides a continual challenge for Jedi characters.

Temptation takes myriad forms. The simplest urges the Jedi to provide an easy answer to a complex question. The answer might be immediately satisfying but creates long-term problems. The arrest of a crime lord, for example, might be immediately fulfilling, but unless the crime lord's empire is also shut down, the arrest merely creates a situation in which another being will assume the crime lord's role.

Another form of temptation comes from the power of adulation and the threat of success itself. Accepting personal rewards is dangerous for a Jedi, for it inspires belief in his own abilities that might exceed the truth. In effect, the Jedi comes to believe his own hype. Within the campaign setting, the GM can tempt the Jedi with adulation from the masses, to set the Jedi up for a hard fall when he eventually fails. The Jedi learns that true satisfaction comes from the sense of well-being within, not from the approval of others.

A third form of temptation is the nature of power itself. The Jedi have been established as a force of good, which keeps them from using their abilities to rule the masses. This is an extremely powerful temptation, because Jedi often face ignorance and folly in their daily lives. The Jedi can be tempted to deal with such folly (bureaucracy is particularly rife with it), yet once that kind of interference starts, it soon escalates to a point where a Jedi encourages the very ignorance he once fought against, in the name of ruling others "for their own best interest."

Temptation starts small—using the Affect Mind skill to deal with a petty bureaucrat, losing your temper when making a point, taking pleasure in battle. From these small blemishes the corruption grows. The GM can make it possible and even preferable for Jedi to take the "easy route."

The GM should never coerce a Jedi character into wrong actions, but rather lay traps to see whether the Jedi stumbles into them. There might be situations where the Jedi has a choice of equally unpalatable options, yet such situations have grown out of earlier decisions, and now the Jedi must live with the consequences of his or her actions.

Rising from the Ashes

Would-be Jedi must understand that failure should never be the end. The Jedi Code places a heavy load on the Jedi, requiring almost superhuman abilities for them to accomplish all its demands. In large and small ways, all Jedi eventually fail the challenges posed by the Code in some way. They might feel anger or succumb to temptation. They might work against the balance of the Force, even with the best of intentions. They will fall from the high ideals they hold.

The true failure of a Jedi is not in stumbling or failing to live up to the ideals of the Order. The true failure occurs if, once having fallen, the Jedi fails to rise again. Many Jedi who have failed in one of their tasks consider themselves beyond redemption or forgiveness, and in doing so open themselves to the dark side.

Jedi strive to live up to the Jedi Code and the teachings of their Masters. When (not if, but when) a Jedi fails to attain those goals, the only choices are to let the failure dominate his life, or to rise from the ashes of that defeat and strive to make peace with himself through the Force.

That is the way of the Jedi.

Running Jedi GM Characters

In addition to the other members of the group, your own Jedi heroes might deal with other Jedi regularly, and not always on the best of terms. Jedi can be encountered as superiors, potential allies, rivals, and (rarely) opponents.

Gamemaster-controlled Jedi characters can be used to exemplify both the strengths and the weaknesses of the Jedi Order. They can demonstrate loyalty, integrity, and balance for those Jedi heroes who are currently in conflict. They can also demonstrate an insular and secretive nature that might leave them exposed to attack, as well as a conservative and staid demeanor that causes major upheavals within the Order itself.

Nonplayer character Jedi also serve to show the Jedi heroes how others view the Jedi—powerful and secretive, honorable and dangerous. Player characters may embrace or reject these viewpoints, which in turn allows them to shape the idea of what they believe the Jedi should be and the goals they should achieve.

Jedi as Superiors

Jedi heroes gain their training from senior characters, most likely Gamemaster-controlled Jedi Masters and mentors. Masters and students form tight connections. The Master does not hold the hero's hand on every mission, but the hero might return to the Master several times over the course of his or her career for advice and further training.

Before the Rise of the Empire era, the Jedi Council is the ultimate ruling power of the Jedi. During the Rebellion era



the Council does not exist, for the Jedi are supposedly extinct. In The New Jedi Order era, the Jedi are just regaining their prominence and have not yet established a definite hierarchy. When the Council exists, it assigns Jedi characters (including the heroes) to particular missions and compels them to obey particular dictums or engage in particular actions. Jedi in the Old Republic era have the advantage of being part of an organized bureaucracy. This bureaucracy is a disadvantage as well, since Jedi are expected to obey its rules.

Jedi superiors, whether personal instructors or members of the Council, are usually more powerful and knowledgeable than the heroes. They are not, however, all-knowing or all-powerful. What they know depends on the situation in question. A Council member on Coruscant might be aware of the trade dealings on Naboo, but not of the machinations behind them. Often Jedi superiors have blind spots that leave them (and those who follow them) vulnerable.

Though knowledgeable, Jedi superiors rarely share all the details of a situation with their underlings, expecting them instead to obey orders. Obi-Wan never told Luke the true nature of his parentage, for example. Such omissions are sometimes tests of a Jedi's character or even outright deceptions to keep secrets and further the ends of the Jedi Order. Jedi should be aware of what is said and what remains unsaid when consulting with their superiors, and should not be surprised when their own questions go unanswered.

Jedi as Allies

Jedi make excellent allies, particular for Jedi heroes. They are knowledgeable, powerful, and predisposed to help Jedi. That said, they can also serve as ambiguous allies.

Individual Jedi have distinct ways to achieve their goals, and this could work at cross purposes to whatever the Jedi heroes are doing. Worse, a GM-controlled Jedi might have her own orders from the Jedi Council or her own personal goals, which might not dovetail with those the heroes pursue. As with all individuals, Jedi have their own personal loyalties, preferences, likes, and dislikes. They are also creatures of action, and a Jedi might be willing to risk her own life if she thinks that her particular plan is better.

Jedi allies are generally friendly to the Jedi heroes unless they have a specific reason not to be. They are willing to share information as long as it does not endanger their work or the tenets of the Jedi Order, help gather equipment and allies, and even offer training in the field to help their fellow members of the Order.

Regardless of era, GM-controlled Jedi always have their own goals and objectives and might need the help of the heroes to achieve them. Jedi characters can also be wrong or mistaken, serving on the wrong side of a conflict or working from bad information. A GM-controlled Jedi does not always possess all the right answers.

Jedi as Opponents

Jedi make dangerous foes for Jedi heroes. An opposing Jedi has training similar to that of the heroes, as well as knowledge of how the Jedi function as an organization.

Jedi heroes might encounter one or more fallen Jedi as opponents. Fallen Jedi are not by nature evil or sworn to the dark side. Rather, they have broken with the Order, usually because of a fundamental disagreement of principles, but sometimes due to some willing violation of the Code or the Council's direct wishes.

The idea that fallen Jedi are not necessarily automatic enemies to begin with makes dealing with them more difficult. A Jedi is expected to offer forgiveness and second chances, if possible. Many fallen Jedi have neither forgiven themselves nor the Jedi Council, and they are unwilling to treat other Jedi as anything but unwanted meddlers. Some fallen Jedi treat all other Force-users with suspicion.

A fallen Jedi may take on his own students and seek to create his own version of the Jedi Code to rival the standard Code he thinks is corrupt, ineffective, or old-fashioned. Such schismatic groups often fall quickly to the dark side of the Force. Nevertheless, Jedi heroes could encounter not one, but a group of fallen Jedi as skilled as the heroes and equally committed to their own ideals.

Jedi heroes might be initially unaware that they are fighting a fallen Jedi. The Council cannot keep track of the comings and goings of all its former members, no matter how it tries. A despotic dictator on a backwater world, a spectacularly successful space pirate, and an extremely adept corporate raider might all be fallen Jedi. Fallen Jedi might set themselves up as deities among primitive peoples, and those Jedi's descendants may have formed their own Force-using societies.

The heroes might be fallen Jedi themselves and forced to confront members of the Order bent on redeeming them, either willingly or otherwise. In this case, they find themselves outside the bounds of the Jedi Code and without the resources and support available to the Jedi. Further, they might find themselves being hunted by "true" Jedi who seek to either convince them to return if they left unwillingly, or to punish them (in violation of the wishes of the Council). See Types of Jedi Campaigns later in this chapter for more information about this sort of Jedi-versus-Jedi conflict.

Jedi Training

Fully training a Jedi takes many years, from the first, halting lesson in feeling the Force's power to standing before the Council as a Jedi Knight. The journey is sometimes harsh and certainly never easy, since each student learns in his own time, and some lessons can be quite painful. The good Master adapts to her student's pace and strikes a balance between compassion and discipline.

No two Jedi Masters train apprentices in precisely the same way, nor does a single Jedi Master teach two different students the same lessons in the same way, in the same order, and with the same expectations. Jedi Masters from different eras have radically different approaches, brought about by their circumstances. The Old Republic era saw Masters training multiple students simultaneously, while during the Rise of the Empire era a Jedi Master teaches only one Padawan at a time. By the time Luke Skywalker formed his Jedi academy during The New Jedi Order era, the fact



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that he was the only known Jedi Master necessitated a return to the "many students" method.

Each system has its strengths and weaknesses, and none is flawless. For example, the rigidly structured system during the Rise of the Empire era included multiple Jedi Masters led by the formidable Yoda, who personally instructed large classes of young Jedi in the basics of Force use and self-defense. But the Jedi Order of this era still managed to produce Anakin Skywalker, who turned to the dark side of the Force and betrayed the Jedi to the Sith, all but ending a thousand-generation tradition of peace and justice.

The path a Jedi hero travels from prospective student to Jedi Knight depends on the era of play in which the campaign is set, the focus and direction of the campaign, the style of the Gamemaster, and the interests of the player. Every Jedi's training follows a certain set of guidelines, meets a specific group of milestones, and arrives at the same destination. No matter the era, the journey to become a Jedi Knight and ultimately a Jedi Master passes through the same general territory.

This section describes that process.

Identifying Force Sensitivity

Anyone who can perceive the Force can be taught to use it. The first step in training a student is to identify his sensitivity to the Force, which means determining whether a given individual's skill and luck are manifestations of the Force or simple coincidence. Identifying an individual's Force sensitivity requires a See Force check (see Chapter Four of the *Star Wars Roleplaying Game*).

Though determining Force sensitivity is easy, convincing the subject to undertake Jedi training isn't necessarily guaranteed. In a galaxy where Jedi have a reputation as brave and noble heroes who defend the weak and protect the innocent, the prospect of joining their ranks is generally considered a dream come true to those longing for a better life, replete with adventure. However, a Force-strong individual might have more to gain by not becoming a Jedi. Sometimes those with Force sensitivity are influential rulers, wealthy tycoons, military leaders, famous entertainers, and such. Children with Force potential might be heirs to such thrones and fortunes, or might simply have families who do not wish to lose them. This latter possibility is particularly strong in the Rise of the Empire era, when the Jedi Order adopts a policy of seeking out Force-users while they are still in their infancy and taking Force-strong children away from their parents before they are even a year old. (Toward the end of the Rise of the Empire era, this practice becomes unpopular among the galaxy's population despite the altruistic intentions of the Jedi, who just wish to ensure that an untrained Force-strong child can be trained not to use the Force, deliberately or inadvertently, to endanger himself or others.)

In play, a GM should first decide exactly with whom a Jedi hero needs to negotiate in order to take the student for training: the student's family, the social organization he belongs to, his government, his employer, his owner, his attorney, or possibly even his subjects.

Next, the GM must decide the attitude of this person regarding Jedi training. The GM should use the rules in

THE CONSULAR-GUARDIAN DISTINCTION

It might be difficult to understand the difference between Jedi consulars and Jedi guardians, since the *Star Wars* films never used those terms or made any distinction between the Jedi roles played by Obi-Wan and Yoda. However, based on information from throughout the *Star Wars* movies, novels, and comics, it seems clear that some Jedi specialize in combat, while others prefer the fine art of debate. The *Star Wars Roleplaying Game* differentiates Jedi as guardians and consulars—fighters and diplomats.

The Jedi consular excels at interaction. In a balanced campaign, the Jedi consular has as much to do as the Jedi guardian, but in combat-oriented scenarios he might frequently find himself sitting on the sidelines. In campaigns with a focus on intrigue and politics, the Jedi consular holds a clear advantage over the Jedi guardian. He has more interpersonal skills and can overcome obstacles without resorting to his lightsaber. He is at his best when the situation calls for diplomacy, but battle isn't especially problematic. Just because he doesn't rely on his lightsaber doesn't mean he doesn't know how to use it.

The Jedi guardian, on the other hand, is the expert at battle, second only to the soldier in martial prowess and versatility. A Jedi guardian in a predominantly intrigue-focused campaign can get bored quickly. She is most at home when the scenario calls for a fight. On the other hand, while she builds up her skill portfolio more slowly than the Jedi consular and may never truly compete with a noble's command of the Diplomacy skill, a Jedi guardian with a good Affect Mind score is still a compelling negotiator.

Chapter Twelve of the *Star Wars Roleplaying Game* as a guideline to determine whether this person is hostile, unfriendly, indifferent, friendly, or helpful toward the Jedi. The GM should take into account any past experiences this person might have had with the Jedi, society's perception of the Jedi as a whole, and the prospective student's own fears, goals, and aspirations, as well as cultural considerations and political climate. Unless the GM intends to significantly downplay the importance of identifying a Force-user for potential Jedi training, though, this person's attitude should never be determined randomly. Force-users are rare and special, and Jedi even more so. Finding a new potential Jedi should be equally rare and special.

Finally, the Jedi negotiates with the decision-maker to begin the student's training. Every Jedi has a slightly different approach to recruiting new students. Some haggle terms and discuss options (via the Diplomacy skill), and some few even gloss over the harsh realities of Jedi life to play up the dream of adventure and excitement (using Bluff). In rare instances, a Jedi might even abduct a potential student—though generally only when the student is just a child, and when the Jedi has reason to believe the child's safety, or that of the child's friends and family, is endangered. Jedi never use violence or coercion to take a student, though. As a last resort, a Jedi might cloud the minds of a student's family and friends to make them more agreeable (though using mind tricks on a future student inevitably backfires when the student realizes—perhaps years later—that she was not given a choice in the matter).

Once the student has agreed to undertake the training, the learning process begins.

The Learning Process

Jedi training has changed and evolved over the millennia since the Order's founding. Training was extremely formalized before the Empire replaced the Old Republic. Large classes of Force-sensitive youngsters at the Jedi Temple on Coruscant learned about the Force under the tutelage of Master Yoda. These classes organized themselves as loose "clans," each named after an animal native to a world of some significance to the Jedi: the Bear Clan, the Bantha Clan, Katarn Clan, the Savrip Clan, and so forth. In other eras, a Jedi Master simply took the student to a place where they could both concentrate on the student's education, free from any distractions that might hinder the learning process. A small number of Jedi actually trained in the comfort of their own homes, but this arrangement is rare and certainly not encouraged.

In the Rise of the Empire era, some Jedi trained young students in seclusion far from Coruscant. In The New Jedi Order era, Luke Skywalker's Jedi academy on Yavin 4 experimented with a combination of the classroom approach and one-on-one training. As long as a Jedi learns to use the Force responsibly, the specific teaching method is unimportant. What is important is that the student receives a complete education in the ways of the Jedi. A complete education, in this context, means learning several important lessons.

The first and most critical lesson involves sensing how the Force interacts with the universe. For most students, this is a question of exploring their sensitivity to the Force, of expanding their awareness to detect more than what their senses show them.

The next lessons in the Jedi arts are extensions of the first lesson. Every Jedi student needs to learn how to use the Force responsibly and to avoid the temptations of the dark side. Putting the Force into the hands of someone with a weak grasp of morality and ethics is a recipe for disaster, and the Jedi have a responsibility to the galaxy not to let students stray down the dark path. The Jedi seek to instill a sense of duty and honor in their students by teaching them about the way of the Jedi Knights, through stories of heroic Jedi of the past and through discussions of the Jedi Code. This basic training in Jedi philosophy allows a Jedi to know what is expected of her and helps steer her from the dark path.

Physical conditioning and self-defense exercises go hand-in-hand with this early training. Using the Force can be physically taxing, and being a Jedi Knight can sometimes be outright exhausting. A Jedi builds up her endurance and coordination through a rigorous physical regimen. Self-defense lessons are a major part of the exercises, since a Jedi, with or without formal training, frequently comes in conflict with the scoundrels and ne'er-do-wells of the galaxy. The self-defense drills begin with simple hand-to-hand techniques and usually culminate in practice with lightsabers and other weapons (typically

ERA NOTES

During the Rise of the Empire era, Jedi students invariably begin their training at a very young age. Brought to the Jedi Temple on Coruscant (or some other facility, such as the *Chu'unthor*, described in Chapter Seven) as children, they study the most basic Jedi traditions and subjects until they are mature enough to join one of the training clans. For the next several years, they train together until a Jedi Knight or Master selects them to become Padawan learners, or until they reach adolescence.

In the former case, the Jedi student leaves the training center to become the Master's apprentice. In the latter case, Master Yoda evaluates the adolescent student to determine which of the Jedi Service Corps the student would best fit: the Agricultural Corps, the Medical Corps, or the Exploration Corps. Although the student might consider not being selected as a Padawan as a severe disappointment, Yoda strives to take the student's personality and outlook into consideration to select a suitable alternative.

The AgriCorps instructs nascent Force-users in the basics of biology and ecology and oversees food production for a number of planets. The much smaller MedCorps is vital to training of Jedi healers and generally aids in disaster relief efforts. ExplorCorps, which includes both Jedi and non-Jedi Force-users, participates in mapping and survey expeditions in the Outer Rim and the Unknown Regions.

Numerous would-be Jedi find their definitive place in the galaxy within these Corps and continue to grow. Others spend time here before drifting off to positions outside the Jedi hierarchy. Some are content with their positions, while others feel an urgency to prove that they have the potential to be Jedi after all.

The Jedi Corps appears in the Rise of the Empire era. During the time of the Empire, it and all other forms of the Jedi bureaucracy are ruthlessly eradicated. In The New Jedi Order era, it has yet to reappear.

blaster pistols). Depending on the Master, the interval between the stages of training can be brief. Whenever possible, the Master provides the student with a training lightsaber (see Chapter Four). The student usually does not receive a real lightsaber, or begin to construct one, until she has progressed much further with her Jedi training. In game terms, a Jedi character customarily begins play with a lightsaber, but probably doesn't attempt to construct one of her own until at least 4th level—though this is ultimately in the GM's hands.

Throughout the learning process, a Jedi student learns to cast aside her preconceived notions of how the universe functions, to see the flow of the Force and understand how it influences everyday life—to "unlearn what she has learned." Jedi Masters foster intuitive thinking, since it encourages students to experience the world around them through their feelings rather than through their senses, which can be deceived. The Jedi believe that the entire experience of being a Jedi leads up to the goal of becoming closer to the Force. The sooner a Jedi begins to explore the mysteries of the Force, the more she discovers.

Padawan Training

Once a Jedi Master takes on an apprentice (known as a Padawan learner during the latter part of the Rise of the Empire era), the Master becomes solely responsible for the student's welfare and education. A Jedi Master can never take this decision lightly. He is effectively adopting a child (regardless of the apprentice's age) and must train the apprentice not only in the mysteries of the Force but also in day-to-day life as an adult and a Force-user. For this reason, a Jedi without a clear sense of self-identity makes a poor Master.

The selection method depends upon the era of play. During the Old Republic era, the same Jedi who had discovered a Force-user's potential commonly undertook that person's training as well. This practice sometimes applied during the Rise of the Empire era as well. For the most part, though, the millennium after the Battle of Ruusan (the period of the Rise of the Empire era) saw the most formalized methods for apprentice selection, with the Jedi Council overseeing and regulating apprentice selection. Jedi who survived the Emperor's infamous Jedi Purge and outlived the Empire needed to adopt new ways. They could not afford to be so rigid about their training methods. Although Luke Skywalker's Jedi academy reinstated a certain amount of formality to the process, the final process was more akin to the practices of the Jedi before the Battle of Ruusan rather than the way Luke himself was taught.

Many factors influence the selection of an apprentice. First, the Master needs to be aware of the student's personality. Since the Master intends to spend the next several years of her life with the Padawan, radically different personality types could interfere with the training process. The Master must be comfortable with the apprentice's needs. If the apprentice requires special attention and the Master is not willing or able to provide it, both suffer as a result. Conversely, a Master should not choose an apprentice who offers no challenges at all. The Master learns from the experience of teaching an apprentice.

A Jedi apprentice learns the lessons he needs to know to become a Jedi Knight. Obviously, the Master must continue the student's training in how to use the Force, a lesson that goes on for almost the entire duration of the apprenticeship. The Master must also teach the apprentice how to wield the Force as a Jedi. Knowing when and how to use the Force is vital to a Jedi's development. The Master teaches appropriate use by discussion and demon-

THE JEDI SERVICE CORPS

Even in the glory days of the Republic, not every Force-user became a Jedi. While the Jedi academies recruit Force-sensitive children at a young age and train them rigorously for service as Jedi, not every student makes the jump from student to Padawan learner. Some lack the ability, aptitude, or personality for long-term service. Others simply find their interests lie elsewhere than within the strict Jedi Order. See Chapter Six for more information on the various associated Jedi Corps.

stration. The Master explains the history of the Jedi Order and its members, supplementing those lessons with examples.

An apprentice usually starts out around the age of sixteen as a 1st-level Jedi guardian or Jedi consular, ready to begin adventuring, often with a group of non-Jedi heroes. When he reaches 4th level, the apprentice begins to learn the necessary steps to construct a lightsaber of his own. He gains the mental focus required to harmonize the Jedi's self with the Force and the crystals in the lightsaber. When the time is right, the Jedi apprentice puts aside the lightsaber provided by his Master and takes up the lightsaber he has built himself. A Jedi apprentice is not considered ready to become a Jedi Knight until he has performed this task.

The apprentice's test to become a Jedi Knight can take place at any point during his adulthood (see Table 6–2 in the *Star Wars Roleplaying Game*). For example, Obi-Wan Kenobi began his apprenticeship at age thirteen (an exceptionally young student) and was Master Qui-Gon Jinn's Padawan learner for twelve years before he was awarded the title of Jedi Knight—though admittedly, the Jedi Council might have delayed his test another year under normal circumstances. Even so, this is considered a fairly long apprenticeship for a Human, which may have had more to do with Qui-Gon's teaching style than with Obi-Wan's ability to learn.

Adventuring as an Apprentice

A Jedi apprentice does not lead an intentionally cloistered life (though it might sometimes feel that way to the apprentice). While much of an apprentice's study takes place in the Master's home or training hall, a Jedi finds little need to protect peace and justice there. A Jedi's duties can take him all over the galaxy, and so his training should take him all over the galaxy as well.

For the most part, an apprentice usually travels in the company of his Master, simply because the Master is responsible for his safety. An unprotected Jedi apprentice can be vulnerable at best and tempted by the dark side at worst. However, a Jedi apprentice may travel the galaxy alone and undertake missions on behalf of his Master, or the apprentice might join a group of non-Jedi heroes the Jedi Master knows. The Jedi Master trusts the apprentice not to stray too far for too long, or to cause more problems than he solves. Being apart is good training for the apprentice, because it teaches him self-reliance and accountability. It also teaches the Jedi Master how to let go. An apprentice needs a certain amount of autonomy to gain the confidence of a Jedi Knight.

The Trials of Knighthood

When the apprentice has sufficient experience and knowledge as a Jedi, having constructed her own lightsaber and proven herself able to wield the Force without effort, then she can attempt to become a Jedi Knight. Regardless of the era, the effort always involves tests, and they can be formal or informal depending on who oversees the trials. They can be as simple as the Master observing his apprentice's progress, or as complex as a council of Jedi Masters conducting extensive interviews and perhaps assigning a quest of some kind.

The overall purpose of the trials is meant to answer one question. Because a Jedi Knight is now technically qualified to instruct an apprentice of his own, does the Jedi Order trust the candidate to do so? If the answer is no, then the Jedi is probably not yet qualified to become a Jedi Knight. If the answer is always no, then the apprentice's Master has in some way failed to properly prepare the apprentice, and the apprentice needs retraining.

The basic elements of the test include facility with the Force, knowledge of the Jedi Code, lightsaber construction, lightsaber proficiency, self-defense capability, sound (and swift) judgment, and most important, the ability to carry out a mission without the Master's assistance or intervention. Failure in any part indicates that the apprentice is not yet ready to be a Jedi Knight. No two trials are exactly alike. They are tailored to the individual Jedi to ensure that the Jedi does not simply rely on her strengths while avoiding her weaknesses. The trials might take hours, days, or weeks, and include travel to several locations. Jedi can even forego some of the tests at the discretion of the Master or Masters administering the test, if the Jedi has at some point succeeded at a much more difficult task of the same type.

Successfully passing the trials might call for a ceremony of some kind, or a Master might simply pat his apprentice on the back and send her on her way. In any case, the Jedi Knight is now ready to make her way alone in the galaxy, serving peace and justice in the name of the Jedi Order.

LEARNING WITHOUT A MASTER

A Jedi student can explore the Force without the tutelage of a Master, of course, though some steps in a Jedi's training can occur only with a Master's guidance. Players in a Rebellion era campaign might want to play Jedi heroes despite the lack of readily available teachers in the galaxy. Gamemasters might find it inconvenient to have a much more powerful Jedi on hand while a Jedi hero is adventuring in other eras. Accommodating both players and Gamemasters is a matter of applying a few simple rules.

First, a Force-sensitive character cannot begin Jedi training without guidance from some knowledgeable outside source. Ordinarily, this would be a Jedi Master, though it could also come from information stored in a Jedi holocron, or perhaps even a Force spirit (see Chapter Six). Without a Jedi teacher to set the hero on the Jedi path, the character can only become a Force adept. If the Jedi loses her Master before acquiring all the Force Training feats (Alter, Control, and Sense), the GM might rule that the Jedi hero does not acquire them for free, but instead must take them as one of the feats she gains every third level.

The GM could also rule that a Jedi hero without a Master cannot become a Jedi Knight, since there is no one to test her. This could mean (depending on the GM) that the hero simply does not receive the bonus feat for becoming a Jedi Knight, regardless of his Jedi level—or it could mean that the hero is forbidden from having more than six Jedi levels.

The Jedi Trials

A Jedi might be asked to undertake the following example trials in order to become a Jedi Knight. The GM can devise other versions of the tests for Jedi heroes in his campaign, using these as guidelines. The checks (and the DCs) are only suggestions. The GM need not include any such checks or rolls in his own Jedi trials.

Facility with the Force: The Jedi apprentice must perform relatively simple tasks related to the three main aspects of the Force (Alter, Control, and Sense) to prove her ability to wield the Force in all its forms. The Jedi might be asked to maneuver an object through a series of obstacles (Move Object DC 15) or treat an injured animal (Heal Another DC 15) to test her ability with Alter. A test of a Jedi's grasp of Control might involve using Force Stealth to mask one's presence from other Force-users, or simply withstanding a Jedi mind trick (using Force Defense to assist in a DC 15 Will save). Tests of Sense could require the Jedi to describe events occurring elsewhere (Farseeing DC 20) or locate a living creature in a hidden location (See Force DC 20).

Knowledge of the Jedi Code: The most common version of this test is a series of questions posed to the Jedi at intervals throughout the trials. These include interpretations of the Jedi Code, lessons learned from Jedi history, and discerning actual Jedi lore from an erroneous tale made up by the tester (Knowledge [Jedi lore] DC 15). This test confirms the apprentice's knowledge base. A Jedi Knight performs best if he understands the history and motivations of the Jedi and does not let erroneous information cloud his perception of the Jedi way.

Lightsaber Construction: As mentioned before, a Jedi who has not constructed a lightsaber does not qualify to become a Jedi Knight—though the Master or Masters administering the trials may grant special dispensation if the situation warrants. Some of the Order's most respected Jedi had cultural admonitions against wielding lethal weapons or any weapons at all, yet not allowing them to become Jedi Knights would have meant great losses to the Order. The Jedi Order is willing to exercise flexibility up to a certain point.

Lightsaber Proficiency: A Jedi's proficiency with a lightsaber is often tested with a lightsaber duel (detailed later in this chapter). Again, if a Jedi does not use a lightsaber, he is allowed to use the weapon of his choice, provided it is not a lethal weapon. If a Jedi does not use a weapon at all, this part of the trials may be ignored at the GM's discretion (though the Jedi still has to prove his ability to defend himself; see below).

Self-Defense Capability: Because all Jedi are required to defend the helpless, they must first be able to defend themselves. Exactly how a Jedi accomplishes this is unimportant as long as the Jedi does not call upon the dark side. The Master administering the test ensures that the Jedi's abilities are stretched to their limit. This method intends not only to prove that the Jedi can defend himself but also to determine whether the Jedi can change tactics quickly when his favored method of self-defense fails him. Thus, this test can take various forms, including being attacked by droids (for those Jedi who rely on Affect Mind), creatures, and the very person the Jedi is supposed to protect (for those Jedi who have trouble perceiving hidden threats). The Master who gives the test always monitors the candidate, since the point of the test is to prove the Jedi's ability for self-defense. If the Jedi goes on the offensive without provocation, he has failed the test. The Master ensures that any such failure does not spin out of control.

Sound Judgment: The measure of a Jedi's ability to make reasoned decisions in a short span of time is perhaps second in importance only to his ability to make those decisions without his Master's prompting. This test determines the Jedi's capacity for perceiving and resolving dilemmas without undue meditation, or, conversely, without enough meditation. The test can come in multiple parts. It was customary at one time, during the Rise of the Empire era, for each Jedi Master present to pose an ethical question to a Jedi seeking Knighthood, one after another, in quick succession. The Jedi's test was not only to resolve the questions (once they have all been asked), but to do so in order of importance. In general, though, the Master presents a conundrum—perhaps one with real consequences, should such a test present itself—and then awaits a response. An incorrect answer is, of course, a failure. So is the correct answer, if it is too long in coming. The Master never tells the Jedi how long he has to answer the question, because identifying the immediacy of a problem is an important step in solving it.

Solo Mission: The last part of any Jedi's trials to become a Jedi Knight is a solo mission undertaken without the apprentice's Master. If a Jedi has failed any previous test, he may not undertake this mission. The purpose of this test is twofold. First, the Jedi needs to learn how to undertake missions as a Jedi Knight. Second, it answers the important question of whether the apprentice can function as a Jedi, accomplish missions, serve peace and justice as well as the needs of the Order, and operate without direct supervision or without disgracing the Order. The Jedi's success or failure is important, but how the Jedi handles the situation in either event is the most telling indicator of his readiness for the autonomy that Knighthood brings. A Jedi Knight must be able to adapt his plans to changing situations, to conquer fear and overcome personal opinion, to determine the will of the Force, and to carry out the tasks assigned to him without undue hesitation or dissembling. Failing any of that, the Jedi Knight must be willing to take responsibility for his actions (or inaction), and to make amends if possible. Jedi who fail to complete their missions can still be awarded the mantle of Jedi Knight because they took the initiative to salvage the situation, sometimes even achieving a result greater than the scope of their mission.

Some Jedi apprentices who accomplish a significant task on their own are awarded the title of Jedi Knight even if they have not been formally charged with a solo mission. For example, the Council named Obi-Wan Kenobi a Jedi Knight because Kenobi defeated Darth Maul after he felled Master Qui-Gon Jinn. This is no small task for a Padawan learner. The Council could not rightfully deny Obi-Wan the title of Jedi Knight, since he had already completed the rest of his Jedi training.



The Mission	The Risks	The Complications
The Jedi must retrieve an important code cylinder from a judicial agent in a nearby system and deliver it to a court of law in a different system.	The code cylinder contains evidence and testimonies against a noted crime figure. His thugs attempt to intercept it.	The judicial agent has accepted a bribe to sell the code cylinder to a third party. The crime lord's thugs are now chasing the cylinder's new owner.
The Jedi must deliver an ambassador to a major diplomatic summit.	The ambassador is unpopular because of his liberal attitudes toward aliens and industrial development. Dissidents will likely attack him.	The ambassador is poisoned before the Jedi arrives. His replacement is inclined to cancel the summit, even though success would mean renewed wealth for his world.
The Jedi must locate a Jedi holocron in the ruins of a long-lost library on a remote world and return it to his Master, who waits on a nearby planet.	No one has visited the world since the library was discovered. The fauna and flora pose hidden dangers, and the area of the library suffers periodic floods.	The Master has already visited the world and retrieved the holocron. The Jedi is faced with the choice of exploring the ruins for further relics or returning empty-handed.

A Jedi's solo mission is never commonplace, though an unwise apprentice might mistake it for such. It always involves a short journey to separate the apprentice from the Master's aid and reinforce the notion that the apprentice is on his own. It also includes a tangible measure of success, such as delivering or retrieving a person or an item, or (as is frequently the case with Jedi consulars) facilitating a specific resolution to a given dispute. Danger of some kind is always a factor, though the threat is not necessarily to the Jedi. Of course, the mission includes an element of uncertainty. The Knight candidate faces seemingly insurmountable odds, frustrating rejection, insidious temptation, philosophical ambiguity, or perhaps a sudden redefinition of the mission's parameters.

The solo mission should not be particularly easy or random. The Gamemaster should devise the mission parameters, the risks, and the complications. Some possible elements are given in the accompanying table.

Life as a Jedi Knight

Upon completing her training, a Jedi apprentice becomes a Jedi Knight. Her life suddenly loses a great deal of structure. She no longer lives and trains on her Master's schedule, though she might still cling to it out of habit. Instead, she stands ready to undertake any mission that the Jedi Council assigns her, or perhaps resolve problems that she discovers on her own (depending on the era of play). In gaining this freedom and taking on responsibility, the Jedi Knight's life becomes considerably more complicated than when she was simply required to heed her Master's instructions and follow his advice. She gains a great deal of autonomy, but loses an equal amount of direction.

The Master still has the responsibility to provide the newly titled Jedi Knight with a task, one that gives her time to adjust to her new status. For some Jedi Knights, this is another solo mission, not unlike the mission they undertook at the culmination of their trials. They might be assigned to assist another Jedi Knight's mission. Others receive an appointment to an office within the Jedi hierarchy based on their skills and talents. They become archivists, pilots, or guardians of specific worlds or sectors (especially if they are familiar with the area). A Jedi Knight during an era when the Council was not a formal body—or when it did not exist, such as after the Jedi Purge—might help train the Master's new apprentice as a primer for training her own, or go on a journey of discovery, during which she could find a place or a problem that needed a Jedi Knight. She might also join (or rejoin) a group of non-Jedi heroes dedicated to some noble cause.

Such a Jedi Knight has great autonomy. She might wander the galaxy, lending her skills where they are needed. Alternatively, she can pursue a specific goal such as watching over a world or researching ancient Jedi lore to its completion, even if that means spending the rest of her life in one place. Such decisions are subject to change if the Order (if it exists) has a more important task for the Jedi Knight.

Lightsaber Duels

When Jedi need to practice their lightsaber skills, they call upon one another to duel. When the weapon of choice is capable of carving through durasteel, Jedi must be careful not to seriously injure one another. Similarly, when a Jedi Master teaches an apprentice the art of lightsaber combat, he must be mindful of not only his own attacks but those of his student, who might lack the control to attack without harm.

Jedi in lightsaber duels check their swings, taking a –4 penalty on their attack rolls. Any successful attack deals only half damage, even on a critical hit. (Remember to apply the –4 penalty on the confirmation roll as well.) In addition to this modifier on attack rolls, Jedi also observe certain long-standing customs of dueling etiquette, both to preserve harmony and to guarantee the safest possible duels. Much of this thinking carries over into the day-to-day behavior of the Jedi Knights.

Lightsaber duels are for practice, not for resolving disputes. The Jedi realize that the temptation to solve problems with lightsabers is often very strong, especially for

younger Jedi. Thus, this rule is generally the first imparted to a Jedi when his lightsaber training begins.

Never endanger bystanders. The Jedi Council sternly reprimands Jedi who duel in public, specifically because it wants to avoid accidents.

The duel ends if someone is injured. An injured Jedi who insists on continuing a duel might not be thinking clearly. Thus, the duel ends the moment one of the participants suffers a wound. Paradoxically, most Jedi do not consider wounding an opponent in a duel as a victory. Instead, it tells them that they might have unconsciously wanted to injure their opponent, which is cause for meditation. A Jedi who has injured an opponent in a duel generally does not participate in a duel again until asked. Some even wait until the opponent they have injured asks for a duel.

Always honor a request to end the duel. When a Jedi asks for the duel to end, it is considered good form to immediately do so. Customarily, the person who makes the request extinguishes his lightsaber when he makes the request. However, some Jedi Masters use this point as a test. They leave their blade lit to see whether their apprentices are unwise enough to lower their defenses against an armed opponent—even one they would otherwise trust.

Never strike an unarmed opponent. Jedi consider attacking an unarmed opponent possible evidence of the dark side's influence. Of course, the same thinking does not apply to unarmed attacks against an unarmed opponent.

Never strike an opponent who is unprepared. Even an armed opponent may not be ready for an assault, so the Jedi customarily indicate battle readiness either with a formal salute or by adopting an "on guard" stance. Any other stance indicates that the combatant is not prepared for combat, though he could still verbally indicate otherwise. A lightsaber held to one side and directed at the floor signifies the default "at rest" stance.

Never use the Force during a duel. Lightsaber duels are a test of combat skill, not of proficiency with the Force. If a Jedi uses the Force against his opponent during a duel, it is taken as a sign of desperation. This provides a good reason to end the duel, before someone gets hurt. Unfortunately, the habit of not using the Force in lightsaber practice sometimes works against inexperienced Jedi. It does not occur to them that their opponents might not respect this custom. Similarly, using the Force to improve fighting skill is allowed only if both participants agree to such beforehand. Calling upon the Force (using a Force Point), however, is considered extravagant and disrespectful to the Force.

Nonlightsaber tactics are considered fair game. Despite the injunction against using the Force, other combat tactics are perfectly legal, since lightsaber combat involves more than simply exchanging blows. Jedi frequently employ bantha rushes, disarms, knockdowns, and trips, though grapples are generally frowned upon. Attacking an opponent's lightsaber is a gross sign of disrespect, since it damages the personal property of a fellow Jedi. Consequently, few Jedi resort to this tactic even in life-or-death struggles (except against Dark Jedi), though they feel no such compunction about attacking blasters and other weapons.

Life as a Jedi Master

At some point, a Jedi Knight becomes a Jedi Master. He takes on an apprentice, or by virtue of his accomplishments becomes recognized as an exemplar of the Jedi Order. The title brings with it a few more responsibilities, but overall, life as a Jedi Master is not terribly different from life as a Jedi Knight. The Jedi Master still undertakes assignments and carries out missions, though he has greater latitude in which missions he accepts and how he accomplishes them. He also speaks with considerably more authority than a Jedi Knight.

A Jedi Master is afforded a great deal of respect within the Order, regardless of how long he holds that status. The station of Master has no "ranks," though some Jedi Masters have more authority than others due to their individual reputations. Master Yoda and Master Mace Windu are two examples in the Rise of the Empire era, as are Master Odan-Urr and Master Vodo-Siosk Baas in the Old Republic era. During The New Jedi Order era, Master Luke Skywalker comes to be recognized as the "grand master" of the Jedi Order. Much of the respect Jedi Masters garner within their respective Orders relates to their strength in the Force (as a Jedi can determine by using the See Force skill).

Most Jedi Masters downplay their own importance while on missions, except when they feel that the situation warrants a perception of higher authority than a Jedi Knight commands. Most Jedi Masters feel that excessively emphasizing the distinction is a sign of vanity. Even so, Jedi Masters generally make it clear when they speak on behalf of someone else, such as the Jedi Council, the Supreme Chancellor, or someone outside the Order they might be assisting at the time.

Technically speaking, no position in the Order ranks higher than that of Jedi Master. In some eras, a Jedi Master might one day become a member of the Order's Council. Ordinarily, a Jedi Master is expected to speak and act as though he did so on behalf of the entire Order. If a Jedi Master truly knows the will of the Force, he does.

Becoming One with the Force

Even Jedi Masters eventually die. For most, death is simply a release from their physical forms, allowing them to join the totality of the Force. Some learn how to maintain their identities even after death, so that they linger for a while at the edges of the world of the living as spirits in the Force.

At the moment of a Jedi's death, he can choose to expend 10 Force Points to completely abandon his physical form and become a Force spirit. The Jedi must not have any Dark Side Points. The Jedi's body simply vanishes. If the Jedi still has Force Points remaining, at the same moment he can grant up to half of them to a living Force-sensitive character (even one not trained as a Jedi). No single character can receive more Force Points in this fashion than she has levels in a Force-using class, however—though as a Force-using character, she has no maximum total number of Force Points.

For more information on Force spirits, see Chapter Six.

Jedi through the Eras

Jedi represent different ideals in different eras of play. During the period leading up to the Rise of the Empire era, the Jedi are a powerful, organized force equated with the Republic itself. During the Rebellion era, Jedi are considered an extinct order, a ghost of the past, their organization destroyed by the Emperor and his chief minion, Darth Vader. In the period following the Rebellion, the Jedi seek to redeem their reputation and discover what was lost to the ravages of the Empire. Each of these periods places unique demands on Jedi characters and their allies.

Before the Rise of the Empire Era

When the Republic was at its height, so was the Jedi Order. The Jedi helped keep the peace in the galaxy for centuries and served as shining beacons of loyalty and nobility. They were the strong arms of justice for the Old Republic. Their involvement in the Republic's business inspired respect in the hearts of the righteous, and fear in those who disdained the rule of law.

However, like the Republic itself, the Jedi Order planted the seeds of its own destruction. The Jedi Council became hidebound and conservative, unwilling to accept new ideas or recognize new challenges. It had maintained the peace for long years by following the old ways. It believed that the forces of darkness, in particular the Sith, had been eliminated. In reality, the Sith were moving through the shadows and influencing the Republic without the Jedi Order's knowledge.

Most citizens of the Republic in this era regard the Jedi as heroes and legends, part sage and part superhero. Capable of incredible feats of combat and legerdemain, they have the wisdom of the ancients at their disposal. This reputation is in part due to the population's voracious appetite for heroes and adventure.

While this high regard makes it easy for Jedi to work within the Republic, that popularity creates its own problems. They are expected to live up to their reputation from the legendary tales and holographic entertainments, which often start with the legends of the greatest of the Order and then elaborate upon them. Jedi are required to appear as swift, strong, and wise as the legendary Jedi, and those expectations can be a heavy load to bear. Disappointed supporters and disillusioned followers become regular hazards for Jedi of this period.

Such adulation might also convince an individual Jedi to believe his own hype, leading to overweening pride, one of the temptations of the dark side of the Force. Some fallen Jedi's first steps toward darkness begin with the belief that they can do everything expected of them, and they succumb to anger or despair when they fail.

Also, while the masses tend to think well of the Jedi, individuals often envy and fear them. Some see the Jedi as judgmental interlopers who arrive on a planet, stir up trouble, and then depart, leaving others to handle problems left in their wake. Corrupt officials and crime lords do not welcome Jedi, of course, but even otherwise loyal planetary officials might wince at the thought of a visit from a member of the Order. As corruption spreads through all



levels of the galactic government, more and more officials have something to hide.

Beyond the borders of the Republic, the Jedi face suspicion and distrust. Some believe their legends to be nothing more than Republic propaganda, while others see them as spies and agents of the Republic itself. Where Jedi go, trouble seems to follow. In these areas, the Jedi are greeted with hostility as often as with praise.

For all these reasons, the most effective Jedi during this era tend to be neither showy nor dramatic with their appearance, and they do not announce that they are Jedi unless they must. They use their abilities without hesitation when necessary, but do not flaunt their abilities without cause. The simple declaration of a Jedi's imminent arrival might be enough to dissuade would-be criminals. Just as often, such an announcement allows those who traffic with the dark side to prepare themselves for the confrontation to come.

Jedi have a number of advantages in this era, the greatest of which is strength in numbers. Jedi schools and training academies recruit those strong in the Force at a young age to use their powers for the benefit of the Republic. Jedi have readily available resources ranging from safe passage between planets to contacts in various governments. Such connections come with a price. Jedi of this era are expected to follow the directives of the Council and to go where the Jedi bureaucracy feels they are needed, regardless of their own opinions. Even so, a Jedi knows to rely on his own abilities rather than depend on backup that might be out of reach.

Finally, the Jedi of this era, even those on the Council, believe themselves beyond manipulation. This certainty makes them vulnerable to the machinations of those who seek to use the Order as pawns in their own galactic games. These players work subtly from the deepest shadows and through layers of minions to influence the Jedi for their own fell purposes.

The Rebellion Era

During the Rebellion era, the Jedi are considered no more than an extinct religious order. Cynicism runs high while the Empire rules supreme and the citizens of the galaxy find themselves in increasingly dire circumstances. As a result, anyone claiming the mantle of the Jedi is first met with disbelief, if not outright hostility.

The great Jedi schools no longer exist, and the power of the Jedi Council has been smashed beneath the fist of the Emperor. Remaining Jedi hide in such remote locations as Dagobah and Tatooine, far from the bright lights of the galactic center.

Without an organized Jedi presence to lend stability to the galaxy, the need for the Jedi is great. In addition to the peril posed by the Empire itself, numerous "wild talents" appear throughout the galaxy. Lacking the guidance and control taught by the Jedi Order, these undisciplined Force adepts are vulnerable to both the predatory nature of the Empire and the temptation of the dark side. Those Jedi who still survive are the heirs to the Republic, carrying out its virtuous intentions in a galaxy that has fallen to darkness.

Jedi in the Rebellion era lack the resources of their predecessors. Most people believe the Jedi to be myths or Old Republic propaganda at best, whose reputation exceeds any real abilities (indeed, if they were so powerful, how did they fall in the first place?). Those who still believe in the power of the Force prove even more dangerous to the Jedi during this period. These include dabblers in the dark side, avaricious Force-users, and agents of the Empire itself. Those invested with knowledge of the dark side know that the Sith survived for centuries even while reduced to a mere shadow of their former power, and that for the Jedi to be truly crushed, every member of that hated order must be eliminated. Those strong in the Force (and weak in will) look to the Jedi as a source of power that they can steal or manipulate to their own ends. While the Empire itself does not support the Jedi, the Emperor has his own designs on Force-users and seeks to recruit and corrupt them to the dark side of the Force.

Others remember the power of the Jedi in years past and see their downfall as an opportunity to gain personal vengeance. Long-lived species such as the Hutts hoard memories of running afoul of the Jedi, while clan-organized species might have family tales of the Jedi who brought ruin and dishonor to their plans. Now that the Jedi have been broken, it is time for revenge. In some regions Jedi find themselves hunted, and an accusation of being a Jedi is a prelude to a lynching.

Surviving Jedi do not have the access and resources they had in the Old Republic. They cannot merely invoke the power of their position to gain safe passage or direct costs to a far-off Council. Instead, they are forced to survive by their wits, traveling light and using their abilities only when most needed.

Jedi of this period make extensive use of non-Jedi allies. Some are Force adepts whom they hope to teach the way of the Jedi, but most are valued compatriots who share the same ideals, whether that involves a return to the justice of the past or merely an escape from the tyranny of the Empire.

The New Jedi Order Era

The New Jedi Order era is a period of rebirth and challenge. The great force of the Empire has been defeated, though self-proclaimed successors constantly challenge the New Republic. New hazards arise within and beyond the galaxy, ranging from the Black Sun criminals to the Yuuzhan Vong. Against that backdrop, the Jedi Order must start again and rebuild both its organization and its trust with the people.

Luke Skywalker's Jedi academy on Yavin 4 becomes the hub of Jedi teachings while he and his allies attempt to reconstruct the power of the Jedi Order. However, the general populace of the galaxy still views the Jedi with distrust, feeling that the Jedi failed them during the long night of the Empire. Jedi are expected to prove themselves continually and to account for the crimes, both real and imagined, of long-dead members of the old Order. In taking on the mantle of the Jedi, the members of the Jedi Order also assume the responsibility of both its golden heritage and its darkest errors.

The Jedi Order is also a hope for the future, and people who suffered over the intervening decades of Empire rule look to the fledgling Jedi as salvation from petty tyrants and injustice. No lack of potential foes exists in this era, since the fall of the Empire spawned thousands of minor despots ranging from crime lords to former governmental officials, eager to carve out new empires.

During the dark years of the Empire and in the chaos that followed its fall, new traditions of Force-users appeared. Some wild talents discovered their own powers. Other communities of Force-users remained hidden during the ages of the Republic and the Empire and took advantage of their secrecy to expand their own power. The Jedi of this new era make it a priority to locate and contact other Force-users, both to seek out allies and to identify potential foes. Evil flourished in the Emperor's shadow, and numerous dark side practitioners must be hunted down and eliminated lest the cycle of destruction continue.

The Jedi Order of this period does not have the resources of its pre-Empire predecessor, so Jedi are on their own when it comes to dealing with costs and arranging travel. Further, they are much fewer in number, so that often the closest Jedi at hand must handle a crisis as opposed to the one best suited for that particular problem.

As a result, Jedi of this era make use of all available resources. They seek new allies and new allegiances, dealing with situations in ways that the Jedi of the Old Republic might have found distasteful or heretical. These new Jedi are aware of the challenge of taking on the mantle of the previous Order, and they are unafraid to try new approaches to age-old problems. The greatest challenge of the Jedi in this era is living up to, and surpassing, the promise of their forebears.

Other Jedi, Other Eras

The three main eras of game play provide a set of rich and varied settings for a Jedi-based campaign. Whether among the opulence of the Old Republic, during the dark and hunted times of the Empire, or in the promising years of rebuilding the New Republic, Jedi heroes play vital roles in the unfolding saga of the galaxy. Of course, the vast history of the galaxy provides an enormous amount of material for enterprising GMs who wish to set their campaigns in other eras.

The Great Hyperspace War: The encounter between the Republic and the Sith that occurred almost five thousand years before the Battle of Yavin began when the Sith emerged from their far-distant empire to launch attacks against the nascent Republic. The young Order of the Jedi Knights sounded the alarm and gathered allies to meet and repel the invading armies. In this confrontation with the practitioners of the dark side of the Force, the Jedi fought opponents as powerful and determined as themselves.

The Sith War: A thousand years after the Great Hyperspace War, a new threat emerged to challenge the Jedi Order. Instead of an invasion from outside the Republic, this time the danger came from within. A fallen Jedi Knight allied with the spirit of a dead Sith Lord and threatened to bring down both the Jedi Knights and the Republic. Their armies endangered Coruscant and ravaged the great Jedi library world of Ossus before the threat was turned back.

The Golden Age: The Jedi have a long history between the fall of the Sith and the rise of the Empire, filled with adventures on behalf of the Old Republic. During this time, numerous fallen Jedi broke with the traditional Order and sought to create their own Force traditions. These schisms within the Jedi Order created new stresses and choices for individual Jedi while they plotted which path to follow.

The Yuuzhan Vong: While effectively part of The New Jedi Order era, the Yuuzhan Vong represent a unique danger to the Jedi. Unlike other creatures, they seem to be completely apart from the Force. Unaffected and undetectable by the Force, they offer a new, deadly challenge to The New Jedi Order era and to the rebuilt Republic it serves and protects.

Running Jedi Campaigns

A Jedi campaign centers on the concerns and missions of the Jedi. The player characters are either exclusively Jedi or a mixed group with non-Jedi characters who have strong ties to the Jedi Order. Access to Force skills and feats gives the heroes a great deal more power at their disposal. They are capable of handling a wide range of challenges, particularly at high levels.

Not all Jedi campaigns demand exclusively Jedi groups. Indeed, it is possible to run a Jedi-themed campaign without a single Jedi hero. A group of soldiers, nobles, scoundrels, and independent agents might become interested in matters of the Force and problems facing the Jedi. These outsiders provide a fresh point of view and new solutions, though non-Jedi are often ignorant of the nuances of Jedi teachings. Regardless of the participants, Jedi campaigns share a number of tendencies.

Jedi campaigns tend to be stitched into the greater tapestry of the galaxy itself. The actions of the Jedi might affect the destinies of whole planets and entire sectors. Jedi campaigns need not save the galaxy on a frequent basis, but the heroes' actions have tremendous impact on the daily lives of those they encounter. A single group of Jedi can alter the fate of individuals or worlds.

Jedi campaigns deal with higher ideals. Jedi might be assigned to negotiate a trade deal or to serve as arbiters in a political conflict, but they are held to the ideals of the Jedi Code, and their adherence makes them vulnerable to less ethical adversaries. Jedi side with the forces of light. They are staunch allies of good, whether those forces of good are rebels against a tyrannical government or a beneficent government faced with a group of violent rebels.

Jedi campaigns measure the internal development of their participants as well as the outward achievements of the heroes. A victory in which a Jedi must abandon his code of conduct is no success; Jedi must resist the temptation to yield to their emotions and walk the path of violence. A Jedi's own personal growth is key to his development, and he must embrace the Jedi Code to succeed.

Temptation is the greatest threat to personal growth, and temptation is always present in a Jedi campaign. While scoundrels might jump at an easy solution to a



problem, Jedi are expected to think through the ramifications of their actions and to avoid the easy way if a better path exists. Jedi are continually tested, both spiritually and physically, and a campaign heavily influenced by Jedi reflects that testing.

Jedi campaigns draw on a rich history. The great heritage of the Jedi Knights results in a large number of old grudges and forgotten foes, some of whom have survived into the present day. Forgotten Sith Lords and abandoned artifacts of fallen Jedi provide a great deal of material for the GM to work with, since the present generation of Jedi finds that it must contend with the legacy of its own past.

Finally, and most obviously, the Force features strongly in Jedi campaigns. Ordinary crime lords, greedy corporate interests, and petty despots are common enough in the galaxy, but the presence of the Force in conjunction with any of these threats makes such conflicts far more dangerous. For example, the legendary Beldorian the Hutt was no mere despot on Nam Chorios, but rather a Jedi trained in the use of the Force and proficient with a lightsaber. A crime lord might join forces with a darksider to expand his material empire. Force-wielding or Force-affecting opponents and creatures populate campaigns heavy with Jedi. Opponents are aware of the power of the Jedi and use any edge they can gain, such as employing a Force adept or some device that negates, offsets, or dampens Force powers. The heroes should not encounter Force-using or Force-affecting challenges every time they enter a new situation, but they do so more often than those engaged in a campaign without a strong Jedi theme.

Themes of Jedi Campaigns

Jedi campaigns run the gamut from heroic conflict to careful research, from negotiation to investigation, from instruction to destruction. Over the course of your campaign you can dabble in one or more of these themes and even run several at the same time, either simultaneously or overlapping as one storyline leads into the next.

The Jedi can adapt to a number of different campaign styles. Regardless of the themes of the campaign, the basic questions and challenges of the Jedi remain the same. Do the characters embrace the Jedi Code and use the Force responsibly? In a "Jedi warrior" campaign (see below), the heroes are much more than just combatants with blazing swords; they are expected to embody the wisdom of millennia of their Jedi predecessors. When acting in a "Jedi lawgiver" situation, they are more than mere judges or governmental officials, and are expected to deal with situations in the most balanced and fair way possible.

A number of Jedi campaign themes are described below. Each requires different skills and poses different challenges to the heroes. Each has its own risks, both physical and spiritual. Each has its own rewards, both external and internal. Over a long-term Jedi campaign, different themes come into play, to be replaced by others as the heroes grow and mature as Jedi.

Jedi as Warrior

The Jedi warrior campaign represents the most colorful and heroic style of a Jedi-focused game. This is roleplaying at its most fundamental, all flash and fight with recognizable

good guys and bad guys from the outset. When citizens of the galaxy speak of the Jedi, they invoke the image of a brown-robed dervish with a lightsaber and talents beyond the ken of mortal men.

The Jedi warrior campaign works best during conflicts, whether it involves the invasion of a single planet or an entire sector and whether the opponents are droids, Imperial troops, or Yuuzhan Vong. The Jedi ponder matters of tactics as opposed to deeper issues. The threats are immediate and usually deadly.

During the Rise of the Empire era, the Jedi Council gives its Jedi Knights particular assignments, and the most combat-proficient are sent to those regions where their lightsabers may turn the tide and make the difference between success and defeat. The sacrifice of these brave warriors ensures peace for most of the galaxy. In later periods, such as the Rebellion and The New Jedi Order eras, conflict thrives everywhere in the galaxy, and a Jedi might find good use for his skills as a knight protector, sellsword, mediator, or avenger.

In all cases, the Jedi warrior hero is expected to use good judgment as well as good martial arts. If the cause is right, the battle might be inevitable. Should the cause be unjust, it is lost before the Jedi activates his lightsaber. Jedi cautionary tales deal with heroes such as the Qel-Droma brothers, who began fighting for one side, then discovered to their shock that they had been fighting for the wrong faction. The Jedi find nothing wrong with changing sides or abstaining from a fight entirely should they discover evil intent in their allies.

Warriors who cannot defend themselves lack both the ability to survive and the ability to convince others of their wisdom. Noncombat skills, in particular those involving stealth and communications, become vital in situations within the larger scope of war.

Death lurks on all sides of a conflict in a Jedi warrior campaign. Other risks include deception, anger, and hatred as well. The Jedi fight for the truth, regardless of who fights alongside them. Jedi fight without passion or emotion, letting the Force flow through them. The exterior conflict mirrors the interior struggle within a Jedi's soul. When a Jedi comes to hate an opponent, he has lost an important battle within himself.

The ultimate goal of any conflict is peace in terms embraced by the Jedi Code. The warrior fights in hope of someday laying down his sword. All conflict has its eventual end, and a Jedi warrior must change his attitudes to meet new challenges, allies, and opponents. With peace and success, a Jedi's reputation grows around his heroic deeds, and he is particularly sought out to participate in future conflicts. A Jedi warrior faces the greatest irony that while he desires nothing more than peace, the galaxy at large considers him a symbol of war.

Jedi as Lawgiver

The Jedi are more than warriors, of course. They also embody a rich moral code and are generally viewed as being more thoughtful, fair, and wise than most of the rest of the galaxy's population. Citizens of the galaxy look to the Jedi for answers when solutions do not seem otherwise forthcoming.

A Jedi lawgiver campaign involves much more than merely making pronouncements about who is responsible for a crime and to what degree. A Jedi is supposed to investigate matters for herself and be willing to challenge long-held assumptions to uncover the reality. In making the statement "A Jedi is not a creature of morals," the Jedi casts off preconceived notions to view matters in the harsh light of truth.

Before and during the Rise of the Empire era, a Jedi lawgiver campaign originates from the Council itself as an assignment or series of assignments. Simple matters such as diplomatic agreements or trade negotiations make up the bulk of the Jedi lawgiver's work. A Jedi lawgiver might function like a circuit judge of the Old West, moving from planet to planet, dispensing the justice of the Republic with the wisdom of the Jedi Code. Similarly, a Jedi might be granted stewardship of an entire planet, often one wracked by war, and be expected to bring the conflict to a peaceful resolution.

In later periods, particularly after the fall of the Empire, feuding planets, competing corporations, and new species of creatures create friction. In these unstable times, the presence of the Jedi might be enough to bring peace among conflicting groups, if that peace is meted out with wisdom and strength. Two dire enemies might refuse to convene at the negotiation table, but each might meet in turn with a Jedi to find an agreeable solution to their conflict.

A Jedi lawgiver relies on investigative and communications skills and to a lesser extent on her combat abilities. The Jedi lawgiver looks for the truth behind the words of those involved, often revealing secrets that some would rather keep hidden. Inevitably, someone attempts to use force to settle disagreements (or to hide evidence), so combat comes into play as well.

The risks in such a campaign are not solely physical. A faulty decision reflects on the entire Jedi Order and might conclude with a hearing and a reprimand from a superior on the Council. Decisions dispensed without wisdom or reason might result in future conflict or earn the Jedi long-standing enemies in the form of cartels, corporations, or clans.

Jedi as Refugee

Jedi are not always loved or respected, and they do not always have the support of their Order. Sometimes they are shunned and even hunted. This is the most perilous campaign type and usually sees as much combat as a Jedi warrior campaign.

A Jedi refugee campaign might be set beyond the bounds of the Republic or the Empire, in those regions of space where the Jedi are reviled if not openly attacked. Here the Jedi could be targets of attacks by local rulers, bounty hunters, or other Force-users seeking to match themselves against the legendary Jedi. Closer to the Galactic Core, a Jedi refugee campaign might revolve around the fallen Jedi and the circumstances around why they left the Order or were involuntarily expelled.

Jedi refugee characters find no safe haven, only brief respites, since they must continually move to stay alive. Any

contacts they make and any relationships they forge place those close to them at risk with their pursuers.

A fallen Jedi refugee campaign can work effectively during the Rise of the Empire era. The heroes may be at odds with the Jedi Council, or might have been framed for crimes they did not commit. Cut off from the support of the Order, they are little more than transients, vulnerable to attack. Darksiders, crime lords, petty moffs, and even agents within the Republic itself all seek to snare former Jedi, if only to bleed them of their secrets before disposing of them.

Similarly, the very nature of the Rebellion era makes all Jedi refugees. In this time, the Emperor rules supreme, and his agents actively (yet covertly) hunt and destroy rival Force-users. Anyone embodying the Jedi Code must either be corrupted or eliminated for the good of the Empire. Much like the Rebellion itself, the Jedi must move from place to place, keeping their backs to the wall and trusting no one beyond their closest allies.

In The New Jedi Order era, wide parts of space remain lawless and unknown. In regions that once knew the legends of the Jedi Knights, the Jedi are blamed for the fall of the Republic and then the fall of the Empire that replaced it. Petty demagogues fill their minions with hate for the Jedi, so that any who enter into such regions must tread very carefully.

Regardless of the era, Jedi refugees must act with stealth and secrecy. They use their abilities surreptitiously, if at all. Often the Jedi must find answers that do not rely on the Force, since openly calling upon the Force makes matters worse. The greatest risk is discovery, and with that discovery the threat of an attack not only upon themselves, but also on the innocents around them.

Jedi refugee campaigns find their reward in simply finding a home. The Jedi refugee becomes the Jedi builder (see below) and helps to create a new society out of the old. Fallen Jedi are forgiven (or the truth behind their downfall is revealed), and they are welcomed back into the Order. For all the darkness of the Jedi refugee campaign, it promises the brightest reward should the Jedi survive its travails.

Jedi as Builder

Jedi are often wanderers, going where they are needed and doing whatever is necessary, then moving on. In some cases, however, a Jedi (or group of Jedi) realizes that a particular crisis requires a longer-term investment than that provided by a traveling warrior or lawgiver. The Jedi need to build a permanent structure (physical or otherwise) to solve the problems. In creating the Jedi academy, Luke Skywalker created an institution that he hoped would bring light to future Force-users. Similarly, establishing a stable government for a planet, a responsible and responsive military force, or a monastery for Force adepts are all valid goals in a Jedi builder campaign.

A Jedi builder campaign requires a central base of operations, even if individual adventures take its heroes far afield. This might be a single institution, a city, or a planet that the Jedi heroes have adopted as their own. In addition to lightsaber battles and Force conflicts, the Jedi must deal



with mundane matters of equal importance to the future of the community.

In the Rise of the Empire era, a Jedi builder is confronted with a rot endemic throughout the Republic. Old institutions have become stagnant and often corrupt. Instead of being dedicated to the good of the many, these institutions are devoted to self-perpetuation, which is the first step to their downfall. A Jedi builder campaign might point out the rot in a planetary government or institution and challenge the Jedi heroes to correct it. The very inertia of the system works against them, and progress comes in small increments.

During the Rebellion era, a Jedi builder campaign faces other difficulties, the most significant being the Galactic Civil War itself. The Jedi builder heroes must choose the greater good—their own endeavors or working toward bringing peace to the galaxy.

In The New Jedi Order era, a Jedi builder campaign thrives, if only because so much needs to be rebuilt in the period following the Galactic Civil War. Both interior and exterior threats endanger the galaxy. Remnants of the collapsed Empire, rogue or fallen Jedi, darksiders, the Ssi-ruuk, and the Yuuzhan Vong are all among the perils Jedi builder heroes must face.

Jedi builders face two risks. The first is the danger of losing everything when all the Jedi's hopes rest in one place. A single fixed location can be a target for enemies ranging from space pirates to rival military officials to dark side devotees. The Jedi builder must often act as eternal guard, seeking out dangers both within and without.

The other danger is much more insidious and dangerous. The Jedi risk becoming what they themselves fear: political animals, petty despots, and tinhorn dictators. The temptation of taking every decision upon himself or herself has lured more than one Jedi down the path to the dark side. The Jedi builder constantly faces the temptation of forcing others to make what is clearly the right choice. In this fashion, the Jedi soon find themselves justifying every decision "for the common good." The dark side grows stronger as a result.

In a successful Jedi builder campaign, those involved leave a lasting testament to their work. Often these Jedi find the hardest step is walking away from their creation and letting it survive, for good or ill, on its own.

Jedi as Teacher

The Jedi have an ongoing sense of continuity in the passage of knowledge and training between Master and student. In the ideal world, young individuals strong in the Force are quickly identified and placed in an environment where they not only develop their abilities, but quickly learn what it means to serve Jedi ideals. For a follower of the Jedi Code, taking on an apprentice is a major step, and one never taken lightly.

Young Jedi consular and Jedi guardian heroes are still learning what it means to be a Jedi. A Jedi teacher campaign usually begins when a Jedi attains the rank of Jedi Knight. The instruction of the new generation of would-be Jedi becomes a vital part of his own development.

In game terms, a Jedi teacher campaign might include lower-level Jedi or would-be Jedi run as Gamemaster characters. Both provide their own challenges. Those Jedi who take on the task of instructing others find themselves suddenly confronted with younger, more impatient versions of themselves.

The Jedi teacher during the Rise of the Empire era must generally deal within the strictures of the Order. Usually the Council assigns a student to a particular Jedi. A Jedi Knight accustomed to having his own way (and a modicum of freedom of movement) suddenly finds himself with a young charge to worry about, and more important, the responsibility to pass on lessons that have become second nature. Some welcome the challenge, while others feel burdened by the newcomer, and still others wonder whether this is one more test from the Jedi Council.

During the time of the Rebellion, no Jedi Council exists to put its official seal on the bond between teacher and student, but there remains a great need for those capable of touching the light side of the Force. In this era, the choice to take on a young Force-user is solely that of the individual Jedi and should take into account both the youth's temperament and the danger that it would pose should the Emperor's forces discover him. The Jedi teacher in this era finds that young Force adepts may use the Force to their own ends, using methods far less lofty than the standards of the Jedi Order.

During The New Jedi Order era, Luke Skywalker recruits lost Jedi and Force adepts to serve as teachers and personally trains the first generation of the new Jedi. The creation of the Jedi academy on Yavin 4 establishes a new framework for the Jedi teacher, less imposing and restrictive than that of the old Council. Luke realizes that the Force needs as many light side practitioners as he can find, both as students and allies. A student is not assigned to a Master haphazardly, or (as some thought of the old Jedi Council) as an attempt to rein in wilder, more radical members. Rather, the best Master takes on a student who best suits her nature. Of course, the Jedi in this era labor under limited resources, so the fit might not be exact.

The risks of a Jedi teacher campaign are clearly illustrated as warnings passed down through the oral history of the Jedi. The greatest and most recent failure was Anakin Skywalker, who betrayed the Order and killed his own Master. He is not the only example. The surviving histories are replete with tales of students who fell to the dark side, with catastrophic consequences for themselves and their Masters. In the end, the Master remains responsible for the student. Even Obi-Wan, who fled before the power of Darth Vader, returned to confront his student one final time.

The rewards of a Jedi teacher campaign are beyond those of wealth and power. The ability to help guide young students to the point where they in turn may take on their own students provides a sense of continuity for the Jedi. While bloodlines and genetics are unreliable, the bond of the teacher and student allows the stability of the Jedi to exist and grow.

Jedi as Historian

The history of the Jedi as a group spans thousands of years. However, much of the Order's origins are cloaked in mystery and folklore. Part of this is due to the huge span of time

that the Jedi have served the Republic. More critically, the records of the Jedi, once kept in the great library on Ossus, were destroyed by the Sith four thousand years before the Battle of Yavin. No one truly knows which planet was the birthplace of the Jedi, or where the first users of the Force laid the foundation for what would become the Jedi Order.

In addition to their origins, over the years the Jedi have lost a large amount of their history, lore, and artifacts. Some were destroyed or stolen by enemies and rivals of the Jedi, including the Sith, fallen Jedi, and followers of the dark side of the Force. Others have simply been lost by mischance.

A Jedi historian campaign works in all three eras. During the Rise of the Empire era, an enterprising Jedi would have to overcome her own Order's bureaucracy to prove that old tales need to be brought to light, and gain permission to disturb the resting place of lost artifacts. During the Rebellion era, attempts to pry into the history of the Jedi are further complicated by the Empire. The Emperor has his own reasons to search out the great weapons and powers of lost Jedi, either to master them himself or to destroy them, thereby denying them to any who follow the light side of the Force. During The New Jedi Order era, the task of the historian becomes even more difficult. Much of the knowledge uncovered in the previous century has either been captured by the Emperor (and twisted to his own ends or destroyed) or hidden by Jedi who fled before the Jedi Purge.

A Jedi historian campaign makes extensive use of both scholarly as well as survival skills. The hunt usually begins with a lost manuscript or ancient data crystal, which must be repaired or deciphered before leading the seekers to a final hiding place. Often such clues lead only to other clues, since ancient storage areas and crypts have been plundered and their treasures moved to other locations. During times of darkness, treasures were sent to inhospitable and distant worlds, some of which were never named or recorded.

Further, such items and records might be in the hands of others who do not want to give them up. These opponents range from natives who have built a faith around the regalia of the Jedi, to wealthy collectors who will not part with the smallest part of their collection, to dark side Force-users who seek to increase their own power. Even if undisturbed by plunderers, the hiding places of lost relics are usually trapped, sometimes by the original Jedi who placed the relics there. Those who hid the artifacts wished to ensure that only someone worthy of possessing the artifacts might foil the various traps protecting them.

Would-be Jedi historians face perils that go beyond traps and rivals. Many artifacts of the dark side are lost in the mists of time. Sith holocrons offer their own temptations, and individuals who rely upon them find themselves drawn toward the dark side. Though their corporeal forms have long since withered to dust, the powerful spirits of the Sith still lurk in their tombs, seeking to corrupt those who free them.

Those seeking out the past of the Jedi can find great rewards. They gain a greater understanding of the Jedi and the Republic, and discovering what has gone before can lead to accurate predictions of the future. Just as important, the discovery of ancient Jedi artifacts and lost technology might increase the Jedi's own power and enhance their ability to uncover greater truths about the past.



Chapter Four: Equipment

A Jedi's most powerful ally is the Force, but that doesn't preclude him from using equipment. While on a mission, a Jedi might need special arms and armor, vehicles and starships, and even the occasional artifact from the early days of the Jedi. Even apprentices have access to special equipment, from training lightsabers and training remotes to learning toys specifically designed for Force-users.

Weapon and Armor Descriptions

The following section details some new Jedi combat gear.

Training Lightsaber

Jedi students train in the use of the lightsaber, but in the early stages of this training, it's dangerous to practice with an actual lightsaber. After all, some Human students are a mere six years old. Training lightsabers were first used a thousand years before the Battle of Yavin. Most had been destroyed during the Jedi Purge.

Training lightsabers are never available for sale. Only Jedi students can obtain them, including youngsters raised in a Jedi Temple who have not yet been selected as Padawans. When a student earns his first true lightsaber, he usually turns over his training lightsaber.

A training lightsaber shares many of the same properties as normal lightsaber. It creates the same humming sound when activated, it has the same weight, and its blade is approximately 130 centimeters long. A training lightsaber crackles ominously when in contact with another lightsaber (including a true lightsaber). It can deflect blaster bolts, although it cannot redirect them at other targets. This weapon can be used with the Lightsaber Defense, Knight Defense, and Master Defense feats.

Treat a training lightsaber as a normal lightsaber, except for the following properties.

Nonlethal: A training lightsaber is significantly weaker than a standard lightsaber. It still causes vitality damage (2d8 plus Strength modifier and any increased lightsaber damage bonuses). However, if a training lightsaber confirms a critical hit or deals more damage than an opponent has vitality points remaining, that character only loses 1d3 wound points (plus the wielder's Strength modifier). The wounded character must make a Fortitude save (DC 10). On a failed save, the opponent is stunned for 1d6 rounds. (Normally, a wounded character must make a Fortitude save against a DC of 5 + the number of wound points lost or be knocked out; see Chapter Eight of the *Star Wars Roleplaying Game*.)

Blade Diffusion: A training lightsaber does not focus its power strongly enough to cut through objects. As a result, this weapon does not ignore hardness as a standard lightsaber does. It only deals 1d6 points of damage (plus the wielder's Strength modifier) to inanimate objects.

Great Lightsaber

Great lightsabers have always been rare, and few Jedi have made the effort to master their use. These weapons have focusing crystals arranged to create a blade up to 300 centimeters long. A great lightsaber can be created using the same process for creating a standard lightsaber. However, they are considered Large weapons, and as such a Medium-size creature must use two hands to wield one effectively. A Medium-size character also needs the feat Exotic Weapon Proficiency (great lightsaber) to use a great lightsaber. Otherwise, the character takes a –4 penalty on attack rolls with this weapon.



The longer blade does not change the lightsaber's damage, but the additional length does give the wielder a 4-meter reach. The wielder can attack foes up to 4 meters distant, and opponents up to 4 meters away are considered threatened for purposes of attacks of opportunity.

Large or bigger species created most of these weapons. Sometimes one of these weapons would be passed on to a close friend after its creator's death, but even then, its use would be limited.

Dual-Phase Lightsaber

A few extremely rare, archaic lightsabers used a dual-phase focusing crystal arrangement. Originally created to provide a lightsaber wielder with an adjustable blade, only a few of these weapons are known to exist. Such weapons are certainly not beyond the capability of a Jedi to create, given enough time and materials.

Creating a dual-phase lightsaber adds +5 to the Craft DC for building the weapon (see Jedi and Lightsabers in Chapter Nine of the *Star Wars Roleplaying Game*) and requires an additional focusing crystal. Harmonizing and imbuing the additional crystal takes no additional time and requires no additional Intelligence check.

When used, a dual-phase lightsaber can be set for either standard length (about 130 centimeters) or more than double that (300 centimeters) at the flick of a switch (a free action). As an attack action, the user can feint in combat while switching the blade's length. To successfully feint, the user must make a Bluff check. (See the Bluff skill description in Chapter Four of the *Star Wars Roleplaying Game*.) This trick grants a +4 circumstance bonus on the wielder's Bluff check for purposes of feinting, but it does not work more than once against the same opponent.

Setting the blade longer does not change a lightsaber's damage, but it does change the lightsaber to a Large weapon. The additional length also gives the weapon a 4-meter reach. Its wielder can attack foes up to 4 meters distant, and opponents up to 4 meters away are considered threatened for purposes of attacks of opportunity.

To use a fully extended dual-phase lightsaber in combat, a Medium-size character needs the feat Exotic Weapon Proficiency (extended lightsaber). Otherwise, the character takes a –4 penalty on all attack rolls with the weapon.

LIGHTSABER COLOR

Contrary to popular misconception, a lightsaber blade's color does not change to match its wielder's personality. The crystals the designer selects for the weapon determine the color. A Jedi who builds his lightsaber decides the color according to his preferences.

Before the Battle of Ruusan, Jedi had access to that world's crystal deposits and crystals of every known hue. With the detonation of the Sith thought bomb, Ruusan crystals became unavailable. During the height of the Jedi Order, throughout the Rise of the Empire era, and until the end of the Rebellion era, Jedi could only use crystals retrieved from the caves on Ilum. As a result, the blades of their weapons were always either blue or green—the only colors those crystals could produce. Throughout the reign of the Emperor, the few Jedi who survived had to rely on handed-down lightsabers or crystals liberated from Imperial-held worlds.

By the time Luke Skywalker revived the Jedi Order at his Jedi academy on Yavin 4, the Empire was gone. Long-forgotten sources of crystals opened up again. Skywalker even revived the ancient Jedi tradition of imbuing commonly available crystals with Force energies and using them in lightsabers. His students, following this procedure, crafted their lightsabers in a wide variety of colors.

The lightsaber blades used by darksiders vary wildly in color, presumably because they have access to other sources of crystals than Jedi do. Sith lightsaber blades are almost always red, however. The Sith apparently had a large supply of the crystals that produced red blades, and their dark natures favored blades the color of blood.

Jedi Battle Armor

During the Sith Wars, Jedi Knights faced armies of Sith armed with lightsabers of their own. In an effort to protect themselves from the dark fury of their foes, the greatest Jedi armorers developed battle armor that was the best possible protection against a lightsaber blow. Each set of Jedi armor had to be specially designed for the Jedi who wore it. Even a custom set of Jedi battle armor is still unwieldy enough to restrict a Jedi's movement.

Table 4-1: Jedi Weapons

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type	Size	Group
Training lightsaber	1,500	2d8*	19–20	–	1 kg	Energy	Medium	Exotic**
Great lightsaber	5,200	2d8	19–20	–	1.8 kg	Energy	Large	Exotic
Dual-phase lightsaber	6,000	2d8	19–20	–	1.2 kg	Energy	Medium/Large	Exotic

** Vitality damage only; on a critical hit, a training lightsaber deals only 1d3 points of wound damage.*

*** The Exotic Weapon Proficiency (lightsaber) feat covers training lightsabers as well as standard versions.*

Table 4-2: Jedi Armor

Armor	Cost	Damage Reduction	Maximum Dex Bonus	Armor Check Penalty	Speed (10m)	Speed (6m)	Weight
Medium Armor							
Jedi battle armor	6,000	6	+3	–4	8	4	16 k

Using Jedi battle armor requires special training. It is equivalent to an armored spacesuit (see Table 7–3 in the *Star Wars Roleplaying Game*), but less confining. Characters without the feat Armor Proficiency (medium) take an armor check penalty on attack rolls, checks using any skills affected by armor check penalties (Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble), and Ride and Pilot checks.

After the Jedi believed the Sith had been destroyed, they removed their armor and swore never to take it up again. This act was a gesture of peace, reassuring the planets of the galaxy that the Jedi would not become a conquering army. As a result, the art of making the armor has been lost by the time of the Emperor's rise to power.

Force-Specific Equipment

A wide gulf exists between technology and the Force. No purely technological device seems able to measure, affect, or analyze the Force. Many scientists therefore consider the Force little more than legend or myth. Even lightsabers do not truly bind technology with the Force, though they are sufficiently complex that only someone guided by the Force is likely to successfully construct one.

However, some technology can exploit the natural interaction between the Force and various materials. Certain crystals, for example, can sense, amplify, or even negate the Force. Such crystals are rare and their abilities are poorly understood, but they can be incorporated into Force-specific technology.



Force Detector

Once the Jedi Purge had eliminated all known and active Jedi, the Emperor turned his attention to other Force traditions, Jedi in disguise, and descendants of Force-sensitive bloodlines who may never have trained in the use of the Force. Such hidden Force-users were far more difficult to track down than Jedi. Those who could control their powers used the Force to convince hunters to overlook them, while those who lacked such training rarely stood out from ordinary sentients. The Empire recruited dark side Force-users to investigate likely subjects, but it was clear that common Imperial troops also needed a method for detecting Force-sensitive creatures.

One result of that desire was the creation of over ten thousand Force detectors. The devices required thaissen crystals found only on the planet Mimban. The crystals glowed lightly in close proximity to a Force-sensitive individual—normally a bluish glow, but red when they were near a dark side Force-user. The illumination was so faint that it was only visible to the naked eye in total darkness. The Empire mined as many thaissen crystals as it could but never had enough to build the hundreds of thousands of Force detectors the Emperor demanded.

A typical detector consists of two smooth silver disks containing powdered thaissen crystals and sensory equipment. The disks connect by wires to a control pack that measures the slight luminescence of the powdered crystals. When passed to either side of a creature, the disks send enough information to the control pack for it to form a holographic image of the target, showing patches of blue for anyone who is Force-sensitive (that is, anyone with the Force-Sensitive feat). Fortunately for the future of the galaxy, Force detectors are far from perfect. They can only be used to scan a single creature at a time, have a range of mere centimeters, and are not always accurate. Each portable device weighs 9 kilograms.

Even during the Rise of the Empire era, Force detectors were rare. Buying one on the black market took considerable effort and always attracted Imperial interest. By the time the Galactic Civil War began, the Emperor believed that he had successfully eliminated the Jedi Order. Most of the detectors were put into storage on Imperial Center, and a few were kept in the Emperor's private museum. The majority of these were destroyed during the liberation of Coruscant. In the years after the fall of the Empire, Force detectors became less common. They generally weren't available, and they certainly weren't for sale.

Operating a Force detector requires 5 rounds. The user may make an Intelligence check (DC 15) to see whether the target is Force-sensitive.

Force Training Aids

Long ago, Jedi discovered that younger students were far easier to train in the ways of the Force than older ones. They're more likely to absorb the philosophy of the Jedi while avoiding the temptations of the dark side. To prevent early training from becoming too dull or rigid, instructors

developed a number of training aids that allowed Jedi trainees to enjoy their instruction time. The first three types detailed below—alter toys, control toys, and image emitters—were most common during the latter years of the Old Republic. Training remotes do not require the Force to use and may be found during almost any era.

Alter Toys

Alter toys come in a variety in shapes, sizes, and functions. The toys contain objects that can be seen but not physically touched. Examples include clear spheres and small cubes containing objects meant to be manipulated in order to create a certain pattern or solve a puzzle. All these toys encourage Force-sensitive students to manipulate the objects inside using the Move Object skill (an untrained skill check for any student with the Alter feat).

An alter toy usually costs 25 credits.

Control Toys

Control toys include colorful disks that keep track of the heart rate of any creature they're placed on, handgrips that emit bright lights as the holder's body temperature rises and lowers, and figures that move at the same rate as the owner's breathing. They all perform interesting or colorful acts when the vital statistics of a creature holding them changes in a predetermined way. These toys encourage young Force-sensitive students to change their autonomic responses in small ways using the Control feat.

A control toy usually costs 25 credits.

Image Emitter

This simple device is a handheld viewscreen attached to a small computer. The device's memory holds millions of random images. When activated, the image emitter slowly and randomly cycles through these images, displaying them one at a time on a screen visible only from one side.

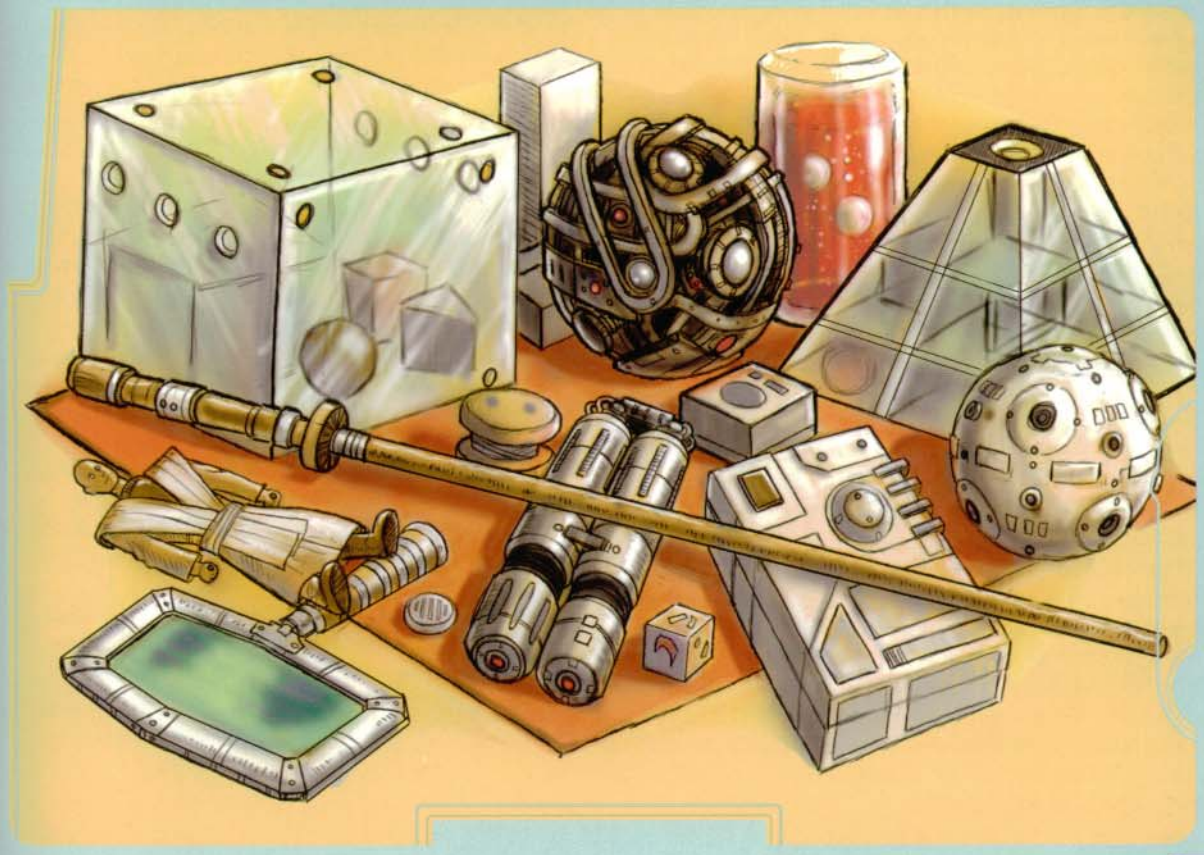
Such emitters were often used to test Jedi candidates for Force-sensitivity. The candidate is asked to sense with the Force what images are being displayed. Although it is possible to do this with the Farseeing skill (a check against DC 15, since the event is current and present), it's far more likely for the candidate to use the Sense feat to sense her surroundings (see New Force Techniques at the end of Chapter Two).

An image emitter costs 50 credits.

Training Remote (Marksman-H)

Training remotes are simple droids used in combat exercises by Jedi and military academies alike. Created by Industrial Automaton, Marksman-H training remotes are equipped with repulsors, maneuvering thrusters, and stun blasters that deliver a painful jolt. The training remotes are constructed to help students learn how to accurately use their lightsabers while dodging enemy fire.

Jedi Masters often use training remotes as part of their training regimen surrounding lightsaber combat. The remote's blaster array can be set to fire as few as one shot or as many as six shots in the same round. For novice drills, the remote is put on its lowest damage setting.



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A training remote is primarily controlled by a handheld signaler, but it also contains a simple droid brain that allows it to adapt to any tactics that opponents rely on repeatedly, drawing on past experiences to predict its target's next move. The droid also responds to a verbal emergency override code.

When programmed to fire multiple blasts, a remote takes a –2 penalty on each attack roll. On its lowest damage setting, each blast from the remote deals 1d4 points of vitality damage. The power can be dialed up to deal 1d6, 2d4, or 2d6 points of vitality damage. At the two highest settings, the droid is capable of dealing wound damage if the operator so desires.

Marksman-H training remotes should not be allowed as droid heroes.

Marksman-H: Hovering training remote, Thug 2; Init +2 (Dex); Defense 16 (+4 size, +2 Dex); Spd 15 m; VP/WP 0/2; Atk +2 melee or +8 ranged (special, blaster); SV Fort +2, Ref +2, Will +1; SZ D; Rep +0; Str 2, Dex 14, Con 8, Int 2, Wis 12, Cha 6. Challenge Code B.

Equipment: Blaster array, sensors (motion sensors), repulsorlift unit.

Skills: Spot 2 ranks.

Unspent Skill Points: 0.

Feats: Ambidexterity, Armor Proficiency (light), Multiattack, Weapon Group Proficiency (blaster pistols).

Cost: 1,350 credits.

Vehicles and Starships

From the personal starfighters of Jedi aces to the courier transports used by Jedi Masters, numerous ships have been built or modified specifically for Jedi throughout history. Although they may be available to non-Jedi pilots, they are either built to Jedi specifications or commonly used by Jedi during certain eras.

Jedi Speeder Bike

Jedi speeder bikes are lightweight, high-speed air vehicles popular among Jedi as ground transports, especially during the later days of the Old Republic. Most Jedi speeder bikes are standard speeder bikes modified to incorporate a more powerful engine and heavier armor. As a result, they require highly skilled riders to be operated safely. Most have a greater maximum speed than ordinary speeders, although this feature also makes them more dangerous to fly. Many have additional safety features, ranging from pilot straps to backup repulsorlift engines that prevent the speeder bike from hitting the ground.

The Ikas-Adno 10-C speeder presented below is the customized vehicle from the Old Republic. It can comfortably carry one passenger or uncomfortably accommodate two. Its emergency repulsorlift, normally activated only during combat, keeps it from getting within 4 meters of any surface, making crashes virtually impossible. It also has a hidden storage compartment underneath (Search DC 25 to locate) just large enough to conceal a hold-out blaster, a few datapads, or a lightsaber.

The increased weight and power of this speeder bike makes it difficult to control—its pilot takes a –5 penalty on all Pilot checks made while operating it. The vehicle occupies an area 3 squares long by 1 square wide.

Modified Ikas-Adno 10-C Speeder Bike

Class: Airspeeder	**Crew:** 1 (Normal +2)
Size: Large (5.5 m long)	**Initiative:** +1 (–1 size, +2 crew)
Hyperdrive: None	**Maneuver:** +1 (–1 size, +2 crew)
Passengers: 1 or 2	**Defense:** 12* (–1 size, +3 armor)
Cargo Capacity: 20 kg	**Shield Points:** 0
Maximum Altitude: 3.4 km	**Hull Points:** 20 (DR 7)
Cost: 10,000 (new), 5,000 (used)	
Maximum Speed in Space: Not applicable	
Atmospheric Speed: 600 km/h (11 squares/action)	

**Provides one-quarter cover to its crew and passengers.*

Whitecloak Fighter

Jedi Whitecloak fighters are heavily modified versions of the Kuat Systems Engineering Cloakshape fighter. The original Cloakshape was introduced during the Old Republic era about the same time as the Z-95 Headhunter. To make the Cloakshape more practical for the Jedi (allowing a Master and his apprentice to travel together), its designers devised a customized version with an expanded cockpit with room for two passengers (in cramped conditions). Their name comes from the fact that these custom Cloakshapes were often painted white. Although Whitecloaks were common for several decades during the Old Republic, very few Jedi still use these ships by the time of the Empire, having moved on to more modern designs.

Whitecloak Fighter

Class: Starfighter	**Crew:** 1 (Expert +8)
Size: Tiny (15 m long)	**Initiative:** +10 (+2 size, +8 crew)
Hyperdrive: ×1.5	**Maneuver:** +12 (+2 size, +8 crew)
Passengers: 1 or 2	**Defense:** 22 (+2 size, +10 armor)
Cargo Capacity: 40 kg	**Shield Points:** 20
Consumables: 2 weeks	**Hull Points:** 140 (DR 5)
Cost: 150,000 (new), 100,000 (used)	
Maximum Speed in Space: Attack (8 squares/action)	
Atmospheric Speed: 1,000 km/h (17 squares/action)	

Weapon: Light laser cannons (2 fire-linked); Fire Arc: Front; Attack Bonus: +10 (+2 size, +4 crew, +4 fire control); Damage: 4d10×2; Range Modifiers: PB +0, S –2, M/L n/a.

Weapon: Concussion missile launchers (2 fire-linked, 8 missiles each); Fire Arc: Front; Damage: 8d10×2; Missile Quality: Ordinary (+10).

XJ X-Wing

Incom manufactured the first XJ X-wings after the fall of the Empire. The manufacturer modified the design according to specifications suggested by Luke Skywalker and other starfighter pilots. The XJ's firepower is a significant increase over that of the standard T65B model. Equipped with an additional proton torpedo launcher (for a total of nine torpedoes), this popular new model is used by elite Star Destroyer and battle cruiser squadrons. During The New Jedi Order era, Jedi Knights such as Luke Skywalker, Kyp Durron, and Miko Reglia fly these ships.

Incom T65XJ X-wing

Class: Starfighter	**Crew:** 1 (Skilled +4)
Size: Tiny (12.5 m long)	**Initiative:** +6 (+2 size, +4 crew)
Hyperdrive: ×1	**Maneuver:** +6 (+2 size, +4 crew)
Passengers: None	**Defense:** 22 (+2 size, +10 armor)
Cargo Capacity: 25 kg	**Shield Points:** 50
Consumables: 3 days	**Hull Points:** 150 (DR 5)
Cost: 140,000 (new), 125,000 (used)	
Maximum Speed in Space: Ramming (10 squares/action)	
Atmospheric Speed: 1,050 km/h (18 squares/action)	

Weapon: Heavy laser cannons (4 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +13 (+2 size, +2 crew, +6 fire control, +3 equipment bonus); **Damage:** 7d10×2; **Range Modifiers:** PB +0, S –2, M/L n/a.

Weapon: Proton torpedo launchers (3 fire-linked, 3 missiles each); **Fire Arc:** Front; **Damage:** 9d10×2; **Missile Quality:** Ordinary (+10).

Jedi Courier Ship

Prior to the formation of the Jedi Council, few Jedi had access to Old Republic ships as personal transports. With the support of the Council, however, Jedi could purchase courier ships, allowing them to take their students and allies with them when they traveled. These space transports needed to be large enough to protect the Jedi and their students while providing reasonable comfort, but small enough not to intimidate foreign governments or diplomats. In later years, Jedi simply traveled in Old Republic diplomatic vessels, making Jedi courier ships obsolete.

Sungem, Master Arca's Hoersch-Kessel *Delaya*-class ship, was a typical example of a Jedi courier. It had a crew of two but could carry up to six additional passengers, allowing Master Arca to bring up to seven students with him whenever his duties took him abroad. The ship's movable hull plating reinforced its shields, making it tougher than most ships its size. Its strong aerodynamic design allowed it to maneuver well within a planetary atmosphere. The ship served so well that several other Jedi purchased *Delaya*-class ships for their own use. However, such ships underwent extensive modifications, including the addition of meditation chambers, training facilities, and extended life-support capabilities.

After several of these vessels were sold to various Jedi, Hoersch-Kessel constructed *Vanya*-class ships specifically to serve as Jedi transportation ships. The *Vanya*-class ships had slightly more interior space than the *Delaya*-class ships, usually allocated for teaching facilities. They could also travel farther between resupply stops and had a superior hyperdrive. For many centuries, the *Vanya*-class ships became standard among Jedi Masters who wished to take their students with them. After the Jedi Council determined that no Jedi Master could train more than a single Padawan at a time, they were no longer needed.

Hoersch-Kessel *Vanya*-class Jedi Courier Ship

Class: Space transport	**Crew:** 2 (Normal +2)
Size: Medium-size (70 m long)	**Initiative:** +2 (+2 crew)
Hyperdrive: ×2 (backup ×12)	**Maneuver:** +2 (+2 crew)
Passengers: 6	**Defense:** 20 (+10 armor)
Cargo Capacity: 10 metric tons	**Shield Points:** 120
Consumables: 1 month	**Hull Points:** 120 (DR 10)
Cost: Not available for sale	
Maximum Speed in Space: Cruising (3 squares/action)	
Atmospheric Speed: 800 km/h (13 squares/action)	

Weapon: Laser cannons (2, fire-linked); **Fire Arc:** Turret; **Attack Bonus:** +4 (+4 fire control); **Damage:** 4d10×2; **Range Modifiers:** PB +0, S +0, M/L n/a.

Weapon: Proton torpedo launcher (14 missiles); **Fire Arc:** Front; **Damage:** 10d10×2; **Missile Quality:** Ordinary (+10).

Nebulon Ranger

Cay Qel-Droma loved his starship almost as much as he loved his brother Ulic. *Nebulon Ranger* was originally a run-of-the-mill space transport. Years of modifications turned it into one of the most trustworthy starships a Jedi could desire. The many modifications Cay performed included a better hyperdrive and power coupling upgrades for faster sublight performance. Cay kept *Nebulon Ranger* in top shape with incessant tinkering. On more than one occasion, he had to make speedy repairs. Upon completing a mission, Cay would always find time to complete unfinished modifications.

Nebulon Ranger brought Cay, Ulic, and Tott Doneeta from Arkania to Onderon. It continued to serve the Jedi until Krath chaos fighters shot the ship down over Ossus. Though Cay survived the crash unscathed (most likely due to safety features he added), Ulic had become a slave to the dark side. He murdered his brother, leaving *Nebulon Ranger* as a rusting hulk on Ossus. The ship remained there until a massive heat wave swept over the planet, destroying everything in its path.



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Modified Krasten Shipyards Crescent-X9

Class: Space transport	**Crew:** 2 (Expert +8)
Size: Small (25 m long)	**Initiative:** +9 (+1 size, +8 crew*)
Hyperdrive: ×1.5	**Maneuver:** +1 (+1 size, +8 crew*)
Passengers: 4	**Defense:** 21 (+1 size, +10 armor)
Cargo Capacity: 20 metric tons	**Shield Points:** 160
Consumables: 2 months	**Hull Points:** 140 (DR 10)
Cost: Not available for sale	
Maximum Speed in Space: Ramming (10 squares/action)	
Atmospheric Speed: 1,150 km/h (19 squares/action)	

Weapon: Laser cannons (4 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +9 (+1 size, +4 crew, +4 fire control); **Damage:** 6d10×2; **Range Modifiers:** PB/S +0, M/L n/a.

Weapon: Concussion missile launchers (2, 8 missiles each); **Fire Arc:** Front; **Damage:** 8d10×2; **Missile Quality:** Good (+15).

Stinger

The *Stinger*-class starfighter was one of the most reliable fighters available around the time of the Sith War. Unlike many starfighters of its time, it had few weapons and a low-powered shield array. However, it compensated for these flaws with excellent maneuverability. With an expert pilot at the controls, this dexterous starfighter could dodge enemy fire and turn on a credit. Stingers were popular among Jedi pilots for nearly a century until newer designs improved the amount of armor an ion engine could manage.

Corellian Engineering Corp S-100 *Stinger*-class Starfighter

Class: Starfighter	**Crew:** 1 (Skilled +4)
Size: Fine (3.5 m long)	**Initiative:** +12 (+8 size, +4 crew)
Hyperdrive: ×1	**Maneuver:** +12 (+8 size, +4 crew)
Passengers: None	**Defense:** 28 (+8 size, +10 armor)
Cargo Capacity: 10 kg	**Shield Points:** 60
Consumables: 1 month	**Hull Points:** 90 (DR 5)
Cost: 465,000 (new), 310,000 (used)	
Maximum Speed in Space: Ramming (12 squares/action)	
Atmospheric Speed: 1,150 km/h (19 squares/action)	

Weapon: Assault laser cannons (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +14 (+8 size, +2 crew, +4 fire control); **Damage:** 8d10×2; **Range Modifiers:** PB −2, S −4, M/L n/a.

Weapon: Proton torpedo launchers (2, 4 missiles each); **Fire Arc:** Front; **Damage:** 9d10×2; **Missile Quality:** Ordinary (+10).

Star Saber

Republic engineers designed the Star Saber starfighter for use against the Krath uprising in the Empress Teta system. Test pilots complained that the ship was unwieldy. Still, a

few Jedi dared to fly the flawed design into battle at a desperate time, even though chaos fighters could fly rings around a Star Saber. Numerous Krath pilots flew headlong into great swaths of enemy fire and sacrificed themselves in ramming attacks on Republic battleships. Because of its inefficiency against the Krath's chaos fighters, the Star Saber's design was never perfected.

Republic Fleet Systems Star Saber XC-01

Class: Starfighter	**Crew:** 1 (Normal +2)
Size: Diminutive (6.75 m long)	**Initiative:** +6 (+4 size, +2 crew)
Hyperdrive: ×1.5	**Maneuver:** +6 (+4 size, +2 crew)
Passengers: None	**Defense:** 24 (+4 size, +10 armor)
Cargo Capacity: 25 kg	**Shield Points:** 70
Consumables: 1 week	**Hull Points:** 120 (DR 5)
Cost: Not available for sale	
Maximum Speed in Space: Ramming (9 squares/action)	
Atmospheric Speed: 1,100 km/h (18 squares/action)	

Weapon: Heavy blaster cannons (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +6 (+4 size, +2 fire control); **Damage:** 6d10×2; **Range Modifiers:** PB –2, S –4, M/L n/a.

Jedi Justice Cruiser

The last Jedi Justice Cruiser saw service during the Stark Hyperspace Conflict nearly fifty years before the Battle of Yavin. The Jedi Council decommissioned these heavily armed gunboats to quell the Senate's fears of the Jedi's military might. Stripped of their weapons, many found their way into less reputable hands. The addition of black market weapons made these former Jedi starships extremely formidable. By the fall of the Empire, no cruisers were known to be in service.

Republic Shipyards Jedi Justice Cruiser

Class: Starfighter	**Crew:** 5 (Expert +8)
Size: Medium-size (68 m long)	**Initiative:** +8 (+8 crew)
Hyperdrive: ×1 (backup ×6)	**Maneuver:** +8 (+8 crew)
Passengers: 7	**Defense:** 20 (+10 armor)
Cargo Capacity: 100 metric tons	**Shield Points:** 150
Consumables: 3 months	**Hull Points:** 250 (DR 15)
Cost: 775,000 (new), 525,000 (used)	
Maximum Speed in Space: Ramming (12 squares/action)	
Atmospheric Speed: 1,050 km/h (18 squares/action)	

Weapon: Double turbolaser cannon; **Fire Arc:** Turret; **Attack Bonus:** +10 (+4 crew, +6 fire control); **Damage:** 5d10×2; **Range Modifiers:** PB/S +0, M –2, L –4.

Weapon: Ion cannon; **Fire Arc:** Front; **Attack Bonus:** +8 (+4 crew, +4 fire control); **Damage:** 5d10×2; **Range Modifiers:** PB/S +0, M –2, L n/a.

Weapon: Concussion missile launchers (2, 16 missiles each); **Fire Arc:** Front; **Damage:** 9d10×2; **Missile Quality:** Ordinary (+10).



Equipment

Not everything a Jedi carries or uses is related to the Force. A self-reliant Jedi's survival may depend on having the right piece of equipment at the right time.

Jedi Utility Belt

The Jedi version of a utility belt has several pouches containing a three-day supply of food capsules, a medpac, a tool kit, a spare power pack, a spare energy cell, a glow rod, a comlink, an Aquata Breather, and a couple of empty pouches for whatever else the wearer wants to add. The total cost is 600 credits, including the belt itself. A utility belt with the assortment given above weighs 4 kilograms.

Any Jedi embarking on a mission for the Jedi Council during the Rise of the Empire era receives one of these utility belts, or at least the materials necessary to refill an existing one. In other eras, Jedi procure their own supplies, though the Jedi Order of the time certainly wouldn't have a problem providing a simple belt and pouches.

Jedi Credits

These medallions, sometimes referred to as Jedcreds, were unique to the Corellian Jedi tradition. When a Corellian Jedi attained the rank of Jedi Master, a limited number of coins were minted in his honor. The Jedi Master then gave them to friends and family to show his relationship to them. Though the coin had no monetary value as currency, it held social and political power. Misuse of a Jedi credit was rare, because a Jedi Master could often predict whether a friend or family member could be trusted with the medallion. More than one reckless dilettante bemoaned his fate when a relative became a Jedi Master and did not entrust him with a Jedcred.

Before the Clone Wars, Jedi credits could not be bought. No thief in his right mind would dare steal one for fear of the Jedi Master who would come looking for it. After the Clone Wars, no new Jedi credits were minted, though some may have survived. Any Jedi credits found after the Clone Wars are definitely artifacts of the past, and they are valued accordingly.

One known surviving medallion belongs to Corran Horn. It was minted to celebrate the ascension of Corran's grandfather, Nejaa Halcyon, to the rank of Jedi Master. Nejaa gave it to his friend Rostek Horn, who after the Jedi Master's death in the Clone Wars married Nejaa's widow, adopted Corran's father, and erased all links between his new family and the Jedi for their protection.

Until the Jedi Purge, a Jedi credit could be used to increase the possessor's influence in social situations. On Corellia, displaying a Jedi credit when making a Bluff, Diplomacy, Gather Information, or Intimidate check grants a +4 circumstance bonus if the target of the check has any reason to fear Jedi, or +2 if the target has nothing to fear but does not wish to be seen as belligerent toward Jedi. When making a Reputation check, a character with a Jedcred may substitute the Jedi's Reputation bonus for his own. Outside the Corellian sector, the Jedi credit is half as effective.

After the Jedi Purge, possession of a Jedi credit is a crime. The social and political influence of the Jedcred dwindled as the influence of the Jedi Order decreased. By the time of the Rebellion, remaining Jedi credits were nothing more than trinkets or historical relics.

Artifacts

The Jedi developed and constructed items both fantastic and mundane. Two such artifacts are detailed here.

Archaic Lightsaber

The first lightsabers built by Jedi used an experimental "frozen blaster" technology to create an energy beam of a fixed length. Crude archaic lightsabers were barely portable, since they were designed primarily for siege warfare. Over time, Jedi technicians learned how to miniaturize the parts involved, incorporating emerging technologies to pack more power output into a smaller energy cell. The result was the first true lightsaber.

Archaic lightsabers have obvious drawbacks. The power pack is typically too large for a weapon meant to be wielded by a Medium-size person. It is worn on a Jedi's belt, and its handle is connected to the power pack by a flexible cable.

This archaic configuration has three game effects.

- The wielder cannot use the feats Knight Defense, Lightsaber Defense, and Master Defense when wielding the weapon.
- The entire unit weighs 3 kilograms, considerably more than a standard lightsaber.
- These lightsabers have a threat range of 20 instead of 19–20.

Jedi Holocron

A holocron is an extremely rare crystalline storage device that acts as a repository of information. Early Jedi used holocrons extensively. To a lesser extent, so did the Sith. Embedded within each crystal, primitive holotechnology allows a holocron to display moving images of the data stored within it, usually in the form of teachers who contribute their knowledge to the creation of the device. The interactive technology enables the teacher to hold conversations with the holocron's user. Only a Force-user can activate a holocron, but once it is activated, anyone can communicate with the teacher.

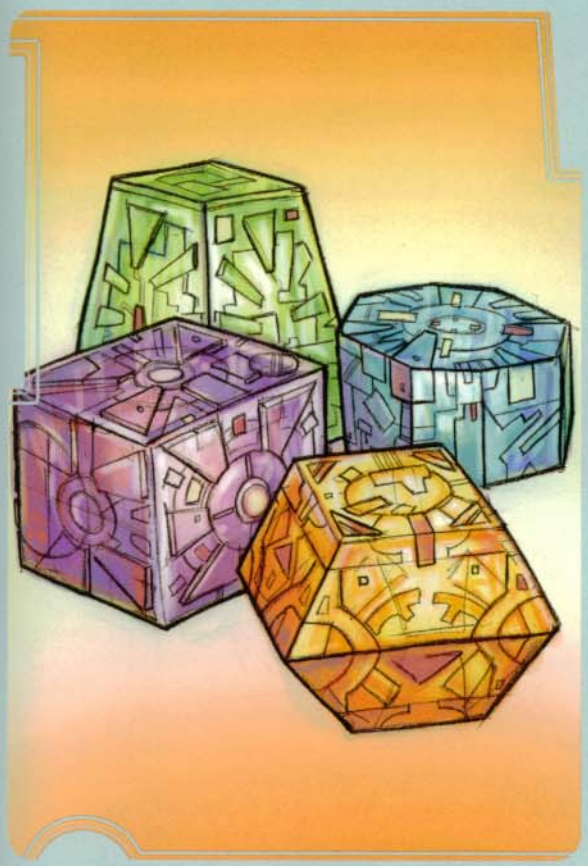
Weapon	Cost	Damage	Critical	Range Increment	Weight	Type	Size	Group
Archaic lightsaber	1,600	2d8	20	–	3 kg	Energy	Medium	Exotic

Only a handful of individuals knew the secret of holocron construction, even in the Old Republic era. Ordinary holocrons still exist, but the term is something of a misnomer. True holocrons (such as those used by Jedi and the Sith) require Force-attuned crystals and special training to construct. The only existing true holocrons are centuries or even millennia old. Though a holocron can be of any simple geometric shape, Jedi holocrons tend to be crystalline cubes. Sith holocrons are usually crystalline pyramids.

The information stored on Jedi holocrons includes data and schematics for lightsabers, Jedi armor, teaching devices, vehicles, and starships. Using this information grants the holocron user a +2 competence bonus on related Knowledge or Craft checks to create any of these items. The storage medium allows for massive amounts of data preservation. Theoretically, a user learning to construct a great lightsaber could consult the same holocron when building a Jedi courier ship.

Each Jedi holocron is imprinted with the personality of at least one Jedi Master. This personality acts as a gatekeeper, guiding those who use the holocron to learn from it safely. Only students who have a real need for information and seem prepared to use it wisely are likely to gain access to the Jedi knowledge stored within. If a character attempts to convince a gatekeeper to reveal information, the GM should require a Knowledge (Jedi lore) check against DC 20. The character gains a +1 bonus on this roll for every Force Point he has, but takes a –1 penalty for each Dark Side Point. Jedi closer to the light side path are more likely to seem trustworthy to the gatekeeper.

Remember that the holocron is a tool—nothing more. Access to a holocron can allow a character to advance in the ways of the Jedi, and might even serve in lieu of a teacher for a character wishing to become a Jedi guardian in a Rebellion era campaign. However, the gatekeeper is just a recording of a personality. Unlike a thinking being, it cannot be manipulated by the Force, and it cannot adapt to requests and problems outside its areas of knowledge.



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JEDI HOLOCRON PERSONALITIES

A Gamemaster who makes a Jedi holocron available to characters should create at least one personality that inhabits it. The personality encountered when the holocron is activated should be the primary gatekeeper, though other secondary personalities might be present to answer particular questions beyond the gatekeeper's experience. Only the gatekeeper can access such secondary personalities.

As examples, a Jedi holocron might contain one or more of the following personalities.

Sar Agorn: Agorn is a Jedi consular from the earliest days of the Republic. He appears as a bulbous, soft creature who lacks limbs or facial features, wholly unlike any species known in current times. Greenish gases continually surround his form. Agorn has a vast knowledge of Jedi traditions and philosophy, though he lacks technical skills. As a gatekeeper, Agorn can debate the finer points of the Force and its uses while guiding students toward new Force techniques. He cannot answer questions regarding lightsabers or similar devices. Agorn is extremely cautious, refusing to describe a new technique unless a student seems prepared to handle the responsibility the technique brings with it.

Anavus Svag: A grim near-Human Jedi guardian and commander from the Hyperspace War, Anavus Svag fought to defend Coruscant. He served in the fleet that followed the Sith back to their own empire. Svag is a tactician and warrior familiar with the weapons, armor, and vehicles used by the Jedi from his own war, as well as gear used in several of the conflicts that followed. A holocron gatekeeper might allow a user to access Svag's expertise for help with a specific military matter. Svag answers any such questions with simple efficiency, but refuses to detail any more than the gatekeeper personality agrees to sanction.

Allynic E'kles: Allynic is a Caamasi Jedi investigator from the golden age of the Old Republic. His knowledge about the criminals and pirates of his own era is extensive, but most of it is irrelevant today. Allynic also has a strong sense of how the criminal mind works and what kinds of investigations tend to succeed. The holocron contains recordings of Allynic's *memnii*, memories shared by Caamasi, including many that have been lost to contemporary Caamasi. Although the holocron lacks the power to project these memories to others, a Telepathy check (DC 25) can retrieve the memories Allynic chooses to bestow.

Chapter Five: Creatures and Archetypes

The galaxy holds countless lifeforms, both sentient and nonsentient, that present all manner of challenges to Jedi heroes. This chapter discusses species with some relevance to the Jedi, details creatures that hinder, battle, or serve Force-users, and provides an extensive collection of generic characters. The creatures and characters in this chapter have been created using the new rules from this book and the *Star Wars Roleplaying Game*.

New Species

The following new species are described in this chapter. All of them can be used in the creation of heroic characters.

Arkanian

Arkanians are a robust near-Human species with solid white eyes and clawed, four-fingered hands. They hail from the frigid, inhospitable world of Arkania, located in the Perave system in the Colonies region.

At one time, Arkania was an important part of the Sith Empire. The world was one of the main repositories of tshat long-lost civilization's historical records. During the three main eras of play, Arkania is known for its elaborately constructed trade cities and rich gem mines. A number of highly sought-after stones can only be found on this world. The Arkanians themselves are known for zealous exploration of the galaxy, innovations in microcircuitry, and contributions to medical technology. Arkanian scientists have long been expert practitioners of genetic manipulation, displaying a particular fascination with the genetic makeup of species other than their own. Some of the results of their research have led to great advances in medical techniques, while others are considered among the greatest atrocities the galaxy has ever known.

Arkanians exhibit a distinctive arrogance. They consider themselves the pinnacle of evolution, an attitude that has remained with them throughout millennia of interacting with the rest of the galaxy. Their representatives in the Galactic Senate were among the most vocal prior to the rise of the Empire, but after Emperor Palpatine's defeat, their beliefs kept them from joining the New Republic.

The combination of vast wealth generated by huge gem mines and near-boundless arrogance has led the Arkanian scientific community to launch research projects on a scale matched only by such Imperial endeavors as the Death Star and the Emperor's hidden stronghold in the Deep Core. The most elaborate Arkanian scientific projects take generations to unfold, often resulting in the total reshaping of entire planets and species.

While Arkanian interaction with the galaxy at large has been characterized by the actions of their scientists, many Arkanians are horrified and greatly embarrassed by the excesses individuals have perpetrated in the name of science. The most conscientious Arkanians are allies of the Jedi Order. In fact, one of the most famous Jedi academies in history was located on Arkania.

Arkanians who are heroic characters often devote their careers to erasing their people's image as the galaxy's "mad scientists"—a difficult task to accomplish in any of the main eras. In the Rebellion era, many blame the Arkanians for unleashing bioengineered weapons during the Clone Wars. In the years following the New Republic's emergence, investigators discovered that thousands of Arkanian scientists had worked in the secret laboratories of Grand Moff Tarkin and Grand Admiral Zaarin. Thus, whenever Arkanians venture beyond their home system and nearby colonies, they must overcome considerable resentment.

Arkanian heroes are often nobles, scouts, or scoundrels. Arkanian professionals are usually experts, but occasionally diplomats.

Arkanian Commoner: Init –1 (Dex); Defense 9 (–1 Dex); Spd 10 m; VP/WP 0/12; Atk +0 melee (1d3, unarmed) or –1 ranged; SQ Species traits; SV Fort +1, Ref –1, Will +0; SZ M; FP 0; Rep +3; Str 10, Dex 8, Con 12, Int 12, Wis 10, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +2, Knowledge (any one) +3, Profession (any one) +2, Read/Write Arkanian, Read/Write Basic, Speak Arkanian, Speak Basic.

Feats: Infamy (bonus feat).

Species Traits: –2 Dex, +2 Con, +2 Int, –2 Cha; darkvision 20 m.

Automatic Languages: Arkanian, Basic.

Caamasi

Other cultures revere the Caamasi as artistic, wise, and peaceful. On many worlds, the word for "friend from afar" or "trusted stranger" is "caamasi." Among their own people, the Caamasi have a legend that says that when the Jedi Order first formed millennia ago, Jedi came to the world of Caamas to learn how to use the Force ethically. Even if this story is not true, the gentle manner and moral strength of the Caamasi make it easy to believe.

During the height of the Old Republic, Caamasi Jedi were uncommon. Shortly after the Clone Wars, their homeworld was devastated by an orbital bombardment ordered by the Emperor. The planet's vegetation and animal life, including most Caamasi, died within a day, leaving a dead world. The few hundred thousand Caamasi who were left to roam the galaxy afterward had been elsewhere at the time of the bombardment, or else had somehow miraculously survived the assault. By the time of The New Jedi Order era, most Caamasi hail from the planet Kerilt, though there was once a considerable colony on Alderaan. The Alderaanian Caamasi also met their end by way of the Emperor's whim.

Caamasi are gentle-looking beings. Their tall, lean bodies are covered with golden down. Rings of purplish fur surround their eyes, and stripes of the same purple fur extend around to the backs of their heads and shoulders. Caamasi have long, delicate, three-fingered hands.

Caamasi display a unique ability to share memories, which they call *memnii*. A Caamasi can effectively record a memory in her mind so that it is never forgotten.

Table 6-1: New Species

Species	Species Traits
Arkanian	–2 Dex, +2 Con, +2 Int, –2 Cha; Infamy, darkvision
Caamasi	–2 Str, –2 Con, +4 Wis; Memory sharing, +2 bonus on Diplomacy checks
Cathar	+2 Dex, –2 Int; Claws
Celegian	–2 Dex, +2 Int, +2 Wis, –2 Cha; +10 bonus on Swim checks, cyanogen breather, broadcast telepathy
Draethos	–2 Str, +4 Int, –4 Cha; Broadcast telepathy, low-light vision, natural armor
Khommite	+2 Con, +2 Int, –2 Wis; Clone
Krevaaki	+2 Wis, –2 Cha; Natural armor, tentacles, stoic
Kushiban	–4 Str, +4 Dex; +4 bonus on Jump checks, +4 bonus on Escape Artist checks
Lannik	+2 Dex, –2 Wis, –2 Cha; Fearless
Miraluka	–2 Dex, +2 Int; +2 bonus on initiative checks; Force sight
Nautolan	+2 Con, –2 Int; Low-light vision, +4 bonus on Swim checks and Sense Motive checks, natural armor
Nazzar	+2 Str, +2 Dex, –2 Wis, –4 Cha
Neti	–4 Dex, +2 Con, +2 Int, +2 Wis; Metamorph, photosynthesis
Quermian	–2 Str, +2 Dex, –2 Con, +2 Int, +2 Wis; Short-range telepathy
Tchuukthai	+4 Str, –4 Dex; Quadruped, natural armor, damage reduction 2
Thisspian	+2 Str, –2 Wis, –2 Cha; Constrict, prehensile tail
Togruta	+2 Dex, –2 Con, +2 Wis; +2 bonus on Hide checks, spatial awareness
Vultan	+2 Int, –2 Wis, –2 Cha

Experiencing *memnii* is as vivid as participating in the events in question. Using a sort of telepathy, a Caamasi can share *memnii* with another Caamasi or, in some cases, a Jedi or some other Force-user. Caamasi sometimes intermarry between clans specifically to share *memnii* with their entire culture. The desire to spread *memnii* results from a need to never forget the wisdom of their ancestors or the beauty of Caamas. As a result, Caamasi are just as likely to store and share very unpleasant *memnii*, such as vivid memories of brutal battles and cruel tortures, as they are to pass along recollections as sweet and loving as the births of their children or the honor and wisdom of revered ancestors.

Because of the species' pacifistic nature, heroic Caamasi are never thugs or soldiers. Nonheroic Caamasi are diplomats or experts, while heroic Caamasi tend to be nobles.

Caamasi Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/8; Atk –1 melee (1d3–1, unarmed) or +0 ranged; SQ Species traits; SV Fort –1, Ref +0, Will +2; SZ M; FP 0; Rep +0; Str 8, Dex 10, Con 8, Int 10, Wis 14, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (always some form of art) +1, Diplomacy +3, Knowledge (Caamasi) +2, Read/Write Basic, Read/Write Caamasi, Speak Basic, Speak Caamasi.

Species Traits: –2 Str, –2 Con, +4 Wis; +2 species bonus on Diplomacy checks; memory sharing (see below).

Memory Sharing: Caamasi can create strong, lasting memories and share them with others of their species by using a kind of telepathy. Among the Caamasi, sharing *memnii* is an automatic ability, requiring only time. Sharing a memory requires as much time as it took for the event being remembered to transpire.

Force-using characters can receive *memnii* from a willing Caamasi with a successful Telepathy check (DC 15). Experiencing *memnii* is not like having a photographic memory of those events. Instead, the receiving character must make an Intelligence check (DC 10) to remember specific details. A character who accesses a *memnii* with Telepathy has a +2 circumstance bonus on Intelligence checks to remember details about the events in question.

Automatic Languages: Basic, Caamasi.

Cathar

The Cathar are a species of bipedal feline humanoids from the planet of the same name. Cathars are vaguely leonine in appearance. All of them have flowing manes, with males' manes generally longer than those of females. A male Cathar has a short beard, impressive fangs along his upper jaw, and two tusks jutting from his lower jaw. Females do not have beards or tusks.

Cathar is a large world with numerous ecological niches, including rough uplands that are home to gigantic insect predators. The Cathar species survives in large, living city-trees. Each tree is artistically carved with friezes showing the triumphant history of the Cathar and their heroes. Cathars use the wide grasslands known as the Vast Veldt as a place of solitude.

Two of the greatest Cathar heroes, the female Sylvar and her mate Crado, were powerful Jedi Knights. Four thousand years before the Galactic Civil War, Crado fell to the dark side under the tutelage of Exar Kun. He was destroyed in an explosion after trying to activate an ancient Sith superweapon for his master. Sylvar, angry over the death of her mate, almost fell to the dark side herself before regaining the Jedi path. Both are remembered on Cathar itself in meticulously carved works of tree-art.

Cathar Commoner: Init +1 (Dex); Defense 11 (+1 Dex); Spd 12 m; VP/WP 0/10; Atk +0 melee (1d4, 2 claws) or +1 ranged; SQ Species traits; SV Fort +0, Ref +1, Will +0; SZ S; FP 0; Rep +0; Str 10, Dex 12, Con 10, Int 8, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1 or Knowledge (any one) +1, Profession (any one) +1, Read/Write Basic, Read/Write Catharese, Speak Basic, Speak Catharese.

Species Traits: +2 Dex, –2 Int; claws (see below).



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Claws: Cathar have powerful claws that allow them to make unarmed attacks without provoking attacks of opportunity. Each of a Cathar's claw attacks deals 1d4 points of damage.

Automatic Languages: Basic, Catharese.

Celegian

Celegians are an ancient species known for their great intellect and wisdom. A Celegian's body resembles a huge brainlike organism with a mass of tentacles floating beneath it. Evolved from ocean-dwelling invertebrates, the Celegians' ancestors eventually adapted to living on land. The atmosphere of their homeworld is rich in cyanogen gas, which is poisonous to most sentients. Conversely, oxygen is lethal to Celegians.

To move their massive bodies, Celegians evolved a natural form of locomotion similar to a repulsorlift generator. Their soft, fleshy bodies, writhing masses of tentacles, and dependence on life-support chambers result in Celegians looking as if they constantly float in water.

Celegian Commoner: Init –1 (Dex); Defense 8 (–1 size, –1 Dex); Spd 10 m (life-support chamber), fly 6 m (poor), swim 16 m; VP/WP 0/10; Atk –1 melee (1d4, unarmed) or –2 ranged; SQ Species traits; SV Fort +0, Ref –1, Will +1; SZ L; FP 0; Rep +0; Str 10, Dex 8, Con 10, Int 12, Wis 12, Cha 8. Challenge Code A.

Skills: Profession (any one) +3, Knowledge (any one) +4, Swim +10.

Feats: Weapon Group Proficiency (simple weapons).

Species Traits: –2 Dex, +2 Int, +2 Wis, –2 Cha; +10 species bonus on Swim checks; cyanogen breather (see below); broadcast telepathy (see below).

Cyanogen Breather: Celegians cannot survive without their native cyanogen atmosphere. After being exposed to an oxygen atmosphere for 1 round (while outside its life-support chamber), a Celegian must make a Fortitude save (DC 10). The DC increases by +4 for each following round. If the save fails, the creature falls unconscious and takes 1d6 points of damage per round until it is returned to a cyanogen atmosphere. If the Fortitude save is successful, the creature escapes damage during the current round but must make another Fortitude save in the following round to continue to stave off the ill effects. The DC for the Fortitude save increases by +4 in each subsequent round (from 10, to 14, to 18, and so on). Exposure to cyanogen has the same effect on oxygen breathers.

A typical transparisteel life-support chamber has damage reduction 10 and 12 wound points.

Broadcast Telepathy: A Celegian can communicate telepathically with any number of sentient creatures within 500 meters. A creature that wishes to resist telepathic contact with a Celegian must make a Will save (DC 10 + the Celegian's Wisdom modifier). A successful saving throw denies the Celegian telepathic contact, and the creature in question knows that something or someone has attempted to make contact with its mind. The Celegian can continue to attempt to establish contact as long as the intended target remains within range. Any creature that receives tele-

pathic communication from a Celegian "hears" the message in its own primary language. This ability is primarily used for communication; it cannot be used to "steal" memories or information.

Automatic Languages: None.

Draethos

Draethos are roughly humanoid beings with scaly skin and featureless black eyes. They are a long-lived species, some reaching ages of nearly 800 years. Their lipless mouths give the illusion of a large overbite. Draethos are highly intelligent but generally socially inept.

From youth, Draethos are encouraged to learn as much as possible. Most adults are experts on several topics. These sentients are so enthralled with learning that they rarely pause to apply what they learn. Unlike other species obsessed with knowledge, Draethos seldom appreciate a good debate, even if the topic is in their field of expertise. Their love of knowledge is accompanied by the fear of missing an important detail while debating or failing to put into words what they know explicitly to be true. Mature Draethos usually overcome this fear.

Draethos Commoner: Init +0; Defense 11 (+1 natural); Spd 10 m; VP/WP 0/10; Atk –1 melee (1d3–1, unarmed) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; Rep +0; Str 8, Dex 10, Con 10, Int 14, Wis 10, Cha 6. Challenge Code A.

Skills: Knowledge (any one) +7, Knowledge (any one) +4, Profession (any one) +1, Read/Write Draethos, Speak Basic, Speak Draethos.

Feats: Weapon Group Proficiency (simple weapons), Skill Emphasis (Knowledge [any one]) (bonus feats).

Species Traits: –2 Str, +4 Int, –4 Cha; low-light vision; broadcast telepathy (see below).

Broadcast Telepathy: A Draethos can communicate telepathically with any number of sentient creatures within 500 meters. A creature that wishes to resist telepathic contact with a Draethos must make a Will save (DC 10 + the Draethos's Wisdom modifier). A successful saving throw denies the Draethos telepathic contact, and the creature in question knows that something or someone has attempted to make contact with its mind. The Draethos can continue to attempt to establish contact as long as the intended target remains within range. Any creature that receives telepathic communication from a Draethos "hears" the message in its own primary language. This ability is primarily used for communication; it cannot be used to "steal" memories or information.

Automatic Languages: Basic, Draethos.

Khommite

Khommites are a tall, hairless species of near-Humans found on the world of Khomm. A series of small ridges runs across the top of a Khommite's head. Although intelligent, Khommites tend to be narrow-minded and lack long-term planning skills.



The entire Khommite species was cloned from a near-Human race that stopped developing more than a thousand years ago. At that time, the Khommite people believed that their civilization had reached its absolute apex, and no further improvement was possible. Rather than risk the degeneration of their supposedly perfect culture, they decided to ensure that nothing ever changed. The population would be kept static by cloning any Khommite who died, eliminating live births entirely. Since the existing balance of professions was considered ideal, each clone would take over the duties of its predecessor.

Absolute conformity resulted. Cities were laid out on grids, and buildings were built in boxlike shapes, because that was the way it had always been done. If something began to suffer the ravages of wear and tear, it was replaced with an exact replica. Creativity and free thought became undesirable, and eventually foreign.

This orderly way of life changed when a Khommite named Dorsk 81 discovered that he was capable of sensing the Force. When he left his world to study at Master Skywalker's academy, other Khommites considered him a borderline lunatic. They fully expected him to eventually return to his old duties, but Dorsk 81 had no intention of doing so. The Khommite homeworld was later attacked by a fleet of powerful Imperial ships and suffered massive destruction. After such a powerful blow to their carefully ordered society, many Khommites reconsidered the benefits of pure conformity without innovation. Since then, a few have left Khomm to follow the example of Dorsk 81.

Khommite Commoner: Init +0; Defense 11 (+1 size); Spd 10 m; VP/WP 0/12; Atk +1 melee (1d2, unarmed) or +0 ranged; SQ Species traits; SV Fort +1, Ref +0, Will −1; SZ S; FP 0; Rep +0; Str 10, Dex 10, Con 12, Int 12, Wis 8, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +3 or Knowledge (any one) +3, Profession (any one) +2, Read/Write Basic, Speak Basic.

Species Traits: +2 Con, +2 Int, −2 Wis; clone (see below).

Clone: Each Khommite represents generations of perfection in one particular field. Each one is the end of a long chain of identical Khommite clones that share the same character class. A Khommite may choose from the following classes: fringer, noble, scout, soldier, commoner, diplomat, expert, or thug. Using the multiclass rules, a Khommite can gain levels in the Force adept, Jedi consular, or Jedi guardian classes; however, Force-using Khommites are exceedingly rare (and the GM may disallow them as heroic characters). If a Khommite gains a level in any class other than his initially chosen class, he loses 10% of all experience gained from that point on.

Automatic Language: Basic.

Krevaaki

Krevaaki evolved from shallow-water crustaceans. An adult displays an exoskeleton and eight segmented tentacles, some with protrusions that work like opposable thumbs. In infancy and early childhood, Krevaaki use all their tentacles for a multitude of tasks, such as crawling, climbing, and manipulating objects. By young adulthood, Krevaaki stand upright on six of their tentacles and use the other two as hands. Older Krevaaki learn to favor certain tentacles for certain tasks.

The Krevaaki are considered a bizarre species by most other bipeds. Xenophobia has taken its toll on their society, which prompts spacefaring Krevaaki to hide their tentacled lower bodies.

Krevaaki Commoner: Init +0; Defense 12 (+2 natural); Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed) or +0 ranged; SQ Species traits; SV Fort +1, Ref +0, Will +1; SZ M; FP 0; Rep +0; Str 10, Dex 10, Con 10, Int 10, Wis 12, Cha 8. Challenge Code A.

Skills: Climb +3, Knowledge (any one) +1, Profession (any one) +1, Read/Write Kreva, Speak Basic, Speak Kreva.

Feats: Weapon Group Proficiency (simple weapons).

Species Traits: +2 Wis, −2 Cha; +1 species bonus on Fortitude saves; tentacles (see below); stoic (see below).

Tentacles: Krevaaki use their tentacles as bipeds use arms and legs. Krevaaki receive a +2 species bonus on Climb checks. In addition, Krevaaki that select the Martial Arts feat gain a +2 species bonus on grapple checks.

The end of a Krevaaki's tentacle is less dexterous than a humanoid finger, making some tasks difficult to perform. At the GM's discretion, Krevaaki take a −4 penalty on checks to manipulate small items such as coins or pebbles. Affected skills include Craft, Disable Device, and Repair. An appropriate set of tools for performing affected skills negates this penalty (in addition to providing its normal bonus).

Stoic: A Krevaaki's face is composed of a series of shifting, chitinous plates with a limited range of expression. The sliding of these plates is noticeable, but meaningless to non-Krevaaki. Other species take a −4 penalty on Sense Motive checks against Krevaaki during face-to-face communication.

Automatic Languages: Kreva.

Kushiban

Kushibans are half-meter-long lagomorphic creatures hailing from the world of Kushibah in the Outer Rim. Kushibans have a set of front paws that can be used as hands, small noses, and large, innocent-looking eyes. They can move as either quadrupeds or bipeds, though they must drop to all fours to charge or run. Small, furry, and floppy-eared, Kushibans are frequently mistaken for pets or vermin. Nonetheless, they are an intelligent race with a complex, peaceful society.

Kushibans have little need for tools or technology on their homeworld, where they manage to live in almost complete harmony with their natural environment. They are preyed upon by large predators known as xinkras, but they use fire to keep the xinkras at bay. As herbivores, they do not need tools for hunting or preparing food. Because they eat most of their food uncooked, they have little use for cooking utensils or similar items. When Kushibans need shelter from the elements, simple caves or tree hollows suffice. As a result, Kushibans have little value to a spacefaring economy, and little desire to leave their homeworld. Only a few Kushiban scholars, explorers, and Jedi make prolonged trips across the galaxy.

Kushibans have a unique method of expressing their feelings: Their fur, normally white when the creature is calm, changes color with as its emotional state changes. This "mood fur" can go completely black when the creature is in deep despair. Any creature familiar with Kushibans gains a +2 circumstance bonus on all Sense Motive checks made against a Kushiban when the creature is able to see its fur.

Kushiban Commoner: Init +6 (+2 Dex, +4 Improved Initiative); Defense 13 (+2 Dex, +1 size); Spd 6 m; VP/WP 0/10; Atk –1 melee (1d2–2, bite) or +3 ranged; SQ Species traits; SV Fort +0, Ref +2, Will +0; SZ S; FP 0; Rep +0; Str 6, Dex 14, Con 10, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: None.

Skills: Escape Artist +6, Hide +6, Jump +4, Read/Write Kushiban, Speak Kushiban.

Feats: Improved Initiative (bonus feat).

Species Traits: –4 Str, +4 Dex; +4 species bonus on Jump checks; +4 species bonus on Escape Artist checks.

Automatic Language: Kushiban.

Lannik

The Lannik are a race of short humanoids native to the planet Lannik. They stand 1.1 to 1.3 meters tall and weigh between 35 and 45 kilograms. Females tend to be as tall as their male counterparts, but slightly thinner. Lannik coloration ranges from dark red and orange to purple and dark blue, with hair, eyes, and skin of similar hue. Lannik have large, pointed ears capable of rotating to pick up distant or faint sounds. Because they have few facial expressions, Lannik often seem grim or angry to those unfamiliar with them.

Despite their size, Lannik are fierce warriors with skills honed on a dangerous world full of natural predators and a long history of warfare. They are stronger and quicker than their size would suggest, making them dangerous combatants. Though often hotheaded and temperamental, they tend toward a fearlessness that enables them to think clearly at all times, even when faced with extremely dangerous situations.

The species came fairly late to hyperspace travel. Lannik were just taking their first small steps into space when Duros and Human explorers discovered them. The Republic soon accepted the Lannik as members, resulting in a massive influx of new trade and technology into the Lannik culture. Various political factions on Lannik had different ideas about what constituted a reasonable trade for the new technologies and often argued bitterly over deals made by other groups of Lannik. This conflict caused a serious social upheaval from which the Lannik never quite recovered. After several pirate organizations saw the divisive political situation as an ideal opportunity for making contacts, the Lannik homeworld harbored safe havens and black markets through which illegal goods could be sold. In an effort to counteract this social upheaval, many Core World governments tried to limit the amount of technology that was sold to the less advanced Lannik. Of course, this strengthened the impact of black market technology used by criminals and pirates to buy influence there.



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Eventually, Corellian diplomats offered to draw up agreements with the Lannik planetary government to strengthen legitimate technological ties to the Core Worlds. Various pirate-supported Lannik terrorist factions did their best to prevent the agreement from going into effect. The most powerful of these organizations, the Red Iaro, caused problems for the Lannik High Court for years. After the Empire's antialien policies came into play, both legitimate and criminal organizations reduced the flow of technology to Lannik, relegating it to the position of a galactic backwater. Having never colonized other planets, the Lannik remained isolated. Since then, they have rarely been seen off their homeworld.

Lannik heroes often become scouts, using their small size to get into places larger races cannot. On their own world, Lannik run the full range of professions, though they tend to be extremely loyal to whatever career they first choose, rarely changing to a different way of life.

Lannik Commoner: Init +1 (Dex); Defense 12 (+1 Dex, +1 size); Spd 6 m; VP/WP 0/10; Atk +1 melee (1d2, unarmed) or +2 ranged; SQ Species traits; SV Fort +0, Ref +1, Will +1; SZ S; FP 0; Rep +0; Str 10, Dex 12, Con 10, Int 10, Wis 8, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +2 or Knowledge (any one) +2, Profession (any one) +1, Read/Write Basic, Read/Write Lannik, Speak Basic, Speak Lannik.

Feats: Iron Will (bonus feat).

Species Traits: +2 Dex, –2 Wis, –2 Cha; fearless (see below).

Fearless: Lannik receive a +2 species bonus on any skill check made to resist the Intimidate skill and a +2 species bonus on Will saves against fear-based effects (such as the Frightful Presence feat).

Automatic Languages: Basic, Lannik.

Miraluka

Outwardly, Miraluka appear Human. Their size, build, hair, and skin run the gamut of Human varieties. Their speech could be particular to any region from Coruscant to the Outer Rim. Only one aspect distinguishes them: All Miraluka are blind from birth. Where their eyes would have been, Miraluka have nearly featureless eye sockets that they prefer to cover with decorative cloth. Although they are not entirely concerned with appearing Human, they prefer not to draw attention to themselves when traveling.

Millennia of evolution robbed the Miraluka of sight but granted them the ability to "see" through the Force. Rarely is an entire species sensitive to the ebb and flow of the Force, but Miraluka are clearly an exception to the rule. Early in life, a few demonstrate a clear talent for sensing the Force beyond their basic needs. Any Miraluka who takes even one level in a Force-using class gains the Sense feat for free.

Miraluka Commoner: Init +1 (–1 Dex, +2 species); Defense 9 (–1 Dex); Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed) or –1 ranged; SQ Species traits; SV Fort +0, Ref –1, Will +0; SZ M; FP 0; Rep +0; Str 10, Dex 8, Con 10, Int 12, Wis 10, Cha 10. Challenge Code A.

Skills: Craft (any one) +2, Empathy +2, Friendship +1, Knowledge (any one) +2, Read/Write Basic, Read/Write Miralukese, Speak Basic, Speak Miralukese.

Feats: Force-Sensitive, Sense (with the assumption of a Force-using class) (bonus feats).

Species Traits: –2 Dex, +2 Int; +2 species bonus on initiative checks; Force sight (see below).

Force Sight: Miraluka are blind to all wavelengths of light. Instead, they see through the Force. Force sight allows them to use the sense surroundings technique (see Chapter Two) of the Sense feat as a free action (rather than a move action) and without paying the vitality point cost. They use this ability to compensate for their natural blindness. This ability is effective out to a range of 1 kilometer.

Automatic Languages: Basic, Miralukese.

Nautolan

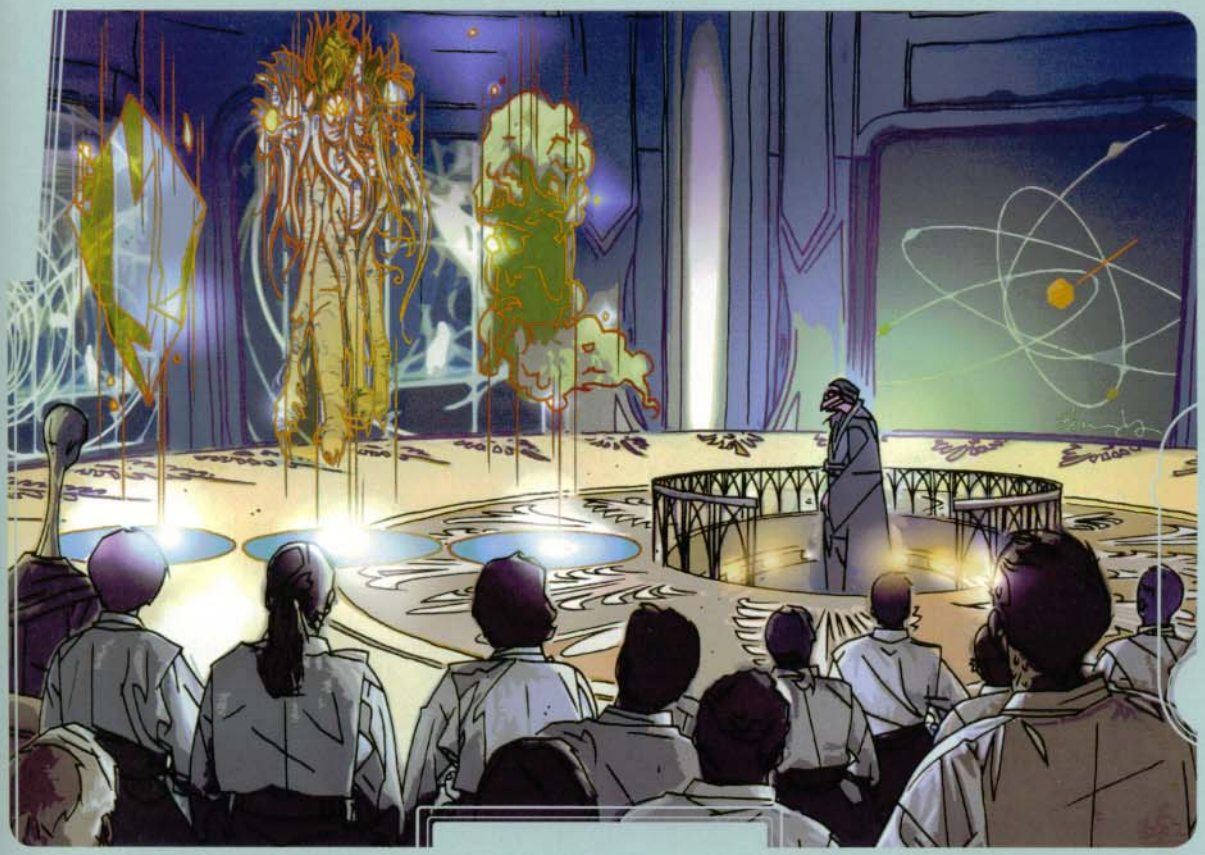
Nautolans come from the world of Glee Anselm, a planet of vast swamps, lakes, and tide pools. Although amphibious, Nautolans feel more at home in the water than on land for two main reasons.

First, their native language, Nautolan, is only fully pronounceable when the speaker is underwater. When spoken on land, Nautolan loses a great deal of detail, which most Nautolans find annoying. When out of water, Nautolans tend to speak the Anselmian language—learned from the Anselmi, their nonamphibious neighbors on Glee Anselm—or Basic, which serves them well enough when they travel throughout the galaxy.

Second, Nautolans prefer water because their tendrils, which serve as their major sensory organs, barely function out of water. In water, Nautolans can actually sense odors through their tendrils. Even out of water, their senses are so acute that the average Nautolan can determine the emotional state of another creature based entirely on the changes in the creature's pheromones. This acuity contributes to the complexity of their language. Their ability to communicate is keyed to the perception of pheromonal signatures; without it, their spoken words lose a great deal of meaning.

Nautolans have coexisted relatively peacefully with the Anselmi for several millennia. Their conflicts have usually been brief, though sometimes quite bloody. The Nautolans and the Anselmi fought brief wars over fishing rights, subaquatic development, and even waste disposal. Whenever space seems at a premium, Anselmi tend to encroach upon Nautolan territories. Being physically superior, Nautolans push back most incursions long enough for attrition to render the problem moot. The Republic has stepped in multiple times to settle disputes, but it might be only a matter of time before the two native species of Glee Anselm conclude that they have irreconcilable differences.

Nautolan Commoner: Init +0; Defense 11 (+1 natural); Spd 10 m, swim 10 m; VP/WP 0/12; Atk +0 melee (1d3, unarmed) or +0 ranged; SQ Species traits; SV Fort +1, Ref +0, Will +0; SZ M; FP 0; Rep +0; Str 10, Dex 10, Con 12, Int 8, Wis 10, Cha 10. Challenge Code A.



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Equipment: Variety of personal belongings.

Skills: Craft (any one) +1 or Knowledge (any one) +1, Profession (any one) +1, Read/Write Basic, Read/Write Nautolan, Sense Motive +4 (+1 out of water), Speak Basic, Speak Nautolan, Swim +4.

Species Traits: +2 Con, –2 Int; low-light vision; +4 species bonus on Swim checks; +4 species bonus on Sense Motive checks in water (+1 species bonus out of water).

Automatic Languages: Basic, Nautila.

Nazzar

The Nazzar are a bipedal species native to the planet Nazzri. They are tall and dark-toned, with thin fur ranging from light gray to dark blue. Though humanoid, they have elongated, equine facial features. Nazzar tend to be physically agile and powerful. Their species has a long history of contemplation and philosophy, but they also tend to be xenophobic, making them uncommon away from their homeworld.

The Nazzri system was accepted into the Old Republic early in galactic history but had very little contact beyond maintaining a senatorial presence and sending official communiques. The Nazzar government spread to cover three nearby systems, then gradually shifted from a pure monarchy to a religious oligarchy. Throughout the three main eras of play, the Nazzar government supports strict adherence to the tenets of the fourteen sects of *Ulizra*, the state religion. These tenets include the concepts that outsiders are likely to taint Nazzar culture, that all philosophical systems in disagreement with *Ulizra* must be destroyed, and that a group is always of greater importance than an individual. These beliefs make it difficult for other species to open trade relations with the Nazzar, or even for the Nazzar to retain cordial relations with most other species. Although it is legal for outsiders to stay in the Nazzar systems, they generally find their welcome less than friendly.

Nazzar encountered away from their homeworld generally fall into one of two categories: outcasts who have rejected the teachings of *Ulizra*, and preachers who seek to bring their philosophical truths to new people. Nazzar outcasts find new organizations to follow, and many have become fanatical followers of fringe groups. Nazzar preachers find little acceptance for *Ulizra* outside their home systems and soon give up their missions. Very rarely, a citizen in good standing with the Nazzar religion might leave the planet on a *boqeri*, a kind of self-imposed exile undertaken to seek spiritual truth. The length of a *boqeri* depends on how long it takes the seeker to find the truth he or she lacked at home. Many Nazzar on these journeys discover the galaxy far too interesting a place to ever consider returning home.

When the Emperor came to power, most Nazzar simply returned to their home systems and ignored the galaxy at large. This attitude persists into The New Jedi Order era. Nazzri has yet to accept invitations to become part of the New Republic. If the Yuuzhan Vong threat passes Nazzri by, the Nazzar may well continue to ignore the events of the universe around them.

Nazzar Commoner: Init +1 (Dex); Defense 11 (+1 Dex); Spd 10 m; VP/WP 0/10; Atk +1 melee (1d3+1, unarmed) or +1 ranged; SQ Species traits; SV Fort +0, Ref +1, Will –1; SZ M; FP 0; Rep +0; Str 12, Dex 12, Con 10, Int 10, Wis 8, Cha 6. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Knowledge (any one) +2, Profession (any one) +1, Read/Write Nazzar, Speak Nazzar.

Species Traits: +2 Str, +2 Dex, –2 Wis, –4 Cha.

Automatic Language: Nazzar.

Neti

The Neti are a rare species of sentient plants first encountered on the planet Ryyk. (Some call them Ryyk because of the planet's name.) Roughly four thousand years before the Battle of Yavin, a supernova destroyed the Neti's home planet. As a result, Neti have never been a common sight across the galaxy. They have tough gray skin similar to plant bark, multiple thin branching arms, and thick body trunks. Neti foliage tends to be brownish or black and grows on the upper parts of a Neti's body.

As plants, Neti survive through photosynthesis, though they also need some water to survive. Neti are extremely long-lived, with an average life span of several thousand years. A Neti reproduces by creating a few seeds, but this reproduction occurs only once every few centuries. Seeds often remain dormant for more than a thousand years before germinating.

Neti are capable of changing their size and shape, apparently at will. A skilled Neti can morph its shape into a roughly humanoid form, a squat quadrupedal shape, or a solid treelike mass anywhere from 2 to 9.5 meters tall. When resting, Neti generally appear as 5-meter-tall treelike objects, but they are capable of maintaining other shapes and sizes, even when asleep or knocked unconscious.

As a result of the Neti's infrequent procreation and long lives, their population has always remained small and quite close to their homeworld. When Ryyk was destroyed, only one Neti (Jedi Master Ood Bnar) was known to have been offworld. However, given the species' long life span and germination period, some Neti might have survived the destruction of their world and now await discovery in remote locations.

In fact, Ryyk might not even be the original homeworld of the Neti. Several scientists suggest that the planet Myrkr—the homeworld of Force-sensitive vornskrs and Force-negating ysalamiri—is the true world of origin of the Neti. Although Master Ood Bnar himself was native to Ryyk, it is possible that the Neti moved from Myrkr to Ryyk at some point in the ancient past. Despite the best efforts of Jedi scholars, the galaxy at large might never determine the true origin of the Neti species.

Neti Commoner: Init –2 (Dex); Defense 8 (–2 Dex); Spd 10 m; VP/WP 0/12; Atk +0 melee (1d3, unarmed) or –2 ranged; SQ Species traits; SV Fort +1, Ref –2, Will +1; SZ M; FP 0; Rep +0; Str 10, Dex 6, Con 12, Int 12, Wis 12, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Empathy +3, Enhance Ability +2, Knowledge (any one) +3, Read/Write Neti, Speak Basic, Speak Neti.

Feats: Force-Sensitive (bonus feat).

Species Traits: –4 Dex, +2 Con, +2 Int, +2 Wis; metamorph (see below); photosynthesis (see below).

Metamorph: Neti have the innate ability to alter their shape and size. A Neti can vary its size, becoming Large or Huge rather than Medium-size. Neti can also alter their form to be roughly humanoid, squat and quadrupedal, or solid and treelike. Changing size and shape is a full-round action.

A Neti's size has little effect on its abilities, although its size modifier changes when it alters its size. (This change alters the Neti's attack bonus and Defense.) Even when quadruped or treelike, a Neti retains enough manipulative tendrils to operate tools and make attacks. A Neti in quadruped form is more difficult to trip or move with a bantha rush (receiving a +4 stability bonus on checks to resist these effects), but it cannot run or charge. A Neti in its stationary tree form is extremely resistant to these attacks (+12 bonus on all rolls to oppose bantha rushes and trips), but it cannot move at all.

Photosynthesis: As plants, Neti have no need for food. They have a greatly reduced need for water as long as they have regular access to broad-spectrum light. A Neti needs only one-tenth the water of most other species, but if deprived of sunlight, it starves, much as other races do when lacking food. A Neti with the Control feat that enters a Force trance can survive almost indefinitely in an area with natural sunlight and rain.

Automatic Languages: Basic, Neti.

Quermian

The Quermians are gangly invertebrates from the Outer Rim world of Quermia. Quermians have four arms, two clawed feet, and small bodies. The hands of one set of arms contain their olfactory glands. The head of a Quermian sways almost hypnotically to and fro at the end of a long neck. Deeply set small eyes rest above a lipless mouth that seems permanently set in a bemused smile. The Quermian brain is split between the head and chest cavity. Skin color ranges from ashen white to dark gray. Adults of the species stand between 1.6 and 2.3 meters tall, with no difference in size between males and females.

Quermians are an offshoot of the Xexto species from Troiken. Almost seventeen thousand years ago, rogue Arkanian scientists moved their primitive forebears to the Quermia system. The Arkanians terraformed the new Quermian homeworld into a veritable paradise. They then conducted a variety of genetic manipulations upon the transplanted Xexto and watched how they evolved. Within a few generations, the Arkanians moved on to other experiments, leaving the Quermians to their own evolution.

Over the following ten thousand years, the Quermians developed a highly advanced society on their garden world. By the time Old Republic scouts arrived in the star system, the Quermians had settled other nearby worlds and were on the verge of exploring the galaxy at large. They welcomed the strange visitors from the stars. Within a few decades, they were active participants in the galactic community.



Quermians are famous for their apparent telepathic ability. Quermians can communicate nonverbally by locking eyes with one another. Quermians deny that they have telepathy, claiming that they are merely highly attuned to each other's body language. Xenobiologists doubt this claim, pointing to highly unusual activity in parts of the Quermian brain when communication is taking place, but so far no hard scientific evidence has been provided to confirm or deny psychic powers on the part of all Quermians. (For purposes of game mechanics, however, this ability functions like the Telepathy skill.)

Quermian society encourages advanced and complicated philosophical contemplation. Their species includes some of the galaxy's greatest thinkers. During the Rebellion era, however, the Emperor's New Order forced Quermian teachers and philosophers out of their positions at universities across the galaxy. During the Jedi Purge, most Quermians withdrew to their home system. Many of their number were prominent Jedi, but even non-Jedi Quermians fell victim to mob violence. New Order fanatics claimed that all Quermians were Jedi, and that they beamed evil thoughts into other beings' minds with telepathic powers. Shortly before the Yuuzhan Vong invasion, the Quermian planetary government began taking steps to rejoin the galactic community.

Quermian professionals are usually diplomats or experts. Quermian heroes often become nobles or scoundrels or pursue one of the Force-using classes. Few, if any, belong to the more combat-oriented classes, since Quermians typically prefer to rely on reason rather than violence.

Quermian Commoner: Init +1 (Dex); Defense 11 (+1 Dex); Spd 10 m; VP/WP 0/8; Atk –1 melee (1d3–1, unarmed) or +1 ranged; SQ Species traits; SV Fort –1, Ref +1, Will +1; SZ M; FP 0; Rep +0; Str 8, Dex 12, Con 8, Int 12, Wis 12, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +3, Profession (any one) +2, Knowledge (any one) +3, Read/Write Quermian, Speak Basic, Speak Quermian.

Species Traits: –2 Str, +2 Dex, –2 Con, +2 Int, +2 Wis; short-range telepathy (see below).

Short-Range Telepathy: Quermians can communicate with other Quermians (and Force-users who possess the Sense feat) through an ability similar to telepathy. To use this ability, the Quermian must make eye contact with the person it wishes to contact and make a successful Will save (DC 15). The Quermian must physically see the individual; for instance, eye contact through a HoloNet communication would not suffice. If the target wishes to resist the telepathic contact, he must make a successful Will save (DC 20) to block the thought transmission. Quermians can only transmit simple phrases and emotional impressions, and they must renew the telepathic contact every round with an additional Will save.

Automatic Languages: Basic, Quermian.

Tchuukthai

For centuries, the Tchuukthai were considered little more than beasts. Their brutish appearance and vocabulary of grunts and growls helped perpetuate that myth—a misperception



the Tchuukthai were more than happy to see thrive. Over several centuries, Tchuukthai were discovered more than once. Most times, explorers avoided contact with these seemingly dangerous beasts. The few who couldn't resist the urge to learn more about them were met with vicious snarls and displays of ferocity.

The true intelligence of the Tchuukthai remained a secret until a Jedi Master encountered them. The Jedi, whose name is lost in antiquity, explained much about the galaxy to a Tchuukthai he befriended. The Tchuukthai's interest was piqued, but he was wary of leaving his home and fearful that his people would be exploited if their true nature were known. The Jedi gave his word that he would protect their secret and offered to train the Tchuukthai in the ways of the Force. This Tchuukthai later became Jedi Master Thon of Ambria (see Chapter 6).

For thousands of years, Master Thon was the only Tchuukthai who had ventured into the galaxy. Only the Jedi knew his true nature. Since that time, it is possible that other Tchuukthai might have ventured beyond their unknown home system, perhaps even as pets or zoological exhibits. Their existence is still considered rumor across most of the galaxy.

Tchuukthai Commoner: Init –2 (Dex); Defense 12 (–1 size, –2 Dex, +5 natural); Spd 12 m, upright 4 m; VP/WP 0/10; Atk +1 melee (1d4+2, unarmed) or –3 ranged; SQ Species traits; SV Fort +0, Ref –2, Will +0; SZ L; FP 0; Rep +0; Str 14, Dex 6, Con 10, Int 10, Wis 10, Cha 10. Challenge Code B.

Skills: Craft (any one) +2 or Knowledge (any one) +2, Read/Write Tchuukthese, Speak Basic (understand only), Speak Tchuukthese, Survival +1.

Feats: Run, Weapon Group Proficiency (simple weapons) (bonus feats).

Species Traits: +4 Str, –4 Dex; quadruped (see below), DR 2.

Quadruped: Tchuukthai normally walk on all fours. When doing so, they cannot carry anything heavier than 2 kilograms in either hand, but can carry up to triple the amount a normal character of the same strength can bear on his or her back. During combat, Tchuukthai get a +4 stability bonus when resisting bantha rushes and trip attacks due to their quadrupedal nature.

Automatic Languages: Basic (understand only), Tchuukthese.

Thisspian

Thisspians are a part humanoid, part serpentine species from Thisspias, a planet in the Expansion Region. Their upper bodies are humanoid, covered in long, flowing hair. Their serpentine lower bodies are covered in scales of varying colors, often matching the hair of the upper body. It is normal for a Thisspian to coil its tail beneath its body when at rest, giving it the appearance of a legless humanoid.

Thisspian Commoner: Init +0; Defense 10; Spd 8 m; VP/WP 0/10; Atk +1 melee (1d3+1, unarmed) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will –1; SZ M; FP 0; Rep +0; Str 12, Dex 10, Con 10, Int 10, Wis 8, Cha 8. Challenge Code A.

Skills: Craft (any one) +2, Knowledge (any one) +2, Read/Write Thisspian, Speak Basic, Speak Thisspian.

Feats: Weapon Group Proficiency (simple weapons) (bonus feat).

Species Traits: +2 Str, –2 Wis, –2 Cha; constrict (see below); prehensile tail (see below).

Constrict: On a successful grapple check, a Thisspian deals 1d6 points of damage (1d8 if it also has the Martial Arts feat) plus its Strength bonus instead of its normal unarmed damage.

Prehensile Tail: A Thisspian can use its tail to lift up to a medium load, leaving its hands free to do other things. This ability negates the check penalty associated with medium loads, but the Thisspian's speed is reduced to 2 meters. A Thisspian's tail can also support up to twice the weight of a heavy load when firmly wrapped around an object that can support at least that much weight. A Thisspian never incurs attacks of opportunity when making trip attacks with its tail.

Automatic Languages: Basic, Thisspian.

Togruta

Togrutas are humanoids native to the planet Shili. Evolved from pack creatures, Togrutas are effective hunters and work well in large groups. Individualistic Togruta are all but unknown. To the Togrutas, independence is considered a sign of mild deviance and is consequently discouraged. Paradoxically, Togrutas who rise to positions of prominence generally do so by judiciously exercising their individualism. Outsiders see this as a sign of the ongoing social evolution of the Togruta people.

All Togrutas are marked by colorful skin patterns, a holdover from their days as dangerous, stalking predators. The wild scrublands of Shili are covered with meter-tall turu-grass, which is red on one side and white on the other. In the early days of their development, primitive Togrutas would slink through this grass, using their highly developed sense of space and distance to encircle unsuspecting herbivores.

Togrutas are commonly believed to be venomous. This is another holdover from their primitive ancestors. In truth, Togrutas are not poisonous, and they have no idea how that rumor arose. Of course, their eating habits might have something to do with it. Togrutas who enjoy devouring thimiars—small, rodentlike creatures native to Shili—use their sharp incisors to quickly and painlessly kill their meals before partaking. To a non-Togruta, the little creature's death throes could appear as though it had been poisoned by the Togruta's bite. In reality, these are just postmortem muscle contractions.

Togruta Commoner: Init +1 (Dex); Defense 11 (+1 Dex); Spd 10 m; VP/WP 0/8; Atk +0 melee (1d3, unarmed) or +1 ranged; SQ Species traits; SV Fort –1, Ref +1, Will +1; SZ M; FP 0; Rep +0; Str 10, Dex 12, Con 8, Int 10, Wis 12, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +3 or Knowledge (any one) +3, Hide +3, Profession (any one) +2, Read/Write Basic, Read/Write Togruti, Speak Basic, Speak Togruti.

Species Traits: +2 Dex, –2 Con, +2 Wis; +2 species bonus on Hide checks, spatial awareness (see below).

Spatial Awareness: Togruta can sense their surroundings through a kind of passive echo-location. When a Togruta is unable to see (such as when it is blinded), the creature can attempt a Listen check (DC 13) to retain its full Dexterity in such conditions. (In addition to other restrictions, a blinded character normally has an effective Dexterity of 3; successful use of spatial awareness cancels out that reduction to Dexterity. For more details, see the Character Condition Summary in Chapter Twelve of the *Star Wars Roleplaying Game*.) A blinded Togruta still cannot actually see, however, so it still takes a –4 penalty on Strength-based and Dexterity-based checks from that condition, as well as a –4 penalty on Search checks. Spatial awareness does not allow a Togruta to fight without seeing, though many Togruta learn to do so (usually by taking the Blind-Fight feat).

Automatic Languages: Basic, Togruti.

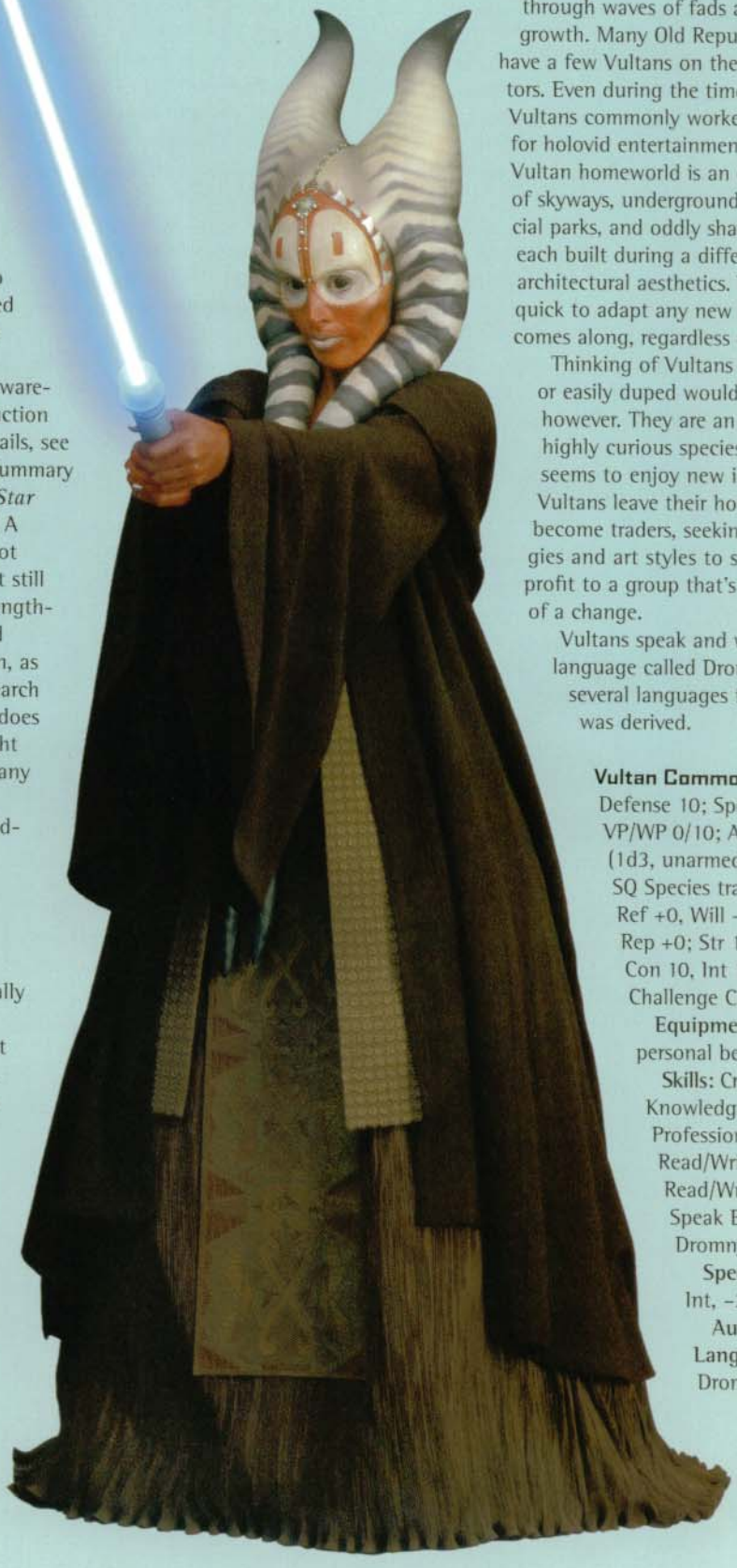
Vultan

Vultans are a technologically advanced near-Human species native to the planet Vulta, located at the spinward edge of the Mid Rim. Physically, Vultans resemble baseline Humans, except for the large growths of cartilage on their craniums. For male Vultans, this cartilage lies in a thick net against the skull. For females, the growths point outward, away from the skull.

Vulta is believed to be one of the first worlds colonized by Humans after the development of the hyperspace drive. The Vultan culture was already five millennia old at the time of the Great Hyperspace War. As citizens of an old and curious culture, Vultans tend to go through waves of fads and technological growth. Many Old Republic corporations have a few Vultans on their board of directors. Even during the time of the Empire, Vultans commonly worked as programmers for holovid entertainment companies. The Vultan homeworld is an eclectic collection of skyways, underground passages, artificial parks, and oddly shaped buildings, each built during a different trend in architectural aesthetics. Vultans seem quick to adapt any new lifestyle idea that comes along, regardless of its usefulness.

Thinking of Vultans as simpleminded or easily duped would be a mistake, however. They are an intelligent, highly curious species that simply seems to enjoy new ideas. Many Vultans leave their homeworld to become traders, seeking new technologies and art styles to sell at a tidy profit to a group that's always in need of a change.

Vultans speak and write in a language called Dromnyr, one of several languages from which Basic was derived.



Vultan Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will –1; SZ M; FP 0; Rep +0; Str 10, Dex 10, Con 10, Int 12, Wis 8, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +2, Knowledge (any two) +2, Profession (any one) +1, Read/Write Basic, Read/Write Dromnyr, Speak Basic, Speak Dromnyr.

Species Traits: +2 Int, –2 Wis, –2 Cha.

Automatic Languages: Basic, Dromnyr.

New Creatures

The Jedi strive to work in harmony with nature. Unfortunately, not all creatures choose to cooperate.

Beck-tori

Beck-tori are aquatic parasites that grow to extreme size. The creature resembles a flat, elongated leech. It has rows of scraping spines along the underside of its head that lead to a gaping maw. After using its spines to attach to a living victim, a beck-tori flexes its body to grind, dislodge, and consume flesh. The creature usually attaches to a large aquatic predator before swallowing parts of it. Eventually, the beck-tori grinds its way into the victim's body cavity, exposing its host to other invasive organisms. The host's body provides a medium in which the beck-tori can lay its eggs before moving on to new prey. Because the movement of a potential host through water attracts beck-tori, they sometimes mistakenly attack boats and submersible craft.

Beck-tori larvae are translucent creatures only a few centimeters long. Most pose little danger to anything larger than a normal fish. At their average length, their main threat is their abrasive spikes, although full-grown specimens can swallow their prey whole.

Adult beck-tori breathe both air and water. They can survive on land, moving with slow, serpentlike motions. All beck-tori are strong in the Force, shrugging off many Force-based attacks. The largest are capable of healing themselves and using the Force to enhance their abilities.

The species evolved in the warm seas of Nam Priax, but their larvae have been carried offworld in the water tanks of starships. They now represent a nuisance on many aquatic planets. Five centuries before the Battle of Yavin, an infestation was accidentally introduced on Mon Calamari. Their eradication required almost fifty years of concentrated effort.

Rumors exist of similar creatures—serpentine in appearance, but strong in the Force—in other hostile environments, including deserts, the arctic, and even jungles. While it is highly unlikely that such creatures are direct relations to the beck-tori, the possibility of parallel evolution nonetheless exists.



Medium-Size Beck-tori: Aquatic parasite 5; Init +2 (Dex); Defense 16 (+4 natural, +2 Dex); Spd 16 m, crawl 4 m; VP/WP 20/10; Atk +2 melee (1d4, spikes) or +2 melee (1d4, bite); SQ Low-light vision, swallow whole, breathe underwater; SV Fort +4, Ref +3, Will +0; SZ M; Face/Reach 2 m by 2 m/2 m; Str 10, Dex 14, Con 10, Int 2, Wis 9, Cha 4. Challenge Code C.

Skills: Hide +4, Listen +2, Spot +2, Swim +6.

Force Skills: Force Defense +1.

Feats: Force-Sensitive.

Force Feats: Control.

Swallow Whole: After a successful grapple check, a beck-tori can immediately attempt to swallow its opponent as a free action. To swallow its prey, it must succeed at a second grapple check. A Medium-size beck-tori can swallow targets of up to Small size. Swallowed creatures take 1d4 points of damage (+1d8 points of damage from the beck-tori's digestive juices).

Breathe Underwater: A beck-tori can breathe water normally and cannot drown in water. It has a +4 species bonus on Swim checks.

Huge Beck-tori: Aquatic parasite 10; Init +0 (Dex); Defense 14 (+6 natural, –2 size); Spd 10 m, crawl 2 m; VP/WP 87/40; Atk +9 melee (1d8+9, spikes) or +9 melee (1d8+9, bite); SQ Low-light vision, swallow whole, breathe underwater; SV Fort +12, Ref +3, Will +2; SZ H; Face/Reach 4 m by 8 m/2 m; Str 22, Dex 10, Con 20, Int 2, Wis 9, Cha 4. Challenge Code E.

Skills: Hide –6, Listen +4, Spot +4, Swim +12.

Feats: Alertness, Force-Sensitive, Mettle.

Force Skills: Battlemind +9, Force Defense +6.

Force Feats: Control.

Swallow Whole: After a successful grapple check, a beck-tori can immediately attempt to swallow its opponent as a free action. To swallow its prey, it must succeed at a second grapple check. A Huge beck-tori can swallow targets of up to Large size. Swallowed creatures take 1d8+9 points of damage (+1d8 points of damage from the beck-tori's digestive juices).

Breathe Underwater: A beck-tori can breathe water normally and cannot drown in water. It has a +4 species bonus on Swim checks.

Colossal Beck-tori: Aquatic parasite 20; Init –2 (Dex); Defense 6 (+6 natural, –2 Dex, –8 size); Spd 10 m, crawl 2 m; VP/WP 272/240; Atk +15 melee (2d8+19, spikes) or +15 melee (2d8+19, bite); SQ Low-light vision, swallow whole, breathe underwater; SV Fort +24, Ref +4, Will +7; SZ C; Face/Reach 4 m by 12 m/4 m; Str 36, Dex 6, Con 30, Int 2, Wis 9, Cha 4. Challenge Code G.



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Skills: Hide –16, Listen +4, Spot +4, Swim +16.

Force Skills: Battlemind +15, Force Defense +9, Force Stealth +3.

Feats: Alertness, Force-Sensitive, Great Fortitude, Heroic Surge, Iron Will, Mettle.

Force Feats: Control.

Swallow Whole: After a successful grapple check, a beck-tori can immediately attempt to swallow its opponent as a free action. To swallow its prey, it must succeed at a second grapple check. A Colossal beck-tori can swallow targets of up to Gargantuan size. Swallowed creatures take 2d8+19 points of damage (+1d8 points of damage from the beck-tori's digestive juices).

Breathe Underwater: A beck-tori can breathe water normally and cannot drown in water. It has a +4 species bonus on Swim checks.

Droch

The droch are plague-bearing insects from the planet Nam Chorios. In light, they are sluggish and infertile. On their home planet, brilliant light keeps their numbers down and the disease they carry at bay. If placed in an environment without light, they quickly multiply, overwhelming anything in their way.

When an infestation of droch finds a safe, dark lair, such as one within the confines of a spaceship, their numbers double with each hour. The plague the droch carry spreads by airborne spores in confined areas. It can kill an entire crew, giving the droch sufficient meat for hosting their eggs and providing food for their spawn.

Droch: Vermin 1; Init +5 (Dex); Defense 20 (+1 natural, +5 Dex, +4 size); Spd 6 m; VP/WP 0/1; Atk +0 melee (1d2–4, bite); SQ Affected by light, Death Seed plague; SV Fort –2, Ref +7, Will –1; SZ D; Face/Reach 1 m by 1 m/0 m; Str 2, Dex 20, Con 2, Int 1, Wis 9, Cha 2. Challenge Code A.

Skills: Hide +19, Listen +2, Move Silently +7, Spot +2.

Affected by Light: When exposed to light, a droch becomes sluggish. Its Dexterity drops to 10, with the following effects: Defense becomes 15, Hide skill modifier becomes +14, and Move Silently skill modifier drops to +2.

Death Seed Plague: The virulent Death Seed plague is described in Chapter Twelve of the *Star Wars Roleplaying Game*.

Jakobeast

Jakobeasts are Force-using herd animals that wander the lonely plains of arctic planets along the Outer Rim. Colonists wanted herd animals capable of defending themselves, so they seeded jakobeasts throughout the region. Now the creatures can be found on hundreds of worlds, even on planets that are currently devoid of humanoid civilization. In these cases, they outlasted the very settlers they were originally intended to feed.

A jakobeast is a large, shaggy creature roughly the size of a bantha. Its fine, shining fur has gray and white stripes, granting it camouflage on the tundra. Two thin trunks jut from the mass of hair on its face. Its trunks are extremely strong and sensitive, used to push aside ice and snow and to sniff out the fragile vegetation beneath it.



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A jakobeast's horns are its most dangerous feature. Two elongated black spikes sweep back from the top of the creature's skull. Energy generated by the beast can often be seen rippling along its horns, or even sparking from one beast to the next. The effect is harmless, but the sight of a herd of jakobeasts wandering the tundra on a moonless night is eerily captivating.

Jakobeasts use their horns to channel the Force and establish dominance within a herd. Collectively, they gather energy to repulse attackers, generating a massive "Force push" (see below). When attacked by wampas or snow-white arctic nighthunters, the herd surrounds its young; then the elder bulls turn outward to face the threat. Jakobeasts can aid another in generating this Force push, creating a massive amount of pressure at once. Up to four jakobeasts may aid a fifth one's attempt to use a Force push. After being knocked over a few times, even the hungriest predator seeks its meal elsewhere.

Domesticated jakobeasts are used primarily for their meat, milk, and fur, but rarely employed as mounts. In the wild, jakobeasts are hunted for their horns, which supposedly possess mysterious properties. Poachers typically kill a jakobeast, steal its horns, and leave the carcass to rot with the spring thaw. Fringers who depend on jakobeasts for their own survival on cold-swept planets learn to hate these poachers.

Jakobeast: Arctic herd animal 5; Init +1 (Dex); Defense 17 (+8 natural, +1 Dex, –2 size); Spd 8 m; VP/WP 49/48; Atk +7 melee (2d6+10, head butt); SQ Climate bonus (arctic), camouflage, aid another (Force Push); SV Fort +11, Ref +2, Will +2; SZ H; Face/Reach 4 m by 6 m/4 m; Str 25, Dex 12, Con 24, Int 2, Wis 13, Cha 5. Challenge Code D.

Skills: Hide (arctic) –1, Spot +3, Survival (arctic) +9.

Force Skills: Force Push +4 (see below).

Feats: Force-Sensitive.

Force Feats: Alter.

Climate Bonus (Arctic): A jakobeast gains +4 species bonus on Survival checks in arctic terrain.

Camouflage: A jakobeast gains +4 species bonus on Hide checks in arctic terrain.

Force Push: A jakobeast can use the Force to knock down opponents. It can affect up to four targets up to 10 meters away, all of whom must be standing adjacent to one another. If the creature succeeds at a Force Push check (DC 15), the target must make a Reflex saving throw (DC 15). (Force Push is an Int-based Force skill requiring the Alter feat; only creatures can take it.) The target receives a +4 bonus for each size category it is larger than Medium-size, or a –4 penalty for each size category smaller than Medium-size. A target with more than two legs receives a +4 stability bonus on the save. On a failed save, the target is knocked back 2 meters before it falls to the ground. Using this ability is an attack action that costs 4 vitality points.

Aid Another (Force Push): A jakobeast may automatically aid another jakobeast within 20 meters using Force Push, adding +2 to the check result. Up to four jakobeasts may aid a single attempt.

Marsh Haunt

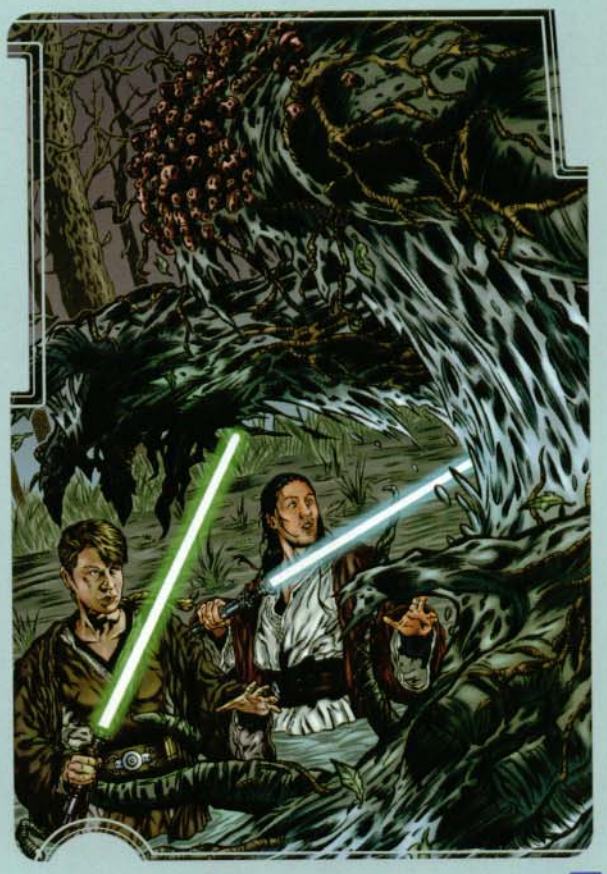
Numerous legends describe Force-using monsters that haunt wild lands far from civilization. The tales of these "Force demons" are wild and usually fictitious. In the case of the marsh haunt, however, the tales have some basis in fact.

The marsh haunt is a bipedal creature with peeling, dull green-gray skin, which gives it camouflage in swamp terrain. Its red-eyed skull is set deeply between its shoulders, making it look like a headless humanoid in silhouette. It thrives in swamps but may visit civilized areas to scavenge and bring down small prey. While unintelligent, marsh haunts work together in loose packs of two to eight creatures, some of them using their Force abilities to frighten prey toward others lying in ambush.

Marsh haunts are most common on the world of Abraxin in the Tion Cluster, but they are also found throughout the Mid Rim and Outer Rim.

Marsh Haunt: Swamp predator 10; Init +5 (+1 Dex, +4 Improved Initiative); Defense 17 (+8 natural, +1 Dex, –2 size); Spd 12 m; VP/WP 143/50; Atk +18/+13 melee (1d6+15, slam); SQ Climate bonus (swamp), camouflage; SV Fort +14, Ref +7, Will +5; SZ H; Face/Reach 4 m by 4 m/4 m; Str 30, Dex 11, Con 25, Int 3, Wis 15, Cha 11. Challenge Code F.

Skills: Hide (swamp) +7, Jump +11, Listen +5, Move Silently +3, Spot +5, Swim +11, Survival (swamp) +7.



Force Skills: Fear +5, Enhance Senses +6, Force Stealth +6.

Feats: Force-Sensitive (bonus feat), Improved Initiative (bonus feat), Power Attack, Track.

Force Feats: Control, Sense.

Climate Bonus (Swamp): A marsh haunt gains a +2 species bonus on Survival checks in swamp terrain.

Camouflage: A marsh haunt gains a +4 species bonus on Hide checks in swamp terrain.

Muttamok

Muttamoks are slender, 1-meter-tall, fox-faced bipeds with floppy ears and large, soulful eyes. Most of a muttamok's body, except for its white underbelly, is covered with russet fur. A typical muttamok is not fully sentient or civilized, though most are clever and dexterous with their small hands. They have been described as similar to Kowakian monkey-lizards, but much more appealing. They can also be much more dangerous.

Because muttamoks have an uncanny attraction to bright, shiny objects, they often steal them to bring back to their lairs. Keys, comlinks, rings, gems, and just about anything they can wrap their narrow fingers around is considered fair game. Once stolen, the items are soon forgotten in the ongoing quest for more interesting loot.

Muttamoks, if caught, have the singular behavior of returning a stolen item in what seems to be a show of remorse and a plea for sympathy. In reality, the creature uses its Friendship skill to placate its captor. Most "victims" of this ability take the treasure the muttamok returns before letting it run away. This ability has proved extremely beneficial to the muttamoks, so much so that residents in some heavily civilized areas consider the muttamok a creature of good luck, and harming one is taboo. In such cases, the muttamok population quickly grows to epidemic proportions, and the natives learn not to leave anything lying around where these dexterous creatures can find them.

Muttamoks have no language, though they can be domesticated and trained to follow simple commands. A muttamok makes an excellent partner for thieves and burglars, since it can slip into areas otherwise unreachable. The feeling that a captured muttamok "seems to know what you're thinking" is the result of the favorable aura this pest exudes.

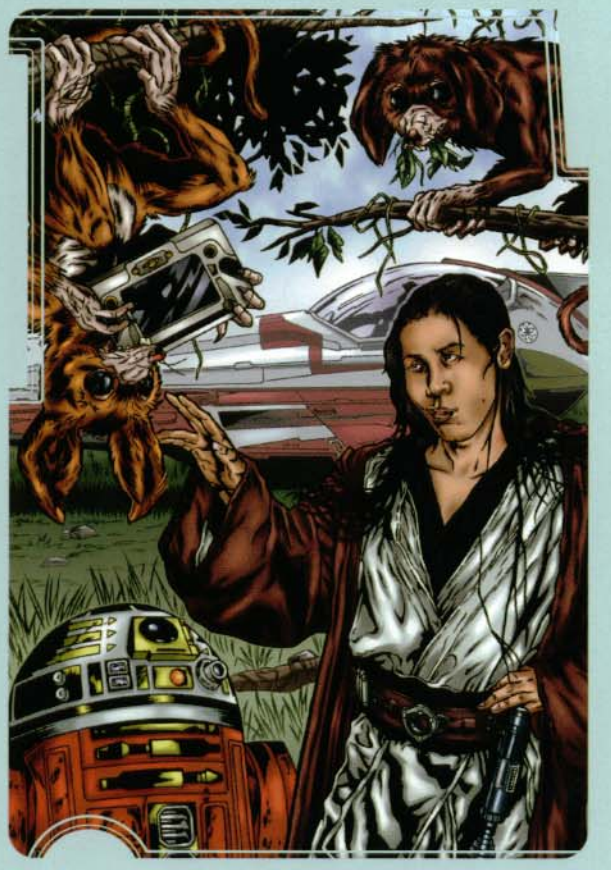
Muttamoks eat anything, and they are particularly partial to fruits. Most can be enticed out of their lairs with fruit or sweet candies. However, anyone attempting to capture a muttamok by this method might be tricked into giving it all his food and letting it go immediately thereafter.

Muttamok: Scavenger 3; Init +7 (+3 Dex, +4 Improved Initiative); Defense 14 (+3 Dex, +1 size); Spd 8 m; VP/WP 10/8; Atk +2 melee (1d4–1, bite); SV Fort +2, Ref +4, Will +1; SZ S; Face/Reach 2 m by 2 m/2 m; Str 8, Dex 16, Con 8, Int 2, Wis 10, Cha 10. Challenge Code A.

Skills: Hide +9, Listen +3, Move Silently +5, Spot +3.

Force Skills: Friendship +4.

Feats: Dodge, Force-Sensitive.



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Nighthunter

The nighthunter is a quadrupedal predator with long claws, powerful fanged jaws, and a tail. Believed to be a mutant offshoot of another species, nighthunters can vary greatly in appearance. Although all nighthunters have the same basic shape, they can be found in many different colors and forms. Most nighthunters are hairless, with armored hide covering their bodies. The creature's hide is actually composed of thousands of tiny scales capable of deflecting blaster fire. Most important, nighthunters have the Force Stealth ability, allowing them to sneak up on victims and use their remarkable combat skills. It is not known how or why nighthunters developed Force abilities.

Although they make excellent scouts and guard animals, nighthunters are nearly impossible to train. They apparently cannot be domesticated or controlled. The Old Republic eventually decided to destroy the dangerous breed. Unfortunately, many nighthunters captured for training managed to escape confinement and find their way onto outbound starships. A hefty bounty placed on the creatures' heads attracted many hunters, but few of the beasts were caught. It is believed that some pirate groups arranged for the nighthunters to settle on a new, largely uninhabited world. Since then, nighthunters have been rarely seen, but they continue to make occasional appearances into The New Jedi Order era.

A nighthunter might decide to bond with a sentient creature, treating it as a friend and member of its family. Such bonding generally occurs only when a nighthunter is young,

although some reported cases indicate that a wounded nighthunter might bond to an individual that tends to its injuries. Such efforts have been known to result in the nighthunter attacking its would-be savior, so a hopeful rescuer should exercise extreme caution. Force adepts may find themselves targeted by a nighthunter's unusual friendship; fringers and scouts are occasionally chosen as well. Once a nighthunter has bonded with a sentient creature it considers part of its family, it may grudgingly accept friends and allies of the bonded sentient as well.

Nighthunters mate for life, bearing litters of one or two cubs every few years. They are protective of their young, attacking any creature near them that seems even slightly threatening or dangerous. Only a bonded sentient can safely approach or handle a nighthunter's young. The creatures grow to their full length of 2 meters in two years, and most have a life span of fifty years.

Large fangs and powerful claws make nighthunters dangerous in combat. They normally attack Medium-size or smaller prey by attempting to grapple. (Nighthunters may also use their improved grab ability on smaller opponents.) If a nighthunter succeeds at its grapple check, it forces its opponent to the ground. It can then make a bite attack in addition to its claw damage. This is the only time a nighthunter can attempt bite and claw attacks in the same round. The limited Force abilities of a nighthunter are normally used to sneak up on prey.

Nighthunter: Predator 6; Init +2 (Dex); Defense 22 (+10 natural, +2 Dex); Spd 10 m; VP/WP 54/18; Atk +8 melee (1d6+2, 2 claws), +6 melee (1d8+1, bite), or +8 ranged; SQ Energy resistance 10 (fire and blasters only), improved grab, keen senses, scent; SV Fort +9, Ref +7, Will +5; SZ M; Face/Reach 2 m by 2 m/2 m; Str 15, Dex 14, Con 18, Int 2, Wis 17, Cha 10. Challenge Code E.

Skills: Climb +5, Hide +5, Jump +5, Listen +8, Move Silently +5, Spot +8.

Force Skills: Battlemind +9, Force Stealth +5.

Feats: Force-Sensitive, Multiattack, Power Attack (bonus feat).

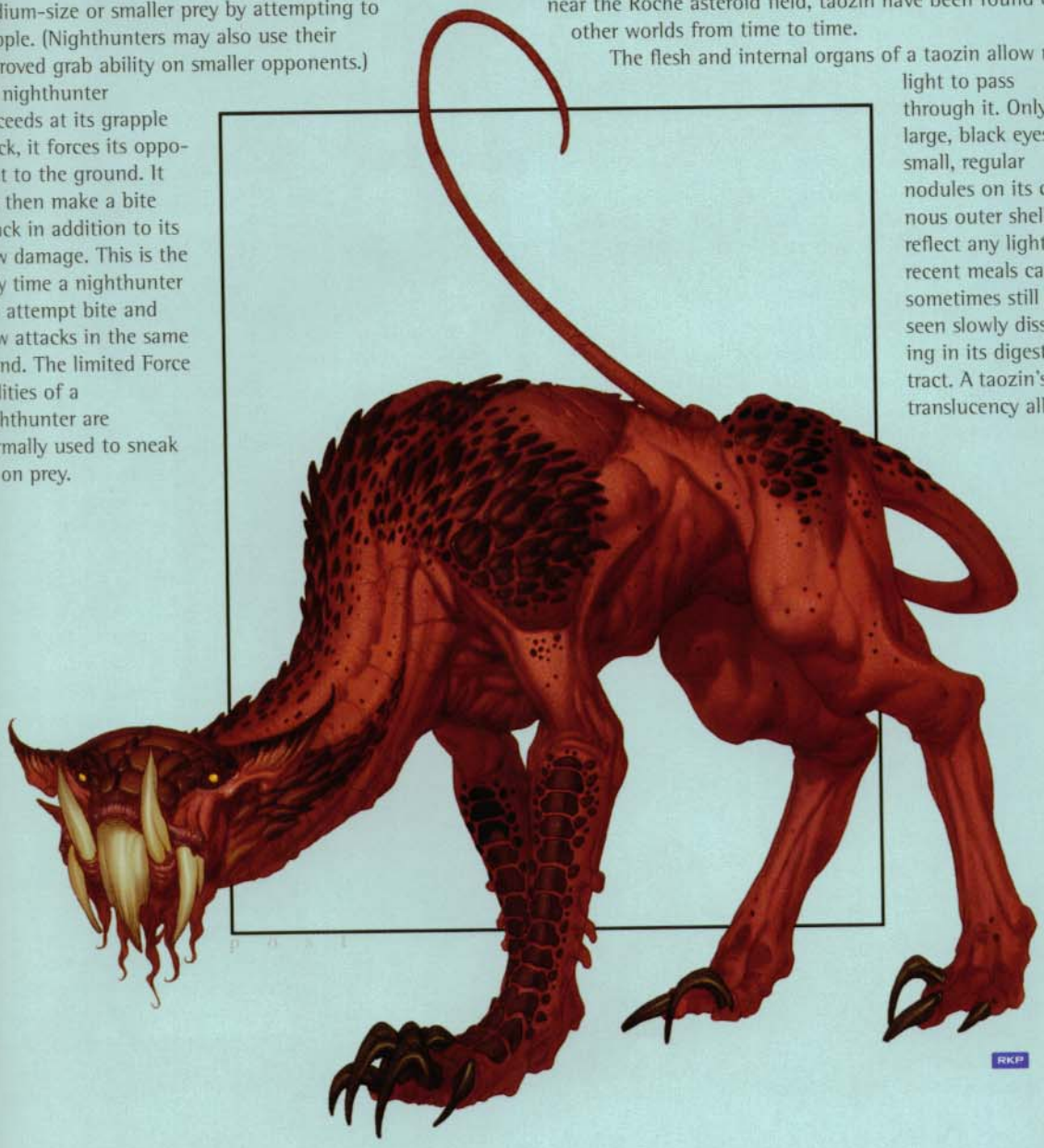
Force Feats: Control.

Keen Senses: Incredibly sharp hearing grants a nighthunter a +5 species bonus on Listen and Spot checks.

Taozin

A taozin is a gigantic, translucent invertebrate, effectively invisible to the Force. Native to the jungle moon of Va'art near the Roche asteroid field, taozin have been found on other worlds from time to time.

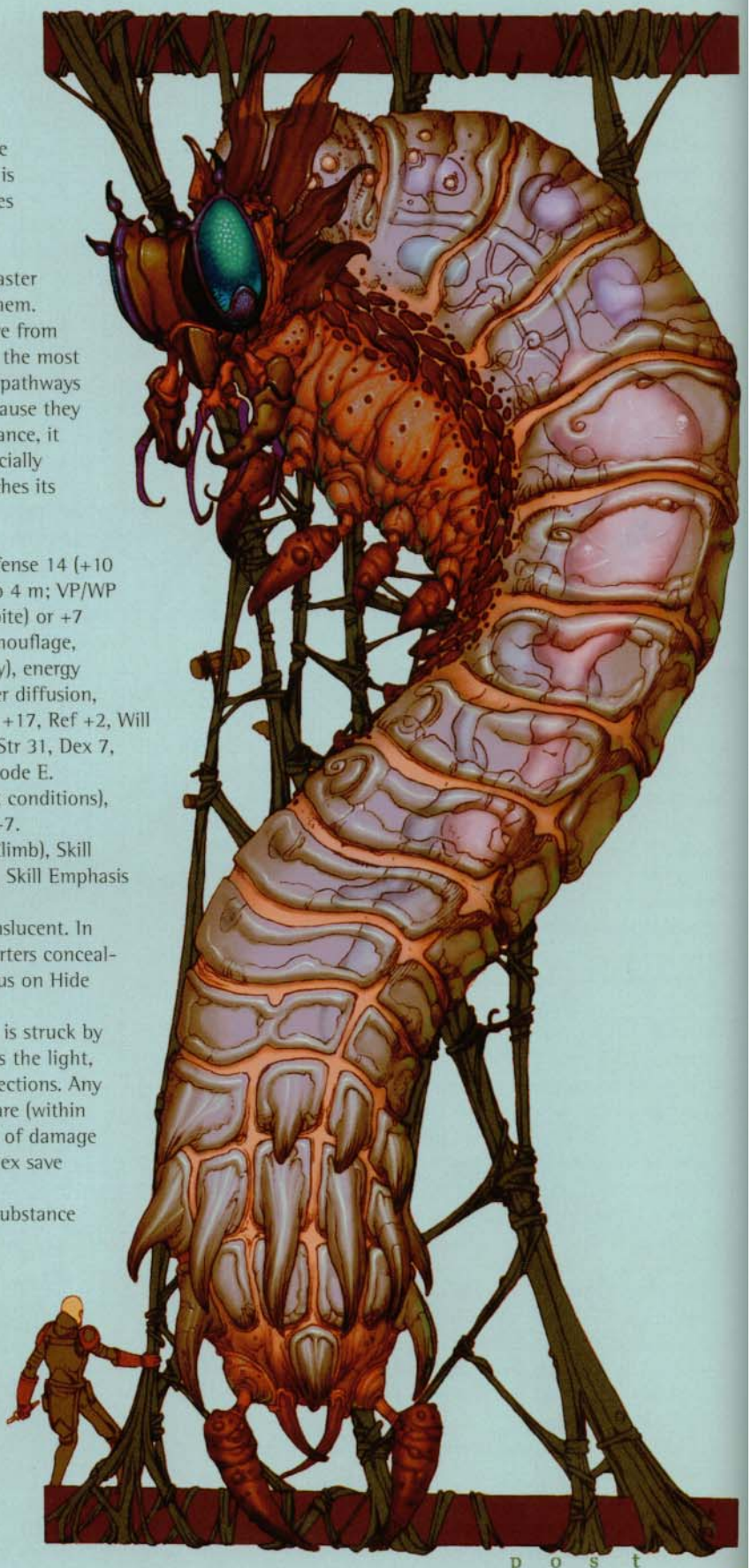
The flesh and internal organs of a taozin allow most light to pass through it. Only its large, black eyes and small, regular nodules on its chitinous outer shell reflect any light; recent meals can sometimes still be seen slowly dissolving in its digestive tract. A taozin's translucency allows



it to remain inconspicuous in low-light conditions.

Similarly, taozin can evade efforts to be detected or located using the Force. Their "invisibility" to the Force makes taozin dangerous to Jedi for more than one reason. Their translucent flesh is permeated with tiny, crystalline structures that actually diffuse light energy. While this may partially account for their translucency, it also means that most blaster weapons and lightsabers cannot harm them.

A taozin can spew a silky gray adhesive from glands located just inside its mouth. For the most part, taozin use this substance to create pathways in the large open areas they inhabit. Because they can spit the webbing a considerable distance, it makes for a useful weapon as well—especially considering how slowly a taozin approaches its prey.



Taozin: Scavenger 12; Init –2 (Dex); Defense 14 (+10 natural, –4 size, –2 Dex); Spd 4 m, climb 4 m; VP/WP 150/112; Atk +15/+10 melee (2d8+15, bite) or +7 ranged (special, web); SQ Blindsight, camouflage, energy resistance 5 (fire and blasters only), energy resistance 15 (lightsabers only), lightsaber diffusion, undetectable to See Force, web; SV Fort +17, Ref +2, Will +3; SZ G; Face/Reach 2 m by 8 m/4 m; Str 31, Dex 7, Con 28, Int 3, Wis 8, Cha 2. Challenge Code E.

Skills: Climb +24, Hide –6 (+2 in dark conditions), Listen +6, Search +4, Spot +6, Survival +7.

Feats: Power Attack, Skill Emphasis (Climb), Skill Emphasis (Hide), Skill Emphasis (Search), Skill Emphasis (Survival).

Camouflage: Taozin are naturally translucent. In dark conditions (equivalent to three-quarters concealment), they gain a +8 circumstance bonus on Hide checks.

Lightsaber Diffusion: When a taozin is struck by a lightsaber, the creature's body diffuses the light, sending it "splashing" outward in all directions. Any character or creature in an adjacent square (within 2 meters of the taozin) takes 2d8 points of damage from the energy splash; a successful Reflex save (DC 15) halves the damage.

Web: A taozin can spew an adhesive substance from its mouth (a ranged attack with a range increment of 20 meters). This weblike material covers a 6-meter-by-6-meter area. Creatures within the target area may attempt a Reflex save (DC 20) to avoid getting caught. If a creature in the webbing fails its save, that creature cannot move and is entangled, taking a –2 penalty on attack rolls and a –4 penalty to its Dexterity.

A creature stuck in this webbing can break loose with a successful Strength

check (DC 20) or Escape Artist check (DC 25). Each such attempt requires a full round. If the webs are set on fire, they burn away in 1d4+1 rounds. Any creatures or objects still within the webs at that time take 2d4 points of fire damage each round.

Thernbee

The thernbee is a large quadrupedal predator native to the planet Almania. It has powerful claws, a long prehensile tail, and a small face set above a large, fang-filled mouth. Thernbees are covered in patchy coats of thick white fur, which they constantly shed. Most thernbees have large sections of pinkish flesh showing through their fur. This loss of fur might be a reaction to the numerous materials introduced into their environment after the industrialization of Almania.

Thernbees are curious, playful creatures that enjoy extensive social interaction among their own kind. They enjoy playing with their food—living prey that they capture and release repeatedly before killing. Although this seems like a cruel practice, it is not as painful to the prey as might be thought. The anesthetic properties of thernbee saliva dull a target's pain, causing it to feel tired and drained.

After the fall of the Empire, Master Skywalker encountered a thernbee and experienced its empathic ability to project emotions, leading him to believe that the creatures might be semisentient. He recommended that the New Republic make efforts to communicate with the species and protect the thernbee population. Unfortunately, few resources were authorized for such a program. A number of black market dealers have taken interest in thernbees, however, and are building a trade selling thernbees as pets and guards.



Thernbee: Predator 8; Init +5 (+1 Dex, +4 Improved Initiative); Defense 15 (+5 natural, –1 size, +1 Dex); Spd 20 m; VP/WP 76/20; Atk +13 melee (2d4+6, 2 claws), +11 melee (2d6+3, bite), or +13 melee (1d8+9, gore); SQ Anesthetic bite, empathic, pounce; SV Fort +11, Ref +7, Will +4; SZ L; Face/Reach 2 m by 4 m/4 m; Str 22, Dex 13, Con 20, Int 2, Wis 15, Cha 15. Challenge Code D.

Skills: Climb +9, Hide +1, Intimidate +5, Jump +9, Move Silently +4, Spot +6, Survival +5.

Force Skills: Empathy +13.

Feats: Improved Initiative, Multiattack, Power Attack.

Anesthetic Bite: The saliva of a thernbee has strong anesthetic properties that dull a victim's senses, making it difficult for the prey to fight back. The substance acts as an injected poison. A victim bitten by a thernbee must make a Fortitude save (DC 23). Failure results in the victim becoming fatigued for 1 hour (cannot run or charge, –2 to Strength and Dexterity). If the initial save is failed, the victim must make a second save after 1 minute. If this saving throw fails, the victim becomes exhausted for 1 hour (move at one-half speed, –6 to Strength and Dexterity). If a character who is already exhausted fails a subsequent save against the thernbee saliva, he falls unconscious for 1 hour. Saliva milked from a thernbee loses these properties within minutes.

Empathic: All thernbees are empathic, automatically gaining 8 ranks of the Empathy skill. Although Empathy is normally a Force skill, the thernbee's empathy requires no particular connection or sensitivity to the Force. Thernbees also use empathy to communicate their emotions to other creatures. To do this, the thernbee must be able to see the creature it wishes to affect and make an Empathy check (DC 20). The target is allowed a Will save (DC 20) to resist the mental intrusion, but even if the target fails, it only receives a vague sense of the emotions the thernbee currently feels.

Pounce: With its powerful hind legs, a thernbee can pounce upon its prey with lightning speed. A pouncing thernbee can make a full attack after taking a move action.

The Supernatural: Force Spirits

A Force spirit is a nonphysical manifestation of a once-living, strongly Force-attuned being. Even powerful Force-users become one with the Force upon their deaths, but some Jedi Masters (and a few other powerful Force-users) learn disciplines that allow them to maintain their own identities separate from the Force. These individuals can visit the physical world as a kind of ghost, offering advice and information to those who can perceive them.

Retaining a separate identity denies the will of the Force, though this is sometimes necessary for the good of the galaxy. A Force spirit's time is therefore limited; it cannot exist indefinitely. A Force spirit can only manifest a limited number of times before it must join the Force. (Dark side spirits are not troubled by this limitation, since they actually thrive on individuality and self-indulgence.)

Jedi Masters generally do not choose to become Force spirits unless they have important business they have left unfinished, such as passing on critical information or, in some rare cases, completing the training of their apprentices. Gamemasters who allow heroes to become Force spirits should not simply use this as a means to allow players to continue playing dead Jedi characters. A player must have a very good reason to keep the character in play, even in a somewhat limited fashion.

While Force spirits could potentially be useful allies to the living, they are aware that the people they help and protect can come to rely on them too much. The living may become overly dependent on assistance and advice, failing to learn and grow on their own. Consequently, Force spirits dole out information sparingly, often alluding to the answers a heroes needs rather than simply providing them. Under no circumstances should a Force spirit serve as a substitute for a player's problem-solving abilities.

To create a Force spirit, select or create a character to use as the basis for the incorporeal entity, then apply the following template. Keep in mind that this template is intended for GM-controlled characters. Player characters can only become Force spirits by dying (though the Jedi healer's luminous being ability is an exception). Generic Force spirits based on different Force-using classes are described later in this chapter.

Vitality Points: A Force spirit loses its Constitution bonus to vitality points and converts its vitality die to a d12. Reroll the Force spirit's vitality points using a d12, rather than the vitality die for the class (or classes) it had in life. Assume that the Force spirit has a full 12 vitality points at 1st level. A Force spirit cannot recover vitality points in a place where the dark side is strong.



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Wound Points: A Force spirit is a nonphysical entity. Consequently, it has no Constitution score. Its wound points are calculated from its Charisma score instead. (It is a being sustained by its strength of personality rather than by its physical composition.) A Force spirit cannot recover wound points in a place where the dark side is strong.

Speed: The Force spirit retains the speed and modes of movement it had in life. (Becoming a nonphysical entity does not give an individual the ability to fly if it did not already have that ability.) Force spirits are not hindered by terrain and can pass as easily through solid objects as they can through air. A Force spirit gains the ability to travel by force of will (see below).

Defense: As a nonphysical entity, a Force spirit is immune to physical attacks. A Force spirit is immaterial even to other nonphysical entities (such as dark side spirits). Any attack that relies on the Force spirit's Defense (such as Move Object) automatically fails.

Damage: A Force spirit can neither harm nor be harmed by physical entities.

Force Powers: Force powers with physical effects (such as Force Grip, Force Strike, Heal Another, Move Object, Force Lightning, and Force Whirlwind) are ineffective when used by or against a Force spirit.

A Force spirit cannot use Force powers based on Constitution (such as Battlemind, Enhance Ability, Force Defense, Force Stealth, and Heal Self) or those that would cause the Force spirit to make a Fortitude save (such as Dissipate Energy). Similarly, a Force spirit is not affected by Force powers that would cause it to make a Fortitude save (such as Drain Force or Hatred).

Gamemasters should use these rules as guidelines for other Force powers not detailed here.

Force Points: Same as the base character. A Force spirit can spend and acquire Force Points as normal.

Dark Side Points: Same as the base character. A Force spirit can acquire Dark Side Points as normal. It cannot sacrifice Force Points to reduce its Dark Side Points, nor can it reduce its Dark Side Points by performing dramatic acts of heroism.

Special Attacks: A Force spirit retains all the special attacks of the character it was in life, although attacks relying on physical contact are no longer effective against physical or even other nonphysical creatures. In most cases, this limits the Force spirit to using Force skills and feats that affect a target's mind.

Special Qualities: A Force spirit has all the special qualities of the base character, as well as those detailed below.

Manifestation: As nonphysical creatures, Force spirits cannot affect or be affected by anything physical. When they manifest, they remain nonphysical, but Force-sensitive characters can hear them. A Force-user with the Sense feat can see Force spirits. The Force spirit cannot choose which characters present can see or hear it, however. A Force spirit can appear to anyone it likes—even dark side

COMBATING FORCE SPIRITS

Very little can affect a Force spirit. Even so, Force spirits are not all-powerful. Some powers and abilities can threaten their existence. A Force spirit can be destroyed by sufficient dark side energy, and a character strong in the dark side can weaken it. However, there is no one way to destroy or drive off a Force spirit. The GM should provide alternatives for those heroes who wish to do so. Some examples are given below.

Fighting Light with Darkness: Those strong in the Force can call upon the dark side to overpower a Force spirit. By expending a Force Point specifically to destroy a Force spirit, a Force-sensitive character can deal 1d4 points of damage directly to the Force spirit's wound points. Of course, the spirit can easily flee a single opponent who uses this method to attack it, but if it is confronted with multiple dark side adversaries, it could be destroyed. A character who spends a Force Point for this purpose gains a Dark Side Point.

Similarly, the Force weapon class ability (used to imbue a weapon with the power of the Force) enables a Force adept character to wield that weapon against a Force spirit, dealing vitality point damage. The weapon's physical damage does not apply, but the bonus applied by imbuing the weapon with the Force does (dealing 1d4 or 2d4 points of damage to the Force spirit, depending on the level of the Force adept).

Dark Side Powers: At the GM's discretion, the dark side feat Hatred could deal damage to Force spirits as it does to living beings. The GM could also theoretically invent a Force skill that directs dark side energy in much the same way that Force Light directs light side energy. Because of its limited application, however, the GM might want to make the skill usable untrained, so that players don't spend skill points to buy ranks in a skill they may only use once.

Sith Amulet: Powerful dark side artifacts can direct evil and destructive energy at Force spirits. A Force-user willing to tap into the energies of the dark side can destroy a Force spirit with an energy blast from a Sith amulet, for example. On each successful attack, the artifact might deal anywhere from 4d6 to 8d6 points of damage. The Force spirit should be allowed a Will save using the artifact wielder's Dark Side Point total as the DC. If the save succeeds even once, any further attempts to destroy the spirit with that same amulet automatically fail.

Trapping a Force Spirit: Powerful darksiders can sometimes trap a Force spirit and steal its strength. When a Force spirit manifests in the presence of a darksider, the darksider can attempt an Affect Mind check to prevent the Force spirit from departing. If the Force spirit's Will save fails, the spirit cannot voluntarily leave while the darksider who trapped it is present. Thus, the Force spirit continues to spend vitality points to remain manifest (1 point per minute). Once each hour, the Force spirit may attempt another Will save (against the same DC); if the save succeeds, it can immediately depart.

After the Force spirit loses all its vitality, it loses wound points. When the Force spirit loses all its wound points, it is destroyed. The darksider who trapped it gains Force Points equal to one-third the Force spirit's level, but also gains an equal number of Dark Side Points.

characters—but it is not required to manifest (even if a dark side character has the Guiding Spirit feat).

A manifested spirit can still use Force powers, as described above. Manifesting initially is a move action. Continuing to remain audible and visible costs the Force spirit 1 vitality point per minute. A Force spirit is visible and audible to other nonphysical creatures whether it manifests or not.

Unlike dark side spirits, Force spirits cannot remain apart from the Force forever. Each time a Force spirit manifests, it must attempt a Will saving throw (DC 15 + the number of times it has previously manifested). If the save fails, this manifestation is the spirit's last one, and it becomes one with the Force immediately afterward. At the GM's discretion, the Force spirit may appear to a character in a Farseeing vision or perhaps as part of a dream, but it cannot manifest again.

Force Travel: A Force spirit can use the Force to travel more or less instantaneously to any point in the galaxy, though there must be Force energy at the destination to act as a beacon. The Force spirit must already be familiar with the destination. For example, it cannot simply "blind jump" to a destination by targeting an artifact it has only heard described. To use this ability, the Force spirit must make a Will save, with the DC dependent on the distance between the Force spirit and the intended destination:

Distance	Will Save DC
Same city	0
Same continent	5
Same planet	10
Same system	15
Same sector	20
Same region	25
Same galaxy	30

This save is modified by the power of the Force at the intended destination:

Force Power Level	Save Modifier	Example
Nonexistent	Not possible	Any place where the Force is completely absent or blocked (a Yuuzhan Vong worldship or an ysalamiri's "null Force" area); a place infused with the dark side.
Dim	–5	A Force-sensitive individual not personally known by the Force spirit; a place touched by the dark side.
Faint	+0	A Force-sensitive individual personally known by the Force spirit.
Moderate	+2	A Force-sensitive individual to whom the Force spirit granted Force Points; a place touched by the Force.
Strong	+5	A place strong in the Force; a Force artifact.
Overwhelming	+8	A powerful Force artifact.

Saves: Same as the base character.

Abilities: Same as the base character, except that the Force spirit has no Constitution score. Its Charisma score increases by +4. Because a Force spirit has no Constitution, it is immune to any effect that requires a Fortitude save unless the effect works on nonphysical targets. It is immune to ability damage and ability drain, and it always fails Constitution checks.

Skills: Force spirits receive a +8 bonus on Hide, Listen, Search, and Spot checks. Other skill modifiers are the same as the base character.

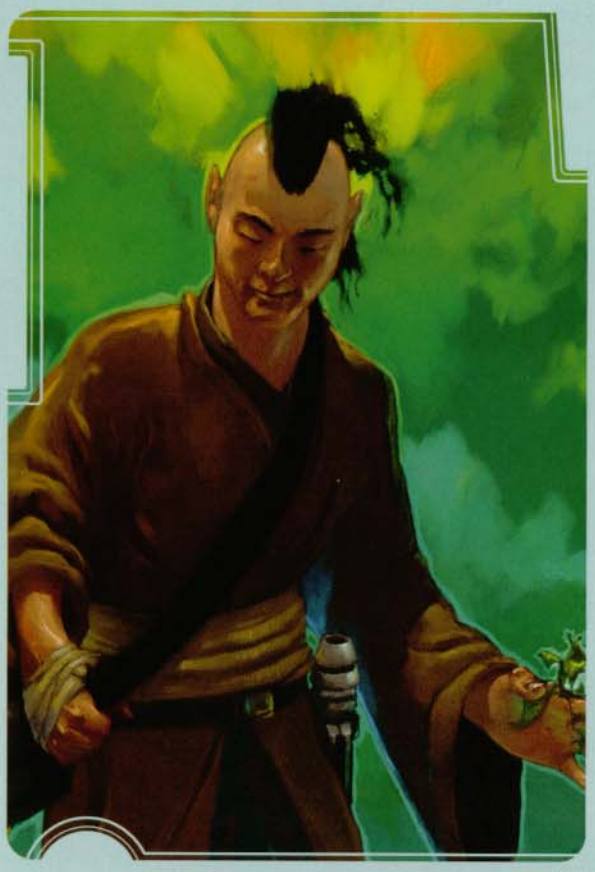
Feats: Same as the base character.

Equipment: Although the Force spirit appears armed and garbed more or less as it was in life—wearing spirit representations of the same materials—its actual equipment does not become nonphysical, since it remains with the physical body.

New Archetypes

Gamemasters can use the generic characters given here as examples of various prestige classes, guidelines for similar characters, NPCs the heroes can interact with during adventures, or even as heroic characters for quick play. However, these characters are all designed to be fairly typical, rather than optimized for any particular kind of encounter.

The statistics in these generic examples do not include species bonuses of any kind. For instance, they do not include the bonus skill points and extra starting feat that Human characters receive at 1st level. The GM can easily add these bonuses as needed. However, species differences are often minor enough that NPC characters who are only likely to appear once during a story can forgo them without significantly affecting the game.



ASW

AgriCorps Worker

Young Jedi students learn the ways of the Force in the Jedi Agricultural Corps. The AgriCorps teaches children with Jedi potential about the nature of living things and the importance of balance. These crucial lessons impart an appreciation for and an understanding of the natural world, without which Jedi can be a danger to themselves and others. The Agricultural Corps teaches would-be Jedi the patience of waiting for a result, the forbearance that goes with letting things find their own way, and the restraint of exhausting all other options before pruning a plant that threatens others. All these ideas provide the framework for a student's training to become a Jedi Knight.

The Agricultural Corps supports the Republic's own Agricultural Administration, which oversees food production and processing within the boundaries of the Republic. While most young Jedi in the AgriCorps serve on or near Coruscant, the Republic sometimes asks the Jedi to send students to other worlds to assist with farming operations. AgriCorps students use their Force talents to tend plants and animals, though more complex uses of the Force are generally beyond them at this stage. Meanwhile, their Jedi supervisors can observe students in their natural social environment, providing valuable insights into each student's behavior and motivations.

At any given time, the Agricultural Corps supports about 1,500 students. Human students range in age from six years to as old as forty, though the majority are about sixteen years old. A number of AgriCorps students never show enough talent or focus to become Padawans. Some find that they vastly prefer holding a gardening trowel to wielding a lightsaber. These individuals become lifetime members of the corps, serving as its leaders and bureaucrats. Low-level AgriCorps workers tend to be team leaders, while mid-level heroes may oversee the rural planning of entire planets or sectors. While attuned to the ways of the Force, even high-level AgriCorps workers have never blossomed fully into Jedi.

Low-Level AgriCorps Worker: Expert 4; Init –1 (Dex); Defense 10 (+1 class, –1 Dex); Spd 10 m; VP/WP 0/14; Atk +4 melee (1d6+1, club) or +4 melee (1d3+1, unarmed) or +2 ranged; SV Fort +3, Ref +0, Will +4; SZ M; FP 1; DSP 0; Rep +1; Str 12, Dex 9, Con 14, Int 11, Wis 10, Cha 8. Challenge Code B.

Equipment: Agricultural tools, datapad.

Skills: Computer Use +5, Demolitions +5, Handle Animal +4, Knowledge (life sciences) +6, Pilot +4, Profession (farmer) +9, Read/Write Basic, Repair +5, Speak Basic, Survival +5.

Feats: Force-Sensitive, Skill Emphasis (Profession [farmer]), Weapon Group Proficiency (simple weapons).

Mid-Level AgriCorps Worker: Expert 8; Init +0; Defense 12 (+2 class); Spd 10 m; VP/WP 0/14; Atk +7/+2 melee (1d6+1, club) or +7/+2 melee (1d3+1, unarmed) or +6/+1 ranged; SV Fort +4, Ref +2, Will +6; SZ M; FP 2; DSP 0; Rep +2; Str 12, Dex 10, Con 14, Int 11, Wis 10, Cha 8. Challenge Code C.

Equipment: Agricultural tools, datapad.

Skills: Computer Use +8, Demolitions +8, Handle Animal +7, Knowledge (life sciences) +12, Pilot +8, Profession (farmer) +12, Read/Write Basic, Repair +8, Speak Basic, Survival +8.

Force Skills: Enhance Ability +2.

Feats: Force-Sensitive, Skill Emphasis (Knowledge [life sciences]), Skill Emphasis (Profession [farmer]), Weapon Group Proficiency (simple weapons).

High-Level AgriCorps Worker: Expert 12; Init +0 (Dex); Defense 14 (+4 class); Spd 10 m; VP/WP 0/15; Atk +10/+5 melee (1d6+1, club) or +10/+5 melee (1d3+1, unarmed) or +9/+4 ranged; SV Fort +6, Ref +4, Will +8; SZ M; FP 3; DSP 0; Rep +3; Str 12, Dex 10, Con 15, Int 11, Wis 10, Cha 8. Challenge Code C.

Equipment: Agricultural tools, datapad.

Skills: Computer Use +12, Demolitions +8, Handle Animal +10, Knowledge (life sciences) +14, Pilot +10, Profession (farmer) +14, Read/Write Basic, Repair +12, Ride +2, Speak Basic, Survival +8.

Force Skills: Enhance Ability +2.

Feats: Animal Affinity, Force-Sensitive, Gearhead, Skill Emphasis (Knowledge [life sciences]), Skill Emphasis (Profession [farmer]), Weapon Group Proficiency (simple weapons).

ExplorCorps Worker

The Jedi Exploration Corps is more than an expeditionary organization—it's also a traveling Jedi academy. Its usefulness declined after the loss of its flagship at Dathomir almost three hundred years before the Battle of Naboo. Despite this, the ExplorCorps still sends young students out to train among the stars. Hundreds of Jedi Masters and hopeful students board starships every year to see the galaxy firsthand, rather than studying it from a vastly overpopulated city-planet such as Coruscant.

Voyages beyond the walls of a Jedi Temple give students the opportunity to experience cultural diversity and to face the unknown. Students encounter species they have never heard of on worlds they had never imagined. Most soon learn that, despite their differences, all species have similar needs, desires, and dreams. Comprehending this concept teaches a student perspective, such as how right and wrong varies from culture to culture. No matter where the student travels, the Force is always present, always subtly guiding—even when the student cannot grasp a culture's internal morality.

Most members of the Jedi Exploration Corps are already Padawans, though a significant number are pulled from their duties with the Agricultural Corps to join in the ExplorCorps' travels. The main membership of ExplorCorps rotates according to availability.

Students widely vary in age. Young children in the corps may be journeying to the Jedi Temple for the first time after their Force talents were uncovered. Padawans on the verge of becoming Jedi can find opportunities for discovery on each new world. A handful of Jedi Masters supervise each voyage.



RKP

The ExplorCorps boasts a fleet of a dozen space transports. Most are converted passenger freighters either donated by the office of the Supreme Chancellor or co-opted with actual explorers funded by universities. Explorers are usually delighted to have a ship full of Jedi along when traveling into uncharted space.

Low-Level ExplorCorps Worker: Expert 4; Init +0; Defense 11 (+1 class); Spd 10 m; VP/WP 0/9; Atk +4 melee (1d3+1, unarmed) or +3 ranged (3d6, blaster pistol); SV Fort +0, Ref +1, Will +6; SZ M; FP 1; DSP 0; Rep +1; Str 12, Dex 11, Con 9, Int 10, Wis 14, Cha 8. Challenge Code C.

Equipment: Blaster pistol, comlink, datapad.

Skills: Astrogate +5, Computer Use +5, Gather Information +4, Knowledge +5, Pilot +6, Read/Write Basic, Repair +5, Speak Basic, Survival +11, Treat Injury +7.

Feats: Force-Sensitive, Skill Emphasis (Survival), Weapon Group Proficiency (blaster pistols).

Mid-Level ExplorCorps Worker: Expert 8; Init +1 (Dex); Defense 13 (+2 class, +1 Dex); Spd 10 m; VP/WP 0/9; Atk +7/+2 melee (1d3+1, unarmed) or +7/+2 ranged (3d6, blaster pistol); SV Fort +1, Ref +3, Will +8; SZ M; FP 2; DSP 0; Rep +2; Str 12, Dex 12, Con 9, Int 10, Wis 14, Cha 8. Challenge Code D.

Equipment: Blaster pistol, comlink, datapad.

Skills: Astrogate +6, Computer Use +7, Gather Information +6, Knowledge (spacer lore) +7, Pilot +10, Read/Write Basic, Repair +6, Speak Basic, Survival +11, Treat Injury +8.

Force Skills: Empathy +11.

Feats: Force-Sensitive, Skill Emphasis (Empathy), Skill Emphasis (Survival), Weapon Group Proficiency (blaster pistols).

High-Level ExplorCorps Worker: Expert 12; Init +1 (Dex); Defense 15 (+4 class, +1 Dex); Spd 10 m; VP/WP 0/10; Atk +10/+5 melee (1d3+1, unarmed) or +10/+5 ranged (3d6, blaster pistol); SV Fort +4, Ref +5, Will +10; SZ M; FP 3; DSP 0; Rep +3; Str 12, Dex 12, Con 10, Int 10, Wis 14, Cha 8. Challenge Code E.

Equipment: Blaster pistol, comlink, datapad.

Skills: Astrogate +8, Computer Use +9, Gather Information +8, Knowledge (spacer lore), +9, Pilot +12, Read/Write Basic, Repair +8, Speak Basic, Survival +13, Treat Injury +10.

Force Skills: Empathy +13.

Feats: Force-Sensitive, Point Blank Shot, Precise Shot, Skill Emphasis (Empathy), Skill Emphasis (Survival), Weapon Group Proficiency (blaster pistols).

Force Spirit

When Jedi pass on, their spirits may remain to carry out a task they feel compelled to finish. These ghostly manifestations often guard places or guide people. As spirits, they lack the ability to do much more than talk, and only those sensitive to the Force can see them. Even so, a Force spirit can be a useful ally or an implacable foe.

A Gamemaster can use the three Force spirits given below as the basis for encounters or as allies for characters who have taken the Guiding Spirit feat. Each one is a Jedi who has set aside his own desire to become one with the Force and so remains in the physical world.

The Jedi guardian Force spirit, while powerful in life, is the least powerful of the three spirits described here, since most of his abilities relied on his physical form. The Jedi scholar could be encountered amid the ruins of an ancient knowledge vault, or perhaps found wandering the halls of the Tower of First Knowledge in the Jedi Temple on Coruscant. The Jedi instructor is probably the most helpful of the three Force spirits, because he is able to carry out a Jedi's instruction when no other Jedi Master is available.

Force Spirit: Jedi Guardian 12; Init +2 (Dex); Defense 20 (+8 class, +2 Dex); Spd 10 m; VP/WP 84/12; Atk +13/+8/+3 melee or +14/+8/+4 ranged; SQ Deflect (defense +2), deflect (attack –3), deflect (extend defense and attack), block, manifestation, Force travel; SV Fort –, Ref +10, Will +6; SZ M; FP 3; DSP 0; Rep +3; Str 13, Dex 14, Con –, Int 14, Wis 11, Cha 12. Challenge Code D.

Equipment: None.

Skills: Craft (lightsaber) +7, Hide +10, Intimidate +5, Knowledge (Jedi lore) +8, Listen +8, Search +10, Spot +8, Tumble +11.

Force Skills: Affect Mind +5, Battlemind +11, Empathy +5, Enhance Ability +7, Force Defense +9, Force Strike +7, Heal Self +5, Move Object +8, See Force +5.

Feats: Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Heroic Surge, Mobility, Weapon Finesse (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Control, Knight Defense, Lightsaber Defense, Mettle, Sense.

Force Spirit: Jedi Consular 4/Jedi Scholar 8; Init +1 (Dex); Defense 19 (+8 class, +1 Dex); Spd 10 m; VP/WP 84/17; Atk +6/+1 melee or +8/+3 ranged; SQ Deflect (defense +2), deflect (attack –3), deflect (extend defense and attack), scholarly knowledge +6, direct +4, record Jedi holocron, manifestation, Force travel; SV Fort –, Ref +7, Will +13; SZ M; FP 6; DSP 0; Rep +8; Str 8, Dex 12, Con –, Int 16, Wis 16, Cha 17. Challenge Code D.

Equipment: None.

Skills: Computer Use +6, Craft (lightsaber) +6, Diplomacy +6, Gather Information +6, Hide +0, Knowledge (alien species) +3, Knowledge (architecture) +2, Knowledge (Corellia) +1, Knowledge (Coruscant) +1, Knowledge (forensics) +2, Knowledge (geography) +2, Knowledge (history) +5, Knowledge (Jedi lore) +9, Knowledge (Kashyyyk) +1, Knowledge (medicine) +2, Knowledge (Nal Hutta) +1, Knowledge (politics) +2, Listen +0, Search +0, Spot +0.

Force Skills: Affect Mind +10, Battlemind +4, Empathy +8, Enhance Senses +4, Farseeing +17, Force Defense +8, Force Stealth +6, Heal Another +4, Illusion +6, Move Object +4, See Force +8, Telepathy +10.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Skill Emphasis (Farseeing), Trustworthy, Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Control, Force Mind, Knight Mind, Lightsaber Defense, Link, Mind Trick, Sense.

Force Spirit: Jedi Consular 8/Jedi Master 1/Jedi Instructor 3; Init +0; Defense 19 (+9 class); Spd 10 m; VP/WP 84/20; Atk +10/+5 melee or +9/+4 ranged; SQ Deflect (defense +2), deflect (attack –4), deflect (extend defense and attack), healing, Force secret (Force Light +1), inspire confidence +2, manifestation, Force travel; SV Fort –, Ref +7, Will +12; SZ M; FP 1; DSP 0; Rep +9; Str 12, Dex 10, Con –, Int 14, Wis 13, Cha 20. Challenge Code D.

Equipment: None.

Skills: Craft (lightsaber) +6, Diplomacy +5, Hide +0, Intimidate +11, Knowledge (Jedi lore) +8, Listen +0, Search +0, Sense Motive +6, Spot +0.

Force Skills: Affect Mind +9, Battlemind +3, Battle Influence +14, Force Defense +9, Force Light +15, Force Strike +4, Inspire +14, Move Object +2, See Force +10, Telepathy +6.

Feats: Combat Expertise, Exotic Weapon Proficiency (lightsaber), Fame, Force-Sensitive, Headstrong, Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Battle Meditation, Control, Dissipate Energy, Knight Defense, Lightsaber Defense, Sense.

Jedi Consular

While Jedi guardians concentrate on combining the Force with martial and physical training, Jedi consulars learn to use the Force in conjunction with diplomacy, philosophy, and reasoning. When Jedi are called upon to aid in diplomatic missions, investigate claims of injustice, or monitor scholarly pursuits, a Jedi consular usually accompanies them. Jedi consulars are often teachers as well, training both Padawan consulars and Padawan guardians (see below). Jedi consulars understand that no one true path to understanding the Force exists, and all paths require constant vigilance against the temptations of the dark side.

Jedi consulars are most common during the early years of the Old Republic and in the period just before the Rise of the Empire era. Most Jedi of the Ossus tradition were consulars, and the most important members of the Jedi Council were consulars rather than guardians. During the Jedi Purge, consulars were hunted down more quickly than Jedi guardians. By the time of the Rebellion era, there are no Jedi consulars left in the galaxy. Although Master Skywalker is himself a Jedi guardian, his training at the hands of Yoda prepared him to accept many different visions of the Force. In the New Republic, his academy develops new Jedi consulars to carry on the traditions of scholarly and spiritual studies of the Force.

The low-level consular presented here has just earned the rank of Jedi Knight (for lower-level consulars, see the Padawan consular later in this chapter). A young consular is as likely to be found meditating upon the Force while exploring the galaxy. If working for the Jedi Council or the Jedi Order, he's a Jedi Knight who's likely to be sent on an investigation of possible trouble spots.

The mid-level Jedi consular is more experienced. He's more likely to be encountered in the Rise of the Empire era than anytime later, since few Jedi consulars from Master Skywalker's academy travel extensively. Jedi of this level are often entrusted with delicate negotiations and complex investigations, but also feel drawn to long periods of meditation and philosophic studies.

The high-level Jedi consular is a Jedi Master. He has probably just accepted his first Padawan learner or a small number of students. He has likely developed his own beliefs about the Force, which he willingly shares with others, but also encourages others to find their own truths rather than depending on his. Although rarely sent on missions by his superiors, he may well find himself drawn to various conflicts and troubled areas across the galaxy through his deep connection to the Force.

Low-Level Jedi Consular: Jedi Consular 7; Init +1 (Dex); Defense 17 (+6 class, +1 Dex); Spd 10 m; VP/WP 35/10; Atk +7 melee* (3d8–1/19–20, lightsaber) or +6 ranged; SQ Deflect (defense +1), deflect (attack –4), deflect (extend defense and attack); SV Fort +5, Ref +5, Will +8; SZ M; FP 4; DSP 0; Rep +2; Str 8, Dex 13, Con 10, Int 13, Wis 16, Cha 14. Challenge Code C.

Equipment: Lightsaber*, Jedi robes, utility belt.

*The Jedi consular has constructed his own lightsaber.

Skills: Bluff +4, Computer Use +3, Craft (lightsaber) +6, Diplomacy +9, Gather Information +7, Knowledge (Jedi lore) +6, Sense Motive +6.

Force Skills: Affect Mind +10, Empathy +14, Force Defense +5, Friendship +7, Heal Another +14, Move Object +7, See Force +6.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Trustworthy, Weapon Finesse (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Compassion, Control, Force Mind, Lightsaber Defense, Sense.

Mid-Level Jedi Consular: Jedi Consular 9/Jedi Master 1; Init +1 (Dex); Defense 18 (+7 class, +1 Dex); Spd 10 m; VP/WP 49/10; Atk +9/+4 melee* (3d8–1/19–20, lightsaber) or +8/+3 ranged; SQ Deflect (defense +1), deflect (attack –4), deflect (extend defense and attack), healing, Force secret (Affect Mind +1); SV Fort +7, Ref +6, Will +11; SZ M; FP 5; DSP 0; Rep +4; Str 8, Dex 13, Con 10, Int 14, Wis 16, Cha 14. Challenge Code C.

Equipment: Lightsaber*, Jedi robes, utility belt.

*The Jedi consular has constructed his own lightsaber.

Skills: Bluff +5, Computer Use +3, Craft (lightsaber) +6, Diplomacy +12, Gather Information +7, Intimidate +3, Knowledge (Jedi lore) +8, Sense Motive +8, Treat Injury +4.

Force Skills: Affect Mind +15, Empathy +14, Force Defense +8, Force Strike +6, Friendship +7, Heal Another +18, Move Object +10, See Force +9.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Skill Emphasis (Affect Mind), Trustworthy, Weapon Finesse (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Compassion, Control, Force Mind, Knight Mind, Lightsaber Defense, Sense.

High-Level Jedi Consular: Jedi Consular 9/Jedi Master 4; Init +1 (Dex); Defense 20 (+9 class, +1 Dex); Spd 10 m; VP/WP 49/10; Atk +12/+7 melee* (4d8–1/19–20, lightsaber) or +11/+6 ranged; SQ Deflect (defense +1), deflect (attack –4), deflect (extend defense and attack), healing, Force secret (Affect Mind +2); SV Fort +9, Ref +7, Will +12; SZ M; FP 5; DSP 0; Rep +5; Str 8, Dex 13, Con 10, Int 14, Wis 16, Cha 15. Challenge Code C.

Equipment: Lightsaber*, Jedi robes, utility belt.

*The Jedi consular has constructed his own lightsaber.

Skills: Bluff +6, Computer Use +3, Craft (lightsaber) +6, Diplomacy +13, Gather Information +9, Intimidate +6, Knowledge (Jedi lore) +8, Sense Motive +10, Treat Injury +5.

Force Skills: Affect Mind +17, Empathy +14, Force Defense +11, Force Strike +10, Friendship +10, Heal Another +19, Move Object +12, See Force +10.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Persuasive, Skill Emphasis (Affect Mind), Trustworthy, Weapon Finesse (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Compassion, Control, Force Mind, Knight Defense, Knight Mind, Lightsaber Defense, Sense.

Jedi Explorer

Jedi seeking knowledge find it within the musty shelves of the archives, in the commentaries of earlier explorers, and among the great tales of the past. Jedi explorers feel the need to discover truths, visit the planets where the myths originated, find the descendants of the great heroes, or rediscover the missing planets of legends.

The interests of these Jedi lead them to excavate the past and reveal its secrets. They have strong combat abilities, but their scholarly side makes them a valuable resource. Unlike their academic brethren in the archives, Jedi explorers thrive in the wild lands among other species. They are toughened by experience, and they seek knowledge in practice as opposed to merely studying. While Jedi scholars at the same level may have obtained more knowledge, the Jedi explorer is much more capable in combat.

The low-level Jedi explorer is a guardian just turning to the path of knowledge, no doubt puzzled by phenomena witnessed on his journeys. The mid-level Jedi explorer probably has one or two major discoveries under his belt and is looking to make connections between them. At the highest levels, Jedi explorers are a well-known force on distant planets and among strange cultures. They establish a solid reputation not only for their discoveries but also for their ability to handle themselves in tight places.

Low-Level Jedi Explorer: Jedi Guardian 3/Jedi Scholar 1; Init +1 (Dex); Defense 16 (+5 class, +1 Dex); Spd 10 m; VP/WP 27/17; Atk +6 melee (2d8+3/19–20, lightsaber) or +6 melee (1d3+3, unarmed) or +4 ranged; SQ Deflect (defense +1), deflect (attack –4), scholarly knowledge +2; SV Fort +5, Ref +5, Will +4; SZ M; FP 2; DSP 0; Rep +4; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8. Challenge Code D.

Equipment: Jedi robes, lightsaber, datapad.

Skills: Diplomacy +2, Knowledge (spacer lore) +5, Knowledge (Jedi lore) +5, Knowledge (galactic history) +5, Read/Write Basic, Read/Write Language (any one), Speak Basic, Speak Language (any one), Tumble +6.

Force Skills: Battlemind +7, Enhance Ability +4, Force Defense +1.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Power Attack, Toughness, Weapon Group Proficiency (simple weapons).

Force Feats: Alter, Control, Mettle, Sense.

Mid-Level Jedi Explorer: Jedi Guardian 3/Jedi Scholar 5; Init +2 (Dex); Defense 18 (+6 class, +2 Dex); Spd 10 m; VP/WP 48/17; Atk +8/+3 melee (3d8+3/19–20, lightsaber) or +8/+3 melee (1d3+3, unarmed) or +8/+3 ranged; SQ Deflect (defense +2), deflect (attack –4), deflect (extend defense and attack), scholarly knowledge +4; SV Fort +6, Ref +7, Will +6; SZ M; FP 4; DSP 0; Rep +6; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8. Challenge Code E.

Equipment: Jedi robes, lightsaber, datapad.

Skills: Diplomacy +3, Knowledge (spacer lore) +6, Knowledge (Jedi lore) +6, Knowledge (galactic history) +7, Read/Write Basic, Read/Write Language (any two), Speak Basic, Speak Language (any two), Spot +7, Tumble +7.

Force Skills: Battlemind +7, Enhance Ability +4, Farseeing +10, Force Defense +2, Telepathy +6.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Power Attack, Toughness, Weapon Group Proficiency (simple weapons).

Force Feats: Alter, Control, Lightsaber Defense, Link, Mettle, Sense.

High-Level Jedi Explorer: Jedi Guardian 3/Jedi Scholar 9; Init +2 (Dex); Defense 19 (+7 class, +2 Dex); Spd 10 m; VP/WP 70/17; Atk +10/+5 melee (3d8+3/19–20, lightsaber) or +10/+5 melee (1d3+3, unarmed) or +11/+4 ranged; SQ Deflect (defense +2), deflect (attack –4), deflect (extend defense and attack), scholarly knowledge +8; SV Fort +8, Ref +8, Will +8; SZ M; FP 6; DSP 0; Rep +8; Str 16, Dex 14, Con 14, Int 11, Wis 12, Cha 8. Challenge Code F.

Equipment: Jedi robes, lightsaber, datapad.

Skills: Diplomacy +4, Knowledge (spacer lore) +6, Knowledge (Jedi lore) +6, Knowledge (galactic history) +12, Read/Write Basic, Read/Write Language (any two), Speak Basic, Speak Language (any two), Spot +10, Tumble +7.

Force Skills: Affect Mind +7, Battlemind +9, Enhance Ability +4, Farseeing +12, Friendship +4, Force Defense +4, Telepathy +6.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Power Attack, Toughness, Weapon Group Proficiency (simple weapons).

Force Feats: Alter, Control, Dissipate Energy, Knight Defense, Lightsaber Defense, Link, Mettle, Sense.

Jedi Guardian

Jedi guardians are the warriors of the Jedi Order, stressing physical training and battle prowess above all. By the time a Jedi guardian reaches Jedi Knight status, she is already a capable and savvy combatant, adept at protecting the galaxy from numerous threats. Attaining Knighthood increases both the guardian's capabilities and responsibilities. While the guardian is still free to pursue her own

course, all guardians represent the Jedi Order and its Code in dealings with the sentients they encounter.

Low-Level Jedi Guardian: Jedi Guardian 7; Init +3 (Dex); Defense 19 (+6 class, +3 Dex); Spd 10 m; VP/WP 45/12; Atk +11/+6 melee (3d8+1/19–20, lightsaber) or +8/+3 melee (1d3+1 unarmed) or +10/+5 ranged; SQ Deflect (defense +1), deflect (attack –4), deflect (extend defense and attack); SV Fort +6, Ref +8, Will +4; SZ M; FP 3; DSP 0; Rep +2; Str 13, Dex 16, Con 12, Int 14, Wis 10, Cha 8; Challenge Code E.

Equipment: Jedi robes, lightsaber.

Skills: Climb +4, Computer Use +5, Jump +4, Pilot +6, Tumble +6.

Force Skills: Battlemind +8, Enhance Ability +9, Enhance Senses +7, Force Defense +6, Heal Another +3, Heal Self +4, Move Object +8, See Force +6.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Power Attack, Weapon Finesse (lightsaber), Weapon Focus (lightsaber), Weapon Group Proficiency (simple weapons).

Force Feats: Alter, Attuned, Control, Knight Defense, Lightsaber Defense, Sense.

Mid-Level Jedi Guardian: Jedi Guardian 10; Init +3 (Dex); Defense 20 (+7 class, +3 Dex); Spd 10 m; VP/WP 65/12; Atk +14/+9 melee (4d8+1/19–20, lightsaber) or +11/+6 melee (1d3+1, unarmed) or +13/+8 ranged; SQ Deflect (defense +2), deflect (attack –4), deflect (extend defense and attack); SV Fort +8, Ref +10, Will +5; SZ M; FP 5; DSP 0; Rep +3; Str 13, Dex 16, Con 12, Int 14, Wis 10, Cha 9. Challenge Code G.

Equipment: Jedi robes, lightsaber.

Skills: Climb +4, Computer Use +5, Jump +4, Pilot +6, Tumble +6.

Force Skills: Battlemind +11, Enhance Ability +12, Enhance Senses +10, Force Defense +6, Heal Another +6, Heal Self +7, Move Object +11, See Force +6.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Heroic Surge, Power Attack, Weapon Finesse (lightsaber), Weapon Focus (lightsaber), Weapon Group Proficiency (simple weapons).

Force Feats: Alter, Attuned, Control, Lightsaber Defense, Knight Defense, Sense.

High-Level Jedi Guardian: Jedi Guardian 13; Init +3 (Dex); Defense 22 (+9 class, +3 Dex); Spd 10 m; VP/WP 85/12; Atk +17/+12/+7 melee (4d8+1/19–20 lightsaber) or +14/+9/+4 melee (1d3+1 unarmed) or +16/+11/+6 ranged; SQ Deflect (defense +3), deflect (attack –3), deflect (extend defense and attack); SV Fort +9, Ref +11, Will +6; SZ M; FP 6; DSP 0; Rep +4; Str 13, Dex 16, Con 12, Int 14, Wis 10, Cha 10. Challenge Code F.

Equipment: Jedi robes, lightsaber.

Skills: Climb +4, Computer Use +5, Jump +4, Pilot +6, Tumble +6.

Force Skills: Battlemind +14, Enhance Ability +12, Enhance Senses +13, Force Defense +7, Heal Another +10, Heal Self +10, Move Object +14, See Force +9.

Feats: Combat Reflexes, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Heroic Surge, Power Attack, Weapon Finesse (lightsaber), Weapon Focus (lightsaber), Weapon Group Proficiency (simple weapons).

Force Feats: Alter, Attuned, Burst of Speed, Control, Knight Defense, Lightsaber Defense, Sense.

Jedi Healer

Jedi healers have never been common. Their Jedi kindred guard them carefully, sometimes to the annoyance of the healer. The low-level Jedi healer presented here has just begun to show a greater affinity for healing than a typical Jedi consular. He is probably watched by a Jedi mentor or given additional schooling at a Jedi academy.

The mid-level healer is a Jedi Knight. He is fully capable of entering into negotiations or dealing with violence if necessary, but is particularly adept at healing wounds and removing poisons from a patient's system. He sometimes travels to plague planets and war zones to ease the suffering of local patients and to find a solution to the underlying problem there.

The high-level healer is a Jedi Master who probably has several students or a Padawan of his own. He can remedy poison, wound, or disease. At this point in his career, he is on the verge of discovering how to overcome the permanent loss of ability points caused by rare diseases.

Low-Level Jedi Healer: Jedi Consular 3/Jedi Healer 1; Init +0; Defense 15 (+5 class); Spd 10 m; VP/WP 25/12; Atk +1 melee (2d8–1/19–20, lightsaber) or +2 ranged; SQ Deflect (defense +1), deflect (attack –4), healing; SV Fort +5, Ref +2, Will +8; SZ M; FP 2; DSP 0; Rep +2; Str 8, Dex 10, Con 12, Int 13, Wis 16, Cha 14. Challenge Code A.

Equipment: Lightsaber, Jedi robes, medpac.

Skills: Computer Use +3, Craft (lightsaber) +4, Diplomacy +5, Knowledge (Jedi lore) +6, Sense Motive +5, Treat Injury +13.

Force Skills: Affect Mind +10, Empathy +10, Force Defense +5, Heal Another +17, Heal Self +11, Move Object +3.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Skill Emphasis (Treat Injury), Surgery, Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Compassion, Control, Sense.

Mid-Level Jedi Healer: Jedi Consular 3/Jedi Healer 5; Init +0; Defense 17 (+7 class); Spd 10 m; VP/WP 39/13; Atk +5 melee* (3d8–1/19–20, lightsaber) or +5 ranged; SQ Deflect (defense +2), deflect (attack –4), healing, improved vitality healing, improved wound healing; SV Fort +7, Ref +4, Will +10; SZ M; FP 4; DSP 0; Rep +3; Str 8, Dex 10, Con 13, Int 13, Wis 16, Cha 14. Challenge Code C.

Equipment: Lightsaber*, Jedi robes, medpac, utility belt.

*The Jedi healer has constructed his own lightsaber.

Skills: Computer Use +3, Craft (lightsaber) +5, Diplomacy +5, Knowledge (Jedi lore) +8, Sense Motive +5, Treat Injury +17.

Force Skills: Affect Mind +10, Empathy +10, Farseeing +9, Force Defense +9, Heal Another +26, Heal Self +19, Move Object +4, See Force +9.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Skill Emphasis (Treat Injury), Surgery, Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Compassion, Control, Cure Disease, Force Mind, Sense.

High-Level Jedi Healer: Jedi Consular 3/Jedi Healer 9; Init +0; Defense 18 (+8 class); Spd 10 m; VP/WP 73/14; Atk +9/+4 melee* (4d8–1/19–20, lightsaber) or +9/+4 ranged; SQ Deflect (defense +2), deflect (attack –3), deflect (extend defense and attack), healing, improved vitality healing, improved wound healing, improved ability healing; SV Fort +10, Ref +5, Will +12; SZ M; FP 6; DSP 0; Rep +5; Str 8, Dex 10, Con 14, Int 13, Wis 16, Cha 14. Challenge Code E.

Equipment: Lightsaber*, Jedi robes, medpac, utility belt.

*The Jedi healer has constructed his own lightsaber.

Skills: Computer Use +3, Craft (lightsaber) +5, Diplomacy +8, Knowledge (Jedi lore) +10, Sense Motive +7, Treat Injury +17.

Force Skills: Affect Mind +10, Empathy +10, Farseeing +13, Force Defense +13, Heal Another +28, Heal Self +21, Move Object +7, See Force +9, Telepathy +9.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Skill Emphasis (Treat Injury), Surgery, Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Compassion, Control, Cure Disease, Cure Poison, Force Mind, Sense.

Jedi Martial Artist

Martial Jedi thrive or perish by the power of their lightsabers. Most seek to increase their own abilities, effectively becoming living weapons used against the dark side of the Force. Jedi martial artists are skilled with the traditional weapons of the Jedi, and in addition have devoted long years to honing their bodies to a perfect state.

The low-level Jedi martial artist is just at the start of that path, but already shows particular excellence in hand-to-hand combat. The mid-level Jedi martial artist is a wandering agent of the Jedi, capable of handling herself with or without a lightsaber. The high-level Jedi martial artist is not only a master of meditation, but also quite able to combat deadly foes.

Low-Level Jedi Martial Artist: Jedi Guardian 4; Init +2 (Dex); Defense 16 (+4 class, +2 Dex); Spd 10 m; VP/WP 27/10; Atk +5 melee (2d8+1/19–20, lightsaber) or +6 melee (1d4+1, unarmed) or +6 ranged; SQ Deflect (defense +1), deflect (attack –4); SV Fort +4, Ref +6, Will +4; SZ M; FP 2; DSP 0; Rep +1; Str 13, Dex 15, Con 10, Int 13, Wis 14, Cha 8. Challenge Code B.

Equipment: Lightsaber, Jedi robes.

Skills: Balance +6, Craft (lightsaber) +3, Jump +3, Knowledge (Jedi lore) +3, Tumble +8.

Force Skills: Battlemind +4, Enhance Ability +3, Force Strike +4, Heal Self +4, Move Object +3, See Force +4.



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Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Improved Martial Arts, Martial Arts, Weapon Finesse (unarmed attack), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Control, Sense.

Mid-Level Jedi Martial Artist: Jedi Guardian 7/Jedi Weapon Master 1; Init +3 (Dex); Defense 22 (+7 class, +3 Dex, +2 Defensive Martial Arts); Spd 10 m; VP/WP 49/10; Atk +10/+5 melee* (3d8+1/19–20, lightsaber) or +11/+6 melee (2d4+1, unarmed) or +11/+6 ranged; SQ Deflect (defense +2), deflect (attack –4); SV Fort +5, Ref +9, Will +7; SZ M; FP 4; DSP 0; Rep +2; Str 13, Dex 16, Con 10, Int 13, Wis 14, Cha 8. Challenge Code B.

Equipment: Lightsaber*, Jedi robes.

*The Jedi martial artist has constructed his own lightsaber.

Skills: Balance +8, Craft (lightsaber) +5, Jump +3, Knowledge (Jedi lore) +5, Tumble +10.

Force Skills: Battlemind +10, Enhance Ability +8, Force Strike +7, Heal Self +4, Move Object +4, See Force +4.

Feats: Combat Expertise, Defensive Martial Arts, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Improved Martial Arts, Martial Arts, Weapon Finesse (unarmed attack), Weapon Focus (unarmed attack), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Burst of Speed, Control, Sense.

High-Level Jedi Martial Artist: Jedi Guardian 7/Jedi Weapon Master 5; Init +3 (Dex); Defense 24 (+9 class, +3

Dex, +2 Defensive Martial Arts); Spd 10 m; VP/WP 71/10; Atk +15/+10/+5 melee* (3d8+2/19–20, lightsaber) or +15/+10/+5 melee (2d4+2d8+2, unarmed) or +15/+10/+5 ranged; SQ Deflect (defense +2), deflect (attack –3), martial arts kata, devastating strike (12/day); SV Fort +8, Ref +11, Will +9; SZ M; FP 4; DSP 0; Rep +2; Str 14, Dex 16, Con 10, Int 13, Wis 14, Cha 8. Challenge Code B.

Equipment: Lightsaber*, Jedi robes.

*The Jedi martial artist has constructed his own lightsaber.

Skills: Balance +8, Craft (lightsaber) +5, Jump +5, Knowledge (Jedi lore) +7, Tumble +10.

Force Skills: Battlemind +14, Enhance Ability +12, Force Strike +7, Heal Self +6, Move Object +8, See Force +6.

Feats: Advanced Martial Arts, Combat Reflexes, Defensive Martial Arts, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Improved Disarm, Improved Martial Arts, Martial Arts, Weapon Finesse (unarmed attack), Weapon Focus (unarmed attack), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Burst of Speed, Control, Sense.

Jedi Scholar

Jedi scholars approach the quest for knowledge with the same dedication and diligence other Jedi exhibit in their quest for justice. Their minds and lives are focused toward the discovery, codification, and explanation of lost knowledge and basic truths. Although they were highly respected and fairly common in the days of the Old Republic, they were wiped out with much of the rest of the Jedi Order during the Jedi Purge. Until the founding of the Jedi academy, few Jedi were dedicated enough to spend years poring over musty records and seeking out forgotten knowledge.

A Jedi scholar might be the master of a particular library or archive, or he might be a pilgrim seeking out lost records and ancient tales. His strength is in knowledge, not combat. While he is capable of using a lightsaber, the scholar is much more comfortable surrounded by ancient documents and lost legends. When a scholar journeys away from the main havens of the Jedi, he is usually accompanied by one or more warriors—fellow Jedi more capable of handling the daily perils of a deadly galaxy.

The low-level Jedi scholar might be nothing more than a minor librarian working for his superiors, or perhaps a young explorer seeking to begin a career with the discovery of some famed tome. The mid-level scholar has achieved some modicum of reputation and possibly a posting within the hierarchy. High-level scholars are well known through a number of systems for their published works and occasional appearances at debates and lectures.

The archetypal Jedi scholars shown here are designed with a specialty in galactic history. For specialists in other fields, you can replace Knowledge (galactic history) with a different Knowledge skill.

Low-Level Jedi Scholar: Jedi Consular 3/Jedi Scholar 1; Init –1 (Dex); Defense 14 (+5 class, –1 Dex); Spd 10 m; VP/WP 26/12; Atk +2 melee (2d8/19–20, lightsaber) or +2 melee (1d3, unarmed) or +1 ranged; SQ Deflect (defense +2), deflect (attack –4), deflect (extend defense and attack), scholarly knowledge +2; SV Fort +5, Ref +2, Will +6; SZ M; FP 2; DSP 0; Rep +5; Str 10, Dex 8, Con 12, Int 16, Wis 14, Cha 13. Challenge Code D.

Equipment: Jedi robes, lightsaber, datapad.

Skills: Computer Use +4, Diplomacy +3, Forgery +4, Gather Information +2, Knowledge (galactic history) +8, Knowledge (Jedi lore) +8, Knowledge (any one) +8, Read/Write Basic, Read/Write Language (any three), Search +7, Sense Motive +6, Speak Basic, Speak Language (any three), Spot +5.

Force Skills: Far Seeing +11, Telepathy +11.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Sharp-Eyed, Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Control, Link, Sense.

Mid-Level Jedi Scholar: Jedi Consular 3/Jedi Scholar 5; Init –1 (Dex); Defense 16 (+7 class, –1 Dex); Spd 10 m; VP/WP 42/12; Atk +4 melee (3d8/19–20, lightsaber) or +4 melee (1d3, unarmed) or +3 ranged; SQ Deflect (defense +3), deflect (attack –4), deflect (extend defense and attack), direct +2, scholarly knowledge +4; SV Fort +4, Ref +5, Will +9; SZ M; FP 4; DSP 0; Rep +7; Str 10, Dex 8, Con 12, Int 17, Wis 14, Cha 13. Challenge Code E.

Equipment: Jedi robes, lightsaber, datapad.

Skills: Computer Use +5, Diplomacy +3, Forgery +6, Gather Information +2, Knowledge (bureaucracy) +8, Knowledge (galactic history) +10, Knowledge (Jedi lore) +10, Knowledge (any one) +10, Read/Write Basic, Read/Write Language (any three), Search +7, Sense Motive +6, Speak Basic, Speak Language (any three), Spot +7.

Force Skills: Enhance Senses +11, Far Seeing +14, See Force +11, Telepathy +14.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Sharp-Eyed, Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Aware, Burst of Speed, Control, Link, Sense.

High-Level Jedi Scholar: Jedi Consular 3/Jedi Scholar 9; Init –1 (Dex); Defense 17 (+8 class, –1 Dex); Spd 10 m; VP/WP 60/12; Atk +6/+1 melee (3d8/19–20, lightsaber) or +6/+1 melee (1d3, unarmed) or +5 ranged; SQ Deflect (defense +2), deflect (attack –3), deflect (extend defense and attack), Intuition, scholarly knowledge +8; SV Fort +7, Ref +5, Will +11; SZ M; FP 6; DSP 0; Rep +13; Str 10, Dex 8, Con 12, Int 18, Wis 14, Cha 13. Challenge Code F.

Equipment: Jedi robes, lightsaber, datapad.

Skills: Computer Use +6, Diplomacy +3, Forgery +8, Gather Information +2, Knowledge (bureaucracy) + 12, Knowledge (galactic history) +22, Knowledge (Jedi lore) +11, Knowledge (any one) +17, Read/Write Language (any five), Search +8, Sense Motive +8, Speak Language (any five), Spot +11.

Force Skills: Enhance Senses +13, Far Seeing +16, See Force +13, Telepathy +16.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Sharp-Eyed, Skill Emphasis (galactic history), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Aware, Burst of Speed, Control, Fame, Link, Sense.

Jedi Teacher

The traditions of the Jedi are handed down from mentors to students. Even in this environment of continual learning, however, certain individuals display a greater desire and talent for instructing others. In the days of the Old Republic (and to a lesser degree in The New Jedi Order era), these teachers served to nurture young individuals strong in the Force. They taught the ethics of the Jedi Code while keeping students safe from the temptations of the dark side. While a student might eventually become better at some skills than his instructors, all Jedi realize that their journey through life is deeply influenced by those who taught them the ways of the Force.

The low-level Jedi teacher is just beginning to follow the path of dedication required for teaching others. Mid-level Jedi teachers demonstrate the features that make such instructors valued, and occasionally feared, by their students. The high-level teacher seeks some way to preserve what she has learned for future generations. Perhaps someday, she may realize a way to record her expertise within a Jedi holocron.

Low-Level Jedi Teacher: Jedi Consular 7/Jedi Instructor1; Init +1 (Dex); Defense 18 (+7 class, +1 Dex); Spd 10 m; VP/WP 32/8; Atk +6 melee (3d8+1/19–20, lightsaber) or +6 melee (1d3+1, unarmed) or +6 ranged; SQ Deflect (defense +1), deflect (attack –4), deflect (extend defense and attack), inspire confidence +1; SV Fort +4, Ref +6, Will +9; SZ M; FP 4; DSP 0; Rep +4; Str 12, Dex 13, Con 8, Int 16, Wis 15, Cha 12. Challenge Code D.



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Equipment: Jedi robes, lightsaber, datapad.

Skills: Bluff +11, Computer Use +6, Diplomacy +9, Gather Information +9, Intimidate +11, Knowledge (Jedi lore) +9, Read/Write Basic, Speak Basic, Sense Motive +10.

Force Skills: Empathy +11, Enhance Ability +7, Enhance Senses +13, Farseeing +11, Force Stealth +7, See Force +13.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Persuasive, Quickness, Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Aware, Control, Force Mastery, Force Mind, Sense.

Mid-Level Jedi Teacher: Jedi Consular 7/Jedi Instructor 3; Init +1 (Dex); Defense 19 (+8 class, +1 Dex); Spd 10 m; VP/WP 39/8; Atk +8/+3 melee (3d8+1/19–20, lightsaber) or +8/+3 melee (1d3+1, unarmed) or +8/+3 ranged; SQ Deflect (defense +2), deflect (attack –4), deflect (extend defense and attack), inspire confidence +2; SV Fort +5, Ref +7, Will +10; SZ M; FP 5; DSP 0; Rep +5; Str 12, Dex 13, Con 8, Int 16, Wis 15, Cha 12. Challenge Code E.

Equipment: Jedi robes, lightsaber, datapad.

Skills: Bluff +11, Computer Use +9, Diplomacy +9, Gather Information +9, Intimidate +11, Knowledge (Jedi lore) +12, Read/Write Basic, Speak Basic, Sense Motive +10.

Force Skills: Empathy +11, Enhance Ability +7, Enhance Senses +16, Farseeing +14, Force Stealth +7, See Force +19.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Persuasive, Quickness, Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Aware, Control, Force Mastery, Force Mind, Sense.

High-Level Jedi Teacher: Jedi Consular 7/Jedi Instructor 5; Init +1 (Dex); Defense 20 (+9 class, +1 Dex); Spd 10 m; VP/WP 46/8; Atk +10/+5 melee (3d8+1/19–20, lightsaber) or +9/+4 melee (1d3+1, unarmed) or +9/+4 ranged; SQ Deflect (defense +2), deflect (attack –4), deflect (extend defense and attack), inspire confidence +3, transfer Force Point; SV Fort +5, Ref +8, Will +11; SZ M; FP 6; DSP 0; Rep +6; Str 12, Dex 13, Con 8, Int 16, Wis 16, Cha 12. Challenge Code F.

Equipment: Jedi robes, lightsaber, datapad.

Skills: Bluff +11, Computer Use +9, Diplomacy +9, Gather Information +9, Intimidate +11, Knowledge (Jedi lore) +12, Read/Write Basic, Speak Basic, Sense Motive +10.

Force Skills: Empathy +11, Enhance Ability +7, Enhance Senses +16, Farseeing +14, Force Stealth +7, See Force +19.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Persuasive, Quickness, Weapon Focus (lightsaber), Weapon Group Proficiency (simple weapons).

Force Feats: Alter, Aware, Control, Force Mastery, Force Mind, Sense.

MedCorps Worker

The Jedi Medical Corps applies the same logic as the Agricultural Corps to the treatment of the sick and infirm. A Force-user can learn valuable lessons about the frailty of life from working in a medcenter. Service in the MedCorps teaches young Force-users that living beings can become ill and die with no rhyme or reason except for the will of the

Force. For students who have never thought about such philosophical concepts, MedCorps service can be an enlightening experience. In exchange, students make use of their natural talents to ease the suffering of others or provide insightful company to those less fortunate than themselves.

Students in the MedCorps attain a perspective on life they don't get from AgriCorps service. Unlike Jedi who tend plants and animals, students learning medicine can talk with the patients, who frequently have some deep insights on the impermanent nature of life and the seemingly random nature of death. Such lessons can be valuable to a student who might have a difficult time coping with a personal loss during his early training. Knowing that the Force has not singled him out for suffering helps the student comprehend that much of it is self-inflicted. Understanding that might be the last hurdle a student needs to overcome before undergoing Jedi training.

In comparison to the AgriCorps, the Jedi MedCorps is tiny, with only a few dozen students and a handful of instructors. The MedCorps is headquartered in the Jedi Temple on Coruscant, connected via a dedicated transport tube to the gargantuan Galactic City Medical Center. While the Jedi MedCorps is sometimes called off-planet to assist in disaster relief efforts, most of its duties are carried out in the infirmary wing of the temple.

Low-Level MedCorps Worker: Expert 4; Init +1 (Dex); Defense 12 (+1 class, +1 Dex); Spd 10 m; VP/WP 0/10; Atk +2 melee (1d3–1, unarmed) or +4 ranged (3d6/stun DC 15, blaster pistol); SV Fort +1, Ref +2, Will +6; SZ M; FP 1; DSP 0; Rep +1; Str 9, Dex 12, Con 10, Int 11, Wis 14, Cha 8. Challenge Code C.

Equipment: Diagnostic tools, medpac.

Skills: Computer Use +7, Gather Information +6, Knowledge (life sciences) +7, Profession (doctor) +12, Read/Write Basic, Speak Basic, Survival +9, Treat Injury +9.

Feats: Force-Sensitive, Skill Emphasis (Profession [doctor]), Surgery, Weapon Group Proficiency (blaster pistols).

Mid-Level MedCorps Worker: Expert 8; Init +1 (Dex); Defense 13 (+2 class, +1 Dex); Spd 10 m; VP/WP 0/10; Atk +5/+0 melee (1d3–1, unarmed) or +7/+2 ranged (3d6/stun DC 15, blaster pistol); SV Fort +2, Ref +3, Will +8; SZ M; FP 2; DSP 0; Rep +2; Str 9, Dex 12, Con 10, Int 12, Wis 14, Cha 8. Challenge Code D.

Equipment: Diagnostic tools, medpac.

Skills: Computer Use +8, Gather Information +8, Knowledge (life sciences) +11, Profession (doctor) +15, Read/Write Basic, Speak Basic, Survival +10, Treat Injury +16.

Force Skills: Friendship +5.

Feats: Endurance, Force-Sensitive, Skill Emphasis (Profession [doctor]), Skill Emphasis (Treat Injury), Surgery, Weapon Group Proficiency (blaster pistols).

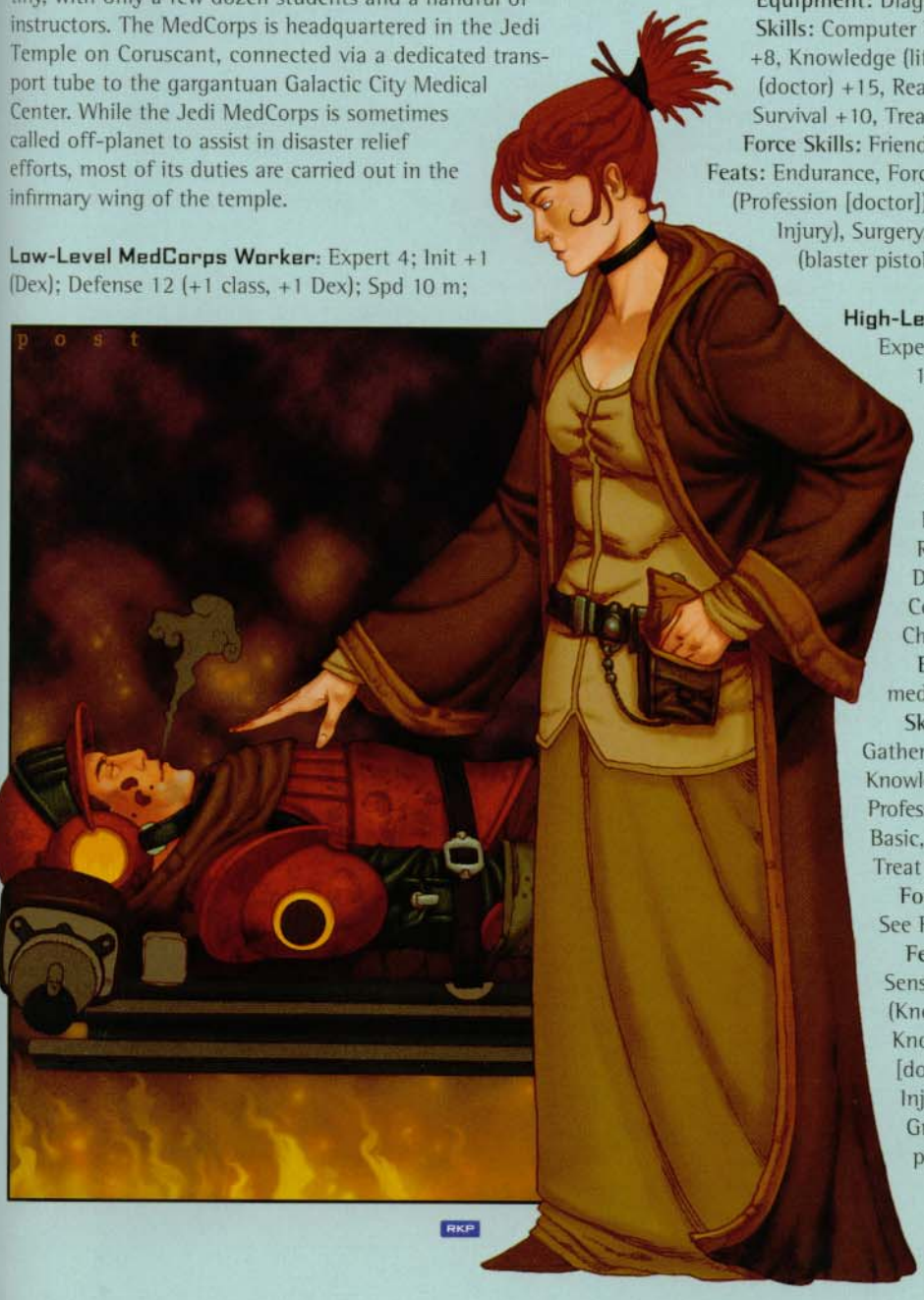
High-Level MedCorps Worker: Expert 12; Init +1 (Dex); Defense 15 (+4 class, +1 Dex); Spd 10 m; VP/WP 0/10; Atk +8/+3 melee (1d3–1, unarmed) or +10/+5 ranged (3d6/stun DC 15, blaster pistol); SV Fort +4, Ref +5, Will +10; SZ M; FP 3; DSP 0; Rep +3; Str 9, Dex 12, Con 10, Int 13, Wis 14, Cha 8. Challenge Code E.

Equipment: Diagnostic tools, medpac.

Skills: Computer Use +10, Gather Information +11, Knowledge (life sciences) +19, Profession (doctor) +15, Read/Write Basic, Speak Basic, Survival +12, Treat Injury +20.

Force Skills: Friendship +7, See Force +6.

Feats: Endurance, Force-Sensitive, Skill Emphasis (Knowledge [life sciences]), Knowledge (Profession [doctor]), Skill Emphasis (Treat Injury), Surgery, Weapon Group Proficiency (blaster pistols).



Padawan Consular

During the Rise of the Empire era, no Jedi was allowed to travel extensively alone until she had reached the rank of Jedi Knight. Those still in training were called Padawan learners. The archetypes given below could also be used for Jedi students from the early days of the Old Republic or Master Skywalker's academy.

Low-level Padawan consulars have already shown a talent for diplomacy and a philosophical bent lacking in most Jedi guardians. As a consular develops, she explores other aspects of the Force, though her focus is still in the area of diplomacy. By the time she is just about ready for her trials to become a Jedi Knight, the Padawan consular is a well-rounded Jedi, with a good mix of Force abilities and practical skills.

Low-Level Padawan Consular: Jedi Consular 1; Init +1 (Dex); Defense 14 (+3 class, +1 Dex); Spd 10 m; VP/WP 8/10; Atk –1 melee (2d8–1/19–20, lightsaber) or +1 ranged; SQ Deflect (defense +1); SV Fort +2, Ref +2, Will +4; SZ M; FP 1; DSP 0; Rep +1; Str 8, Dex 12, Con 10, Int 13, Wis 15, Cha 14. Challenge Code A.

Equipment: Lightsaber, Jedi robes.

Skills: Bluff +4, Computer Use +3, Craft (lightsaber) +3, Diplomacy +8, Gather Information +6, Knowledge (Jedi lore) +3, Sense Motive +4, Treat Injury +4.

Force Skills: Affect Mind +4, Friendship +6, Heal Another +6.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Trustworthy, Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter.

Mid-Level Padawan Consular: Jedi Consular 4; Init +1 (Dex); Defense 15 (+4 class, +1 Dex); Spd 10 m; VP/WP 22/10; Atk +2 melee (2d8–1/19–20, lightsaber) or +4 ranged; SQ Deflect (defense +1), deflect (attack –4); SV Fort +4, Ref +3, Will +6; SZ M; FP 2; DSP 0; Rep +2; Str 8, Dex 13, Con 10, Int 13, Wis 15, Cha 14. Challenge Code B.

Equipment: Lightsaber, Jedi robes.

Skills: Bluff +4, Computer Use +3, Craft (lightsaber) +5, Diplomacy +9, Gather Information +6, Knowledge (Jedi lore) +5, Sense Motive +5, Treat Injury +4.

Force Skills: Affect Mind +6, Empathy +5, Force Defense +4, Friendship +6, Heal Another +6, Move Object +3, See Force +5, Telepathy +5.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Trustworthy, Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Control, Force Mind, Sense.

High-Level Padawan Consular: Jedi Consular 6; Init +1 (Dex); Defense 16 (+5 class, +1 Dex); Spd 10 m; VP/WP 31/10; Atk +4 melee* (3d8–1/19–20, lightsaber) or +5 ranged; SQ Deflect (defense +1), deflect (attack –4), deflect (extend defense and attack); SV Fort +5, Ref +4, Will +7; SZ M; FP 3; DSP 0; Rep +2; Str 8, Dex 13, Con 10, Int 13, Wis 15, Cha 14. Challenge Code C.

Equipment: Lightsaber*, Jedi robes, utility belt.

*The Padawan consular has created her own lightsaber.

Skills: Bluff +4, Computer Use +3, Craft (lightsaber) +6, Diplomacy +11, Gather Information +6, Knowledge (Jedi lore) +7, Sense Motive +6, Treat Injury +4.

Force Skills: Affect Mind +8, Empathy +5, Force Defense +6, Friendship +6, Heal Another +6, Move Object +5, See Force +6, Telepathy +6.

Feats: Combat Expertise, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Trustworthy, Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Control, Force Mind, Lightsaber Defense, Sense.

Padawan Guardian

The Jedi guardian-in-training is an impressive foe. He concentrates on applications of the Force that improve his already considerable combat talents. Later in life, the Jedi guardian must expand his awareness of the Force to include esoteric pursuits. For now, he is best served by improving his control of the Force and learning to let it augment his physical abilities.

The low-level Padawan guardian is predisposed to physical activity. Throughout his development to mid-level Padawan guardian, physical applications of the Force still take precedence, though he has learned a wide array of other useful Force abilities. By the time he is ready for his trials, the high-level Padawan guardian has constructed his own lightsaber and become quite skilled in its use.

Low-Level Padawan Guardian: Jedi Guardian 1; Init +2 (Dex); Defense 15 (+3 class, +2 Dex); Spd 10 m; VP/WP 11/13; Atk +3 melee (2d8+2/19–20, lightsaber) or +3 ranged; SQ Deflect (defense +1); SV Fort +3, Ref +4, Will +2; SZ M; FP 1; DSP 0; Rep +1; Str 14, Dex 15, Con 13, Int 12, Wis 10, Cha 8. Challenge Code A.

Equipment: Lightsaber, Jedi robes.

Skills: Balance +4, Climb +4, Craft (lightsaber) +3, Jump +4, Knowledge (Jedi lore) +3, Listen +2, Spot +2, Tumble +4.

Force Skills: Battlemind +5, Enhance Ability +5.

Feats: Alertness, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Control.

Mid-Level Padawan Guardian: Jedi Guardian 4, Init +2 (Dex); Defense 16 (+4 class, +2 Dex); Spd 10 m; VP/WP 35/14; Atk +6 melee (2d8+2/19–20, lightsaber) or +6 ranged; SQ Deflect (defense +1), deflect (attack –4); SV Fort +6, Ref +6, Will +2; SZ M; FP 2; DSP 0; Rep +1; Str 14, Dex 15, Con 14, Int 12, Wis 10, Cha 8. Challenge Code B.

Equipment: Lightsaber, Jedi robes.

Skills: Balance +4, Climb +4, Craft (lightsaber) +5, Jump +4, Knowledge (Jedi lore) +4, Listen +2, Spot +2, Tumble +6.

Force Skills: Battlemind +7, Enhance Ability +7, Force Defense +1, Force Strike +3, Move Object +3, See Force +4.

Feats: Alertness, Combat Reflexes, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Control, Lightsaber Defense, Sense.

High-Level Padawan Guardian: Jedi Guardian 6; Init +2 (Dex); Defense 17 (+5 class, +2 Dex); Spd 10 m; VP/WP 50/14; Atk +9/+4 melee* (3d8+2/18–20, lightsaber) or +8/+3 ranged; SQ Deflect (defense +1), deflect (attack –4), deflect (extend defense and attack); SV Fort +7, Ref +7, Will +3; SZ M; FP 3; DSP 0; Rep +2; Str 14, Dex 15, Con 14, Int 12, Wis 10, Cha 8. Challenge Code C.

Equipment: Lightsaber*, Jedi robes, utility belt.

*The Padawan guardian has crafted his own lightsaber.

Skills: Balance +4, Climb +4, Craft (lightsaber) +6, Jump +4, Knowledge (Jedi lore) +6, Listen +2, Spot +2, Tumble +6.

Force Skills: Affect Mind +2, Battlemind +9, Enhance Ability +7, Force Defense +1, Force Strike +5, Move Object +3, See Force +2.

Feats: Alertness, Combat Reflexes, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Improved Critical (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Control, Lightsaber Defense, Sense.

Rogue Jedi

The path of the Jedi is a narrow and demanding one. Not all who travel it remain on course throughout their lives. Some have other obligations to families, homeworlds, or planets they feel might supersede the demands of the Council. Others might take issue with a Council decision or action, feeling that the Jedi have abandoned their ideals. A Jedi might feel that the Order has become isolated, lacking experience with the real world, or she might feel a crisis of her personal faith and confidence, along with a need to find out where her true path lies. These characters become rogue Jedi, Force-users who work outside the recognized strictures of the Jedi Order.

The Jedi rarely cast out members of their Order, though some leave of their own volition. Often these departures are temporary. Most rogue Jedi eventually return to the Order, made wiser and more capable through experiences in the greater galaxy. In this way, Jedi not only encourage their followers to seek out their own path, but also enrich the Jedi Order with their collective experiences.

Rogue Jedi follow a treacherous path. Without the support of the Order and fellow students, the Jedi might wander from the path of light. The heat of the moment or the slippery nature of a current situation could press the wandering Jedi to make hasty or unwise decisions. The temptation of the dark side lurks continually. As a result, rogue Jedi tend to gather Dark Side Points quickly. Some return to their teachers, but others utterly reject the Jedi Code. A few fall into the clutches of the dark side.

Low-Level Rogue Jedi: Jedi Guardian 3/Scoundrel 1; Init +3 (Dex); Defense 17 (+4 class, +3 Dex); Spd 10 m; VP/WP 29/12; Atk +6 melee (2d8–1/19–20, lightsaber) or +2 melee (1d3–1, unarmed) or +6 ranged; SQ Deflect (defense +1), deflect (attack –4), illicit barter; SV Fort +4, Ref +8, Will +2; SZ M; FP 1; DSP 1; Rep +1; Str 8, Dex 16, Con 12, Int 14, Wis 10, Cha 13. Challenge Code D.

Equipment: Common garb, lightsaber.

Skills: Computer Use +4, Intimidate +4, Knowledge (streetwise) +4, Move Silently +6, Pilot +6, Search +5, Spot +4, Tumble +6.

Force Skills: Affect Mind +8, Drain Energy +4, Empathy +4, Force Grip +5, Force Strike +6, Friendship +7.

Feats: Combat Expertise, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Weapon Finesse (lightsaber), Weapon Group Proficiency (simple weapons).

Force Feats: Alter, Control, Mind Trick.

Mid-Level Rogue Jedi: Jedi Guardian 6/Scoundrel 2; Init +3 (Dex); Defense 18 (+5 class, +3 Dex); Spd 10 m; VP/WP 53/12; Atk +10/+5 melee (3d8–1/19–20, lightsaber) or +6/+1 melee (1d3–1, unarmed) or +10/+5 ranged (3d8, heavy blaster); SQ Deflect (defense +1), deflect (attack –4), deflect (extend defense and attack), illicit barter, lucky; SV Fort +6, Ref +11, Will +3; SZ M; FP 3; DSP 2; Rep +3; Str 8, Dex 16, Con 12, Int 14, Wis 10, Cha 14. Challenge Code E.

Equipment: Common garb, lightsaber.

Skills: Computer Use +4, Disguise +7, Escape Artist +5, Intimidate +7, Knowledge (streetwise) +6, Move Silently +6, Pilot +7, Search +5, Spot +7, Tumble +9.

Force Skills: Affect Mind +13, Drain Energy +4, Empathy +4, Enhance Ability +4, Force Grip +5, Force Strike +9, Friendship +7, Illusion +7.

Feats: Combat Expertise, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Weapon Finesse (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Control, Mind Trick, Sense.

High-Level Rogue Jedi: Jedi Guardian 9/Scoundrel 3; Init +3 (Dex); Defense 21 (+8 class, +3 Dex); Spd 10 m; VP/WP 78/12; Atk +14/+9/+4 melee (3d8–1/19–20, lightsaber) or +10/+5/+0 melee (1d3–1, unarmed) or +14/+9/+4 ranged (3d8, heavy blaster); SQ Deflect (defense +2), deflect (attack –4), deflect (extend defense and attack), block, illicit barter, lucky; SV Fort +8, Ref +12, Will +5; SZ M; FP 5; DSP 3; Rep +4; Str 8, Dex 16, Con 12, Int 15, Wis 10, Cha 14. Challenge Code F.

Equipment: Common garb, lightsaber.

Skills: Bluff +5, Computer Use +4, Disguise +7, Escape Artist +5, Gather Information +5, Intimidate +7, Knowledge (streetwise) +6, Move Silently +6, Pilot +7, Search +5, Spot +11, Tumble +9.

Force Skills: Affect Mind +15, Drain Energy +4, Empathy +4, Enhance Ability +9, Force Grip +5, Force Strike +13, Friendship +7, Illusion +12.

Feats: Ambidexterity, Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Two-Weapon Fighting, Weapon Finesse (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Control, Dissipate Energy, Lightsaber Defense, Mind Trick, Sense.

Chapter Six: Jedi Traditions

A thousand generations of Jedi have displayed heroic traits, from the quiet strength of Odan-Urr to the earnest courage of Luke Skywalker. In all that time, the Jedi have undergone countless revisions of philosophy, procedure, equipment, training, and politics. Regardless of all these changes, the Jedi use their knowledge and mastery of the Force to serve the greater good of the galaxy, right wrongs, defend the weak, and stand against the forces of darkness.

The Ancient Masters

Hyperspace travel was still limited five millennia before the Battle of Yavin. Hyperspace explorers slowly mapped out safe routes between major systems, but sometimes their jumps took them into extremely dangerous territory. One such expedition undertaken by Gav and Jori Daragon led to the discovery of the Sith Empire. When Gav and Jori were captured, the Sith discovered the Republic.

During the resulting war, several Jedi emerged as great heroes. Over time, they would become Jedi Masters.

Ooroo, Martyr of Kirrek

Five thousand years before the Battle of Yavin, Jedi Master Ooroo instructed students in the ways of the Force on a planet whose name is lost in antiquity. The planet's oxygen-rich atmosphere would have killed Ooroo in a matter of moments, since his species breathed the deadly gas cyanogen while most species breathe oxygen, and his survival on a planet with a poisonous atmosphere depended on a crystalline life-support chamber. His most memorable student, without a doubt, was Odan-Urr.



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SPECIAL QUALITIES

Many of the characters described in this chapter are members of species that are introduced in Chapter Five of this book. For information on the special qualities of a character that are also species traits (such as the Caamasi's memory sharing ability or the broadcast telepathy ability of a Celegian), see the appropriate species description in Chapter Five.

Of all Master Ooroo's students, Odan-Urr was the least interested in making history and the most interested in studying it. Perhaps that's why Ooroo chose him to go to Koros to end the civil war that began when Empress Teta sought to rule the seven worlds of the Koros system. Upon arrival, Odan-Urr justified Ooroo's wisdom by sending a scholar instead of a warrior. Odan-Urr employed the little-known art of Jedi battle meditation to resolve the conflict. After the war ended, Ooroo assigned Odan-Urr to stay on Cinnagar, the capital planet of Koros, to help Empress Teta restore order to the newly mended alliance of worlds.

Ooroo and his former student Odan-Urr were plagued with terrible visions of destruction. Descendants of exiled Dark Jedi were poised to return and bring devastation to the galaxy. Empress Teta addressed the Senate on behalf of the Jedi, but her pleas were ignored. Master Ooroo, mindful of Odan-Urr's warning, joined his former apprentice on Cinnagar to prepare for the coming wave of Sith warships. Even other Jedi were slow to believe their visions until Jori Daragon brought proof of a Sith amulet and a warning directly to Empress Teta. Jori unknowingly led Naga Sadow's Sith fleet to Koros, thanks to a homing beacon hidden aboard her starship.

The Koros system prepared for a battle the likes of which it had never seen. Sith warships blackened the sky, dispensing Massassi troops and war beasts by the thousands. Convinced that battle meditation was the key to victory, Odan-Urr learned that the single-minded determination of the Massassi warriors could not be easily overcome. Ooroo had foreseen this and prepared for it. The Jedi Master ordered the Koros forces to retreat from Kirrek, then shattered his life-support chamber, giving his life to stop the Sith. As deadly oxygen took its toll on Jedi Master Ooroo, lethal cyanogen gas poisoned and defeated an army of Massassi.

Ooroo: Male Celegian Jedi Consular 7/Jedi Master 4/Jedi Instructor 3; Init +0; Defense 20 (+11 class, –1 size); Spd 10 m (life-support chamber), fly 6 m (poor), swim 16 m; VP/WP 95/15; Atk +10/+5/+0 melee (1d4, unarmed) or +10/+5/+0 ranged; SQ Cyanogen breather, broadcast telepathy, inspire confidence +2, Force secret (Force Strike +1, Force Defense +1), deflect (defense +2), deflect

(attack –4), deflect (extend defense and attack); SV Fort +11, Ref +8, Will +13; SZ L; FP 0; DSP 0; Rep +7; Str 10, Dex 11, Con 15, Int 13, Wis 15, Cha 16. Challenge Code E.

Equipment: Cyanogen breather (DR 10, WP 12).

Skills: Bluff +5, Diplomacy +16, Gather Information +15, Hide –4, Intimidate +5, Knowledge (Jedi lore) +11, Search +3, Sense Motive +9, Swim +10.

Force Skills: Affect Mind +14, Empathy +7, Farseeing +12, Force Defense +12, Force Strike +22, Friendship +8, Heal Another +7, Heal Self +7, Move Object +13, See Force +12, Telepathy +7.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Persuasive, Sharp-Eyed, Skill Emphasis (Affect Mind), Skill Emphasis (Force Defense), Skill Emphasis (Force Strike), Trustworthy, Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Battle Meditation, Control, Force Mind, Sense.

Odan-Urr, Keeper of Antiquities

Until the Jedi Purge, the teachings of Jedi Master Odan-Urr formed a foundation for the Jedi Code. Odan-Urr didn't write the Code, but he spent much of his time studying ancient texts and artifacts and meditating on the Force. Master Odan-Urr lived for many centuries, during which time he pored over manuscripts at the Library of Ossus and presided over Jedi assemblies. His insights into the will of the living Force were taught for millennia after his passing.

Five thousand years before the Battle of Yavin, Odan-Urr was a young apprentice. He spent most of his time at Master Ooroo's Jedi academy studying ancient texts. Only at Master Ooroo's urging did Odan-Urr forsake his studies, and always reluctantly. With a civil war raging in the Koros system, Master Ooroo sent Odan-Urr to aid Empress Teta in ending the conflict. Odan-Urr, assisted by Empress Teta's Jedi advisor Memit Nadill, used the Jedi battle meditation technique to defeat the Kirrek rebels and reach an accord with the pirate leaders.

Odan-Urr was unable to return to his studies once the war ended. He was assigned to the Koros system to help strengthen Empress Teta's delicate alliance of seven worlds. During endless rounds of gatherings intended to show the Jedi Order's support for the Empress, Odan-Urr and Memit Nadill rescued a young pair of siblings from assassination. The pair was Jori and Gav Daragon. Though he could not have known it at the time, Odan-Urr's benevolence set in motion a course of events that would visit untold destruction upon the worlds of the Republic. Terrible visions plagued Odan-Urr for months, until Jori and Gav unintentionally led the Sith to the Republic. Ultimately, Odan-Urr failed to turn back the Sith hordes, and Master Ooroo sacrificed himself to ensure victory over the forces of darkness.

For centuries after the defeat of the invading Sith, Odan-Urr retreated to Ossus to study volumes of ancient texts and numerous artifacts in that world's great library. He achieved the rank of Jedi Master and presided over the Jedi assembly for six centuries. Many of his teachings came from these years of meditation, study, and conference with a multitude of Jedi Masters.



JAC

By then, a pair of Sith sorcerers called the Krath had seized control of Koros. The sorcerers threatened to restore the cult of a dark side spirit. Ulic Qel-Droma, who wished to infiltrate the Krath, came to Ossus to learn all he could about battling the Sith. Odan-Urr offered him a tale from a Sith holocron that showed how a Jedi once thought he could defeat the dark side from within, and was forever lost. This tale did not stop Ulic from trying.

Years later, the spirit of Freedon Nadd tempted and turned Jedi Knight Exar Kun to the dark side. Kun sought out Odan-Urr for his Sith holocron. Jedi Master Odan-Urr was too old and too weak to oppose the young Exar Kun's dark side power. Kun destroyed Odan-Urr, lured the most impressionable of the young Jedi to the forest moon of Yavin 4, and shattered the holocron to allow ancient spirits to possess other Jedi. Odan-Urr had left a legacy of great victories and terrible tragedies.

Odan-Urr: Male Draethos Jedi Consular 3/Jedi Scholar 10/Jedi Master 3; Init +0; Defense 21 (+10 class, +1 natural); Spd 10 m; VP/WP 65/10; Atk +11/+6* melee (4d8–1/19–20, lightsaber) or +10/+5 ranged; SQ Broadcast telepathy, low-light vision, Force secret (Farseeing +1, See Force +1), deflect (defense +2), deflect (attack –3), deflect (extend defense and attack), record Jedi holocron, create Jedi holocron; SV Fort +8, Ref +9, Will +15; SZ M; FP 7; DSP 0; Rep +10; Str 9, Dex 11, Con 10, Int 13, Wis 15, Cha 7. Challenge Code F.

Equipment: Lightsaber*, Jedi robes, various scrolls, holocron.

*Odan-Urr has constructed his own lightsaber.

Skills: Diplomacy +9, Gather Information +0, Knowledge (Deneba) +10, Knowledge (galactic history) +14, Knowledge (Jedi lore) +21, Knowledge (Ossus) +11, Knowledge (Sith lore) +18, Read/Write Basic, Read/Write Draethos, Read/Write Sith, Speak Basic, Speak Draethos, Speak Tchuukthese.

Force Skills: Empathy +7, Enhance Ability +8, Enhance Senses +12, Farseeing +16, Force Defense +10, Force Stealth +5, Force Strike +6, Heal Self +5, Influence +3, Inspire +10, See Force +15, Sever Force +7.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Skill Emphasis (Inspire), Trustworthy, Weapon Finesse (lightsaber), Weapon Group Proficiencies (blaser pistols, simple weapons).

Force Feats: Alter, Aware, Battle Meditation, Control, Force Mind, Knight Mind, Master Mind, Sense.

Arca Jeth, Watchman of Onderon

Four thousand years before the Battle of Yavin, Jedi Master Arca Jeth mentored a powerful young Jedi Knight named Ulic Qel-Droma. When the Onderon system joined the Republic, Arca Jeth accepted the responsibility of watching over its people. Onderon's people were divided into two opposing groups. Within the vast walled city of Iziz, the monarchy of Queen Amanoa reigned. Outside, outcasts from Iziz banded together, learned to survive the wilds, and tamed great flying beasts. Master Arca Jeth charged Ulic, his brother Cay Qel-Droma, and Jeth's Twi'lek apprentice Tott Doneeta to help end the centuries-long conflict between the two societies.



JAC

Master Jeth's three apprentices quickly became entrenched in a savage skirmish on Onderon between the beast riders and Queen Amanoa's forces. Upholding his duties as watchman, Arca Jeth arrived in time to unravel the source of Onderon's centuries-old conflict. The spirit of a long-dead Sith sorcerer, Freedon Nadd, had been controlling Queen Amanoa, just as it had possessed her ancestors for hundreds of years. The sarcophagus of Freedon Nadd, which had once been buried beneath the Queen's palace, released waves of dark side energy, tainting the entire city. Arca Jeth forced Nadd's spirit to abandon the Queen, breaking the cycle of Nadd's power over Onderon's rulers.

The very presence of the Sith sorcerer's remains on Onderon disturbed the living Force within the great city. Master Arca led a procession to bring the remains to Dxun, Onderon's savage moon, and bury them forever. After powerful Sith magic and dark side energies attacked the procession, the remains were stolen by Amanoa's husband, Lord Ommin. When confronted by Arca and Ulic, Ommin's minions battled Ulic while the Sith sorcerer spirited Arca Jeth away.

Lord Ommin, with the help of Freedon Nadd's spirit, attempted to torture Arca Jeth and force him to call upon the dark side for help. If his scheme succeeded, Ommin would have destroyed Arca's body and raised the former Jedi as a dark side spirit. The quick action of an assemblage of Jedi led by Ulic spared Arca this fate. Cay Qel-Droma, Tott Doneeta, Dace Diath, Shoaneb Culu, Qrrrl Toq, Oss Wilum, and Nomi Sunrider came to their Master's rescue. Ommin was defeated, and Freedon Nadd's remains were moved to Dxun.

Not long after the Freedon Nadd uprising, a pair of royals who called themselves the Krath carried out a coup in the Empress Teta system (called the Koros system in previous times). The Krath were descendants of Empress Teta herself, villains who used Sith sorcery given to them by Lord Ommin to achieve their bloody victory. Having experienced Sith powers firsthand, Arca was the Jedi assembly's choice to lead the assault on the Krath. After dispatching the Jedi under his command, Arca Jeth returned to Deneba to address the Jedi assembly. Before he could speak, the Krath rained an army of war droids from the sky onto the assembly. In the ensuing battle, Arca Jeth lost his life saving Ulic Qel-Droma from certain death. Ulic blamed himself for his Master's death. Some consider this point the moment that Ulic Qel-Droma took his first step down the dark path.

Arca Jeth: Male Arkanian Jedi Guardian 8/Jedi Master 4/Jedi Instructor 3; Init +1 (Dex); Defense 22 (+11 class, +1 Dex); Spd 10 m; VP/WP 110/15; Atk +17/+12/+7* melee (4d8+1/19–20, lightsaber) or +15/+10/+5 ranged; SQ Darkvision 20 m, deflect (defense +2), deflect (attack –4), deflect (extend defense and attack), Force secret (Battlemind +1, Force Defense +1), inspire confidence +2; SV Fort +12, Ref +12, Will +12; SZ M; FP 7; DSP 0; Rep +14; Str 12, Dex 13, Con 15, Int 13, Wis 13, Cha 16. Challenge Code F.

Equipment: Lightsaber*, Jedi robes.

*Arca Jeth has constructed his own lightsaber.

Skills: Craft (lightsaber) +6, Diplomacy +7, Knowledge (Jedi lore) +11, Read/Write Arkanian, Read/Write Basic, Speak Arkanian, Speak Basic.

Force Skills: Battlemind +10, Enhance Ability +10, Enhance Senses +5, Farseeing +5, Force Defense +10, Force Stealth +6, Force Strike +11, Heal Self +11, Inspire +13, Move Object +10, See Force +11, Sever Force +3, Telepathy +6.

Feats: Combat Expertise, Dodge, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Improved Critical (lightsaber), Infamy, Mobility, Weapon Focus (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Attuned, Battle Meditation, Control, Knight Defense, Lightsaber Defense, Master Defense, Mettle, Sense.

Thon, Watchman of Stennes

Master Thon, sometimes referred to as the "Beast Jedi," was often mistaken for a common animal. Thon was a Tchuukthai, an armored quadrupedal species. As long ago as four thousand years before the Battle of Yavin, the Tchuukthai preferred anonymity to acceptance.

Thon was one of the most advanced Jedi Masters. When he accepted charge of Stennes Node (a dense cluster of planets), he chose the Ambrian wastes as his home. Until that point, dark side creatures dominated Ambria. The Jedi Master drove them into the wilderness and made the wastes his home.

Nomi Sunrider came to Ambria to deliver a gift to Master Thon from her late husband, Jedi Knight Andur Sunrider. At the urging of her husband's spirit, Nomi chose to stay and become a Jedi herself. Andur's killers, who worked for a Hutt crime lord, tracked Nomi to Stennes and made several failed attempts to steal Andur's greatest gift—rare crystals used to make lightsabers. One final attempt was nearly successful. The gangsters captured Master Thon, but Nomi freed him and helped drive the crime lord's minions away.

When Nomi had learned all that she could from Master Thon, he brought her to Ossus. Jedi Master Vodo-Siosk Baas then instructed Nomi and Shoaneb Culu in the art of lightsaber construction. Her training complete, Nomi went on to help rescue Arca Jeth from the Sith sorcerer Lord Ommin. Thon returned to Stennes.

After the Freedon Nadd uprising on Onderon was quashed, a new breed of Sith rose from its ashes. The Jedi and the Republic clashed with the Krath, Exar Kun, and Ulic Qel-Droma many times before defeating the Sith forces. Master Thon never took any direct action in these conflicts, but took part in the Jedi assemblies that advised the Jedi Knights' actions.

Thon: Male Tchuukthai Jedi Guardian 5/Jedi Weapon Master 5/Jedi Master 3; Init +1 (Dex); Defense 25 (+10 class, +5 natural, +1 Dex, –1 size); Spd 12 m, 4 m upright; VP/WP 84/13; Atk +16/+11/+6 melee (3d8+3, unarmed) or +14/+9/+4 melee (3d8+3/19–20, lightsaber) or +13/+8/+3 ranged; SQ Quadruped, Force secret (Battlemind +1,



JAC

Enhance Ability +1), increase weapon damage (unarmed) +2d8, deflect (defense +2), deflect (attack –3), weapon mastery (martial arts kata, superior weapon focus [unarmed]), DR 2; SV Fort +10, Ref +10, Will +11; SZ L; FP 7; DSP 0; Rep +8; Str 15, Dex 13, Con 13, Int 13, Wis 15, Cha 9. Challenge Code G.

Skills: Bluff +1, Hide –3, Read/Write Tchuukthese, Sense Motive +5, Speak Basic (understand only), Speak Tchuukthese, Speak Dromnyr (the language of Vulta), Tumble +11.

Force Skills: Battlemind +13, Enhance Ability +8, Force Defense +11, Force Light +10, Force Strike +8, Influence +3, Inspire +4, Move Object +4, See Force +10, Sever Force +6, Telepathy +7.

Feats: Ambidexterity*, Combat Expertise, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Martial Arts, Power Attack, Two-Weapon Fighting, Weapon Focus (unarmed), Weapon Group Proficiencies (blaster pistols, simple weapons).

**Thon gained this feat in his youth. For Thon to meet the prerequisite to use this feat, he must make an Enhance Ability check, get a result of 15 or higher, and apply the Force bonus to his Dexterity score. (Other effects of Enhance Ability still apply.)*

Force Feats: Alter, Battle Meditation, Burst of Speed, Control, Mettle, Sense.

Vodo-Siosk Baas, Watchman of Dantooine

Vodo-Siosk Baas was a wise Jedi Master, historian, and one of the few Jedi to wield a weapon other than the traditional lightsaber. Master Vodo wielded a common quarterstaff in combat as effectively as most Jedi used a lightsaber. On Dantooine, he trained several apprentices at once. Four thousand years before the Battle of Yavin, Master Vodo's strongest apprentice was a young Human named Exar Kun. Kun was a master of lightsaber combat and had even bested Master Vodo's quarterstaff during sparring practice.

Exar Kun soon became restless with Master Vodo's teachings. He thought he would become a better Jedi if he could learn about the dark side. When Master Vodo refused to teach him more about the Sith, Kun set out on his own to Onderon. On the beast moon of Dxun, Exar Kun entered the tomb of Freedon Nadd. From there, he was directed by Nadd's spirit to the abandoned Sith world of Korriban. On Korriban, Nadd marshaled enough power to attack Exar Kun, shattering every bone in his body. Kun's pain resonated through the Force. Master Vodo knew his apprentice was in trouble. Vodo-Siosk Baas stretched out through the Force to aid Exar Kun, but after he was assaulted by Freedon Nadd's spirit, he was unable to help his former apprentice. Exar Kun chose falling to the dark side over becoming one with the Force. The spirit of Freedon Nadd rewarded his choice by restoring him to health and imbuing him with Sith magic.

Experiencing Exar Kun's journey down the dark path gave Master Vodo unique insight into the balance of the Force. When Nomi Sunrider and Cay Qel-Droma petitioned the Jedi Assembly for permission to rescue Ulic Qel-Droma from the Krath, Master Vodo cautioned them. "Once the choice is made," he said, "the way is through, not back." The assembly granted the Jedi permission, but Master Vodo warned them again: "If Ulic Qel-Droma is destroyed, he will destroy himself." Nomi and Cay failed to return with Ulic.

Led by Ulic, the Krath forged an alliance with the warriors of Mandalore. The combined might of the Tetans and the Mandalorian warriors struck at the heart of the Republic. A contingent of Jedi, including Vodo-Siosk Baas, captured Ulic Qel-Droma. Ulic's trial was interrupted by Exar Kun, who met his former Master face to face for the first time since his long descent into darkness. The two fought, and Vodo-Siosk Baas was no match for Exar Kun's double-bladed lightsaber and deep reserve of dark side power. Vodo-Siosk perished, slain by his former apprentice.



JAC

Vodo-Siosk Baas: Male Krevaaki Jedi Guardian 5/Jedi Weapon Master 6/Jedi Master 3; Init +2 (Dex); Defense 24 (+10 class, +2 natural, +2 Dex); Spd 10 m; VP/WP 92/13; Atk +18/+13/+8 melee (1d6+2d8/1d6+2d8, quarterstaff) or +16/+11/+6 ranged; SQ Tentacles, stoic, Force secret (Battlemind +1, Sever Force +1), increase weapon damage +2d8, deflect (defend +2), deflect (attack –3), weapon mastery (superior weapon focus [quarterstaff], rapid strike); SV Fort +10, Ref +11, Will +11; SZ M; FP 5; DSP 0; Rep +9; Str 11, Dex 15, Con 13, Int 13, Wis 15, Cha 11. Challenge Code F.

Skills: Balance +9, Bluff +3, Craft (lightsaber) +15, Jump +2, Knowledge (Jedi lore) +5, Read/Write Kreva, Sense Motive +5, Speak Basic, Speak Kreva, Speak Tchuukthese, Tumble +7.

Force Skills: Battlemind +8, Enhance Ability +10, Farseeing +12, Force Strike +9, See Force +10, Sever Force +12.

Feats: Ambidexterity, Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Finesse (quarterstaff), Weapon Focus (quarterstaff), Weapon Group Proficiencies (simple weapons, blaster weapons).

Force Feats: Alter, Battle Meditation, Burst of Speed, Control, Sense.

Knights of the Old Republic

Despite the fall of their empire, the Sith's legacy endured. When a rogue Jedi named Freedon Nadd began studying their dark ways, he founded a new Sith dynasty. The monarchy on the world of Onderon adopted the Sith teachings and inherited Nadd's Sith artifacts, ruling their world through fear and oppression. Though the tyrants were ultimately defeated by a handful of Jedi Knights, their evil took root in other systems. Exar Kun, another rogue Jedi, turned to the dark side and became the new Dark Lord of the Sith, taking Jedi Knight Ulic Qel-Droma as his apprentice. The two of them nearly brought the Republic to ruin before Kun was defeated and Ulic was redeemed.

Ulic Qel-Droma, Watchman of the Empress Teta System

Jedi Master Arca Jeth had three apprentices: the Twi'lek Jedi Tott Doneeta, Cay Qel-Droma, and his brother, Ulic Qel-Droma. After Master Arca accepted charge of the Onderon system, he sent his three apprentices to settle the centuries-long conflict between the inhabitants of the walled city of Iziz and the outlying beast-riders.

On their approach to Iziz, the three Jedi apprentices were greeted by beast-riders who tried to blow their ship, *Nebulon Ranger,* from the sky. Ulic, Cay, and Tott shrugged off the attack, but only reached the city in time to witness the kidnapping of Queen Amanoa's daughter, Galia. Despite protests from both Cay and Tott, Ulic Qel-Droma attempted to rescue Galia from the beast-riders. When they found Galia, she refused to leave. Galia had planned the kidnapping with the leader of the beast-riders, and the Jedi had interrupted their wedding.

Nonetheless, Ulic felt compelled to seek a peaceful solution. When Ulic's diplomacy failed, an all-out war ensued. The assembled beast armies could not withstand Queen Amanoa's technologically advanced forces, and their defeat was inevitable. Although the timely arrival of Master Arca changed the outcome of the battle, Ulic had not realized that the dark side spirit of Freedon Nadd had helped create the conflict.

The Jedi had originally believed that the dark side had been driven from Onderon with the death of Queen Amanoa. A pall still hung over the city, so the Jedi decided to bury Freedon Nadd's and Queen Amanoa's remains on Dxun, Onderon's moon. Naddist supporters hijacked the funeral procession and made off with Nadd's remains. Ulic and Master Arca then questioned Lord Ommin, Galia's stricken father, only to learn that the dark side had tainted him as well. Arca was taken captive, and Ulic called upon the Jedi Assembly for reinforcements. Together, the beast-riders and bolstered Jedi forces defeated the Naddists.

The Jedi who fought to free Onderon from the dark side enjoyed only a brief rest before springing back into action, this time in defense of the Empress Teta system. The spirit of Freedon Nadd appeared before Ulic and proclaimed he would one day become one of the most powerful Sith Lords in history. Ulic didn't know what to make of Nadd's proclamation, nor did he have much time to dwell on it.

The Krath and combined Jedi and Republic forces clashed over Koros Major, the only Tetan world still resistant to the dark side coup. Shrapnel from a Krath chaos fighter injured Ulic. The wound became infected with dark side energy and refused to heal. After the defeat at Koros Major, a Jedi Assembly convened on Deneba. There, Ulic was appointed watchman of the Empress Teta system, and he revealed his plan to subvert the Krath after infiltrating their society. The assembly was unanimous in its disapproval of Ulic's plan. As Master Arca explained the dangers of what Ulic wished to do, the Krath attacked the assembly. Among the casualties was Arca Jeth, who was killed after saving Ulic's life.

Ulic Qel-Droma blamed himself for Master Arca's death. Despite opposition to his plan, Ulic went to Cinnagar, presented himself to the Krath, and eventually fulfilled



JAC

Freedon Nadd's prophecy. Although Ulic Qel-Droma eventually becomes one of the most powerful Sith Lords of his time, his reign was brief. Nomi Sunrider permanently stripped him of his Force powers at the end of the Great Sith War.

Ulic Qel-Droma: Male Human Jedi Guardian 11; Init +3 (Dex); Defense 21 (+8 class, +3 Dex); Spd 10 m; VP/WP 105/18; Atk +16/+11/+6* melee (4d8+3/19–20, lightsaber) or +14/+9/+4 ranged; SQ Deflect (defend +2), deflect (attack –3), deflect (extend defense and attack); SV Fort +11, Ref +10, Will +6; SZ M; FP 4; DSP 0; Rep +4; Str 16, Dex 16, Con 18, Int 14, Wis 13, Cha 14. Challenge Code E.

Equipment: Lightsaber*, Jedi robes.

*Ulic Qel-Droma has constructed his own lightsaber.

Skills: Astrogate +3, Craft (lightsaber) +8, Diplomacy +5, Intimidate +7, Knowledge (Jedi lore) +3, Pilot +6, Read/Write Basic, Repair +3, Speak Arkanian, Speak Basic, Speak Ryl.

Force Skills: Battlemind +13, Enhance Ability +10, Enhance Senses +5, Farseeing +6, Force Defense +9, Force Strike +7, Heal Self +12, Move Object +11, See Force +9, Telepathy +7.

Feats: Combat Reflexes, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Heroic Surge, Power Attack, Starship Operation (space transport), Weapon Focus (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Burst of Speed, Control, Knight Defense, Lightsaber Defense, Sense.

Nomi Sunrider, Jedi Knight

Nomi Sunrider was strong in the ways of the Force before she ever started down the path of the Jedi. Her husband Andur, a Jedi Knight, often told her that she would become a great Jedi. Nomi protested that she was too timid, but agreed that their daughter, Vima, would be a Jedi.

Years later, Andur, Nomi, and Vima traveled to the Stennes system to deliver a gift to Master Thon—Adegan crystals used to build lightsabers. Greedy gangsters discovered their hidden treasure and killed Andur. Urged by Andur's spirit, Nomi used his lightsaber to drive off her husband's murderers. As he died, he instructed her to deliver his gift to Master Thon.

Andur's killers followed Nomi to Ambria and were defeated by Master Thon. Nomi and Vima stayed on Ambria as Master Thon's guests. Nomi discovered she had a natural talent for the art of Jedi battle meditation when she unconsciously used the technique to save her daughter from a dark side dragon. Master Thon knew that he had to train Nomi Sunrider as a Jedi, whether she was ready or not.

When a Hutt crime lord named Great Bogga made a final attempt to steal the Adegan crystals, Nomi responded by using an application of Jedi battle meditation to influence the outcome of the battle. She quickly turned the Hutt's henchmen against each other, freeing Master Thon in the ensuing chaos. The two made short work of the cowardly gangsters and pirates.

Before long, Master Thon had taught Nomi all he could. Nomi, Vima, and Master Thon traveled to Ossus to construct her lightsaber. Using the Adegan crystals, Nomi made a jade lightsaber—just like Andur's.

Nomi Sunrider: Female Human Force Adept 1/Jedi Consular 9; Init +1 (Dex); Defense 18 (+7 class, +1 Dex); Spd 10 m; VP/WP 53/12; Atk +7/+2* melee (3d8/19–20, lightsaber) or +7/+2 ranged; SQ Deflect (defense +1), deflect (attack –4), deflect (extend defense and attack), healing; SV Fort +8, Ref +6, Will +10; SZ M; FP 4; DSP 0; Rep +7; Str 11, Dex 13, Con 12, Int 11, Wis 14, Cha 13. Challenge Code E.

Equipment: Lightsaber*, Jedi robes.

*Nomi Sunrider has constructed her own lightsaber.

Skills: Craft (lightsaber) +5, Hide +5, Knowledge (Jedi lore) +4, Pilot +3, Read/Write Basic, Speak Basic, Survival +6.

Force Skills: Battlemind +12, Enhance Ability +8, Force Defense +10, Force Light +14, Force Stealth +5, Force Strike +9, Influence +17, Sever Force +14, Telepathy +7.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Skill Emphasis (Influence), Starship Operation (space transport), Weapon Group Proficiencies (primitive weapons, simple weapons).

Force Feats: Alter, Aware, Battle Meditation, Burst of Speed, Control, Knight Defense, Lightsaber Defense, Mettle, Sense.

Cay Qel-Droma, Jedi Knight

Cay Qel-Droma was a Jedi Knight who studied under Master Arca Jeth on Arcania. Cay preferred tinkering with mechanical devices to interacting with others. While his brother perfected his combat skills by defeating training droids, Cay was more interested in putting the dismantled droids back together. He would often fine-tune his lightsaber or try to increase the power output of the ion engines of his ship, *Nebulon Ranger*.

On Onderon, Ulic, Cay, and a Twi'lek Jedi led the assembled army of beast-riders to negotiate with Queen Amanoa of Iziz. When the negotiations failed, Queen Amanoa revealed her dark side power, and Cay was separated from the others. Cay lost his left arm to a guard's vibro-ax but was rescued by Ulic before he bled to death. By the time Master Arca arrived on Onderon, Cay had constructed a replacement arm from a deactivated droid.

Cay Qel-Droma was among the many Jedi who helped defeat Lord Ommin's sect of Naddist worshipers during the Freedon Nadd uprising. When the Jedi learned of a bloody coup in the Empress Teta system led by the Sith-empowered Krath, Cay was among the many who opposed Ulic's plan to infiltrate them. Aided by other Jedi, he made two failed attempts to rescue his brother from the Krath. Both were thwarted by Ulic himself, who had been infected with Sith poison and was quickly falling to the dark side. After Ulic's successful invasion of Coruscant, Cay and several other Jedi captured Ulic and delivered him to the Senate for trial. Although Cay and Nomi Sunrider attended the trial to speak in Ulic's defense, they found that he was no longer the Ulic



they knew. After the spirit of Exar Kun freed Ulic, the two unleashed a devastating wave of destruction on Ossus, home of the galaxy's greatest collection of Jedi lore and artifacts.

On Ossus, Cay confronted Ulic and urged him to accept his help in returning to the light. The Sith poison coursing through Ulic's blood controlled his actions as he cut down Cay Qel-Droma in a fit of anger. Ulic clutched his fallen brother in his arms, not believing he could have done such a thing. Moments later, Nomi Sunrider avenged Cay by severing Ulic's connection to the Force.

Cay Qel-Droma: Male Human Jedi Guardian 8; Init +1 (Dex); Defense 17 (+6 class, +1 Dex); Spd 10 m; VP/WP 65/17; Atk +9/+4* melee (3d8/19–20, lightsaber) or +9/+4 ranged; SQ Deflect (defense +1), deflect (attack –4), deflect (extend defense and attack); SV Fort +8, Ref +7, Will +4; SZ M; FP 4; DSP 0; Rep +4; Str 11, Dex 13, Con 14, Int 17, Wis 11, Cha 10. Challenge Code D.

Equipment: Lightsaber*, Jedi robes, modified space transport (*Nebulon Ranger*), cybernetic arm.

*Cay Qel-Droma has constructed his own lightsaber.

Skills: Astrogate +4, Balance +8, Computer Use +12, Craft (lightsaber) +8, Jump +2, Knowledge (Jedi lore) +7, Pilot +9, Read/Write Basic, Repair +12, Speak Arkanian, Speak Basic, Speak Binary, Speak Ryl, Tumble +6.

Force Skills: Battlemind +10, Enhance Ability +10, Force Defense +6, Heal Self +8, See Force +4, Telepathy +5.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Gearhead, Skill Emphasis (Repair), Starship Operation (space transport), Toughness, Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Attuned, Control, Knight Defense, Lightsaber Defense, Sense.

Tott Doneeta, Jedi Knight

The history of Ryloth contains tales of many esteemed Jedi Knights. Tott Doneeta was the most famous Twi'lek Jedi of his time.

Tott joined Ulic and Cay Qel-Droma on a mission to Onderon shortly after it joined the Republic. Ulic failed to sense the disturbing aura caused by five hundred years of dark side power. Tott and Cay felt its presence, but interpreted it as nothing more than a bad feeling. Despite their misgivings, the three agreed to rescue Queen Amanoa's kidnapped daughter, Galia. After *Nebulon Ranger* was shot down en route to the beast-riders' citadel, the escaping Jedi were set upon by wild animals. Tott's unusual affinity for understanding wild beasts enabled them to escape and reach the citadel.

At the beginning of the Freedon Nadd uprising, Master Arca sent Tott Doneeta to Ambria in the Stennes system. There, he petitioned Master Thon to help combat the Sith resurgence. Thon responded by sending his apprentice, Oss Wilum, to aid Master Arca. Tott Doneeta's exploits also included an attempt to rescue Ulic Qel-Droma from the Krath (with the aid of Nomi Sunrider) and his part in the evacuation of Ossus. Nomi Sunrider and Tott Doneeta would later travel to *Nebulon Ranger*'s final destination, where they watched Ulic strike down his brother Cay.



Tott Doneeta: Male Twi'lek Jedi Guardian 9; Init +2 (Dex); Defense 19 (+7 class, +2 Dex); Spd 10 m; VP/WP 68/15; Atk +12/+7* melee (3d8+1/19–20, lightsaber) or +11/+6 ranged; SQ Low-light vision, deflect (defense +2), deflect (attack –4), deflect (extend defense and attack); SV Fort +9, Ref +8, Will +5; SZ M; FP 5; DSP 0; Rep +6; Str 12, Dex 14, Con 15, Int 11, Wis 13, Cha 15. Challenge Code D.

Equipment: Lightsaber*, Jedi robes.

*Tott Doneeta has constructed his own lightsaber.

Skills: Craft (lightsaber) +5, Handle Animal +7, Knowledge (Jedi lore) +5, Pilot +6, Read/Write Ryl, Ride +4, Speak Basic, Speak Lekku, Speak Ryl.

Force Skills: Battlemind +6, Enhance Ability +7, Force Light +7, Sever Force +6, Telepathy +6.

Feats: Combat Reflexes, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Starship Operation (space transport), Weapon Finesse (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Battle Meditation, Beast Language, Control, Knight Defense, Lightsaber Defense, Sense.

Oss Wilum, Jedi Knight

The young Vultan Oss Wilum made his living as a trader until he encountered a Republic courier ship in distress. His heroic rescue changed the course of his life. His newfound belief that an individual can affect events on a grand scale led to feelings of regret over a life wasted. After a year in seclusion, Oss discovered that he could feel the Force. Guided by his feelings, he sought out Jedi Master Garnoo, but the Master died before he could complete the young



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Jedi's training. Oss found a new Master, Thon of Ambria, in the Stennes system.

At Thon's instruction, Oss greeted Andur Sunrider's widow when she arrived on Ambria. Nomi Sunrider mistook Oss for Master Thon, a deception commonly perpetuated by members of Master Thon's species, the secretive Tchuukthai. Gangsters in the employ of the Great Bogga had followed Nomi to Ambria. They defeated Oss in combat, but Master Thon, who drove the gangsters off, spared the young Jedi's life. As a gesture of friendship, Oss repaired Nomi's droid, A-3DO, a casualty of the Hutt's attack. Because Nomi found Thon's presence frightening, she spent most of her time on Ambria in Oss Wilum's company.

Oss later left Ambria to help Jedi Master Arca Jeth oppose the Freedon Nadd uprising, and Nomi began her formal training shortly thereafter. Oss arrived on Onderon just in time to witness the hijacking of Freedon Nadd's funeral procession. When Lord Ommin captured Master Arca, Oss Wilum joined five Jedi—including Nomi Sunrider—to rescue him.

Oss was among the Jedi on Deneba when covert Krath war droids attacked the Jedi assembly. During the second attempt to rescue Ulic Qel-Droma from the Krath, Oss flew an experimental Star Saber starfighter in the aerial assault of Iziz. Upon seeing Exar Kun approach the royal palace of Iziz, Oss had a vision that he would someday train under Kun, assuming he must be a great Jedi. Kun convinced Oss, along with many other young and impressionable Jedi, that the Jedi Masters were withholding the key to victory.

The impressionable Jedi followed Kun to Yavin 4. Oss sensed Kun's dark intentions too late to stop him. On Yavin 4, Kun smashed a Sith holocron he had stolen from Jedi Master Odan-Urr. The shards pierced the flesh of several young Jedi standing before him, causing them to be possessed by ancient Sith spirits. The entranced Jedi then went forth to slaughter their Masters.

Jedi Knights Nomi Sunrider and Sylvar returned to Ambria to seek peace, meditation, and further training from Jedi Master Thon. They arrived just in time to stop Oss Wilum from assassinating Master Thon. Oss was subdued and eventually restored to the light.

Oss Wilum: Male Vultan Diplomat 1/Jedi Guardian 7; Init +1 (Dex); Defense 15 (+4 class, +1 Dex); Spd 10 m; VP/WP 39/11; Atk +8/+3* melee (3d8/19–20, lightsaber) or +8/+3 ranged; SQ Deflect (defense +1), deflect (attack –4), deflect (extend defense and attack); SV Fort +5, Ref +6, Will +6; SZ M; FP 3; DSP 0; Rep +4; Str 10, Dex 13, Con 11, Int 15, Wis 10, Cha 9. Challenge Code D.

Equipment: Lightsaber*, Jedi robes, Star Saber starfighter.

*Oss Willum has constructed his own lightsaber.

Skills: Appraise +6, Bluff +3, Computer Use +6, Craft (lightsaber) +5, Diplomacy +3, Knowledge (Jedi lore) +5, Pilot +8, Profession (merchant) +7, Read/Write Dromnyr (the language of Vulta), Sense Motive +4, Speak Basic, Speak Huttese, Speak Tchuukthese, Speak Dromnyr.

Force Skills: Enhance Ability +8, Force Light +4, Force Strike +6, Heal Self +5, Move Object +6, Telepathy +5.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Skill Emphasis (Profession [merchant]), Starship Operation (starfighter), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Attuned, Battle Meditation, Control, Lightsaber Defense, Sense.

Dace Diath, Jedi Knight

This young Jedi was the son of famed Jedi Master Sidrona Diath, a leader of the Republic who died at the Battle of Basilisk. Dace followed his father from his native Tatooine and trained under Jedi Master Vodo-Siosk Baas. He later studied under Master Vodo on Dantooine, along with Exar Kun, Sylvar, and Crado.

During the Freedon Nadd uprising, Dace joined Nomi Sunrider, Shoaneb Culu, Qrrrl Toq, and Kith Kark in answering Ulic Qel-Droma's call for reinforcements. The Jedi forces defeated the Naddists and entombed Freedon Nadd's remains on Onderon's beast moon, Dxun.

When the Krath staged a bloody coup of the Empress Teta system, the Republic sent a fleet of warships just in time to aid the last holdouts on Koros Major. Through Sith sorcery, the Krath forces used suicide tactics to decimate the Republic fleet. Dace was one of the Jedi who survived.

While Tott Doneeta, Cay Qel-Droma, and Nomi Sunrider covertly attempted to rescue Ulic Qel-Droma from the Krath, Dace and Oss Wilum tested the experimental Star Saber starfighters. Dace narrowly avoided death after losing control of his ship in the rocky canyons of Ossus. The starfighter exploded on impact, but Dace ejected and used the Force to break his fall. When Tott, Cay, and Nomi



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returned empty-handed, the Jedi staged an all-out assault of Iziz to reclaim Ulic. Despite his failed test flight, Dace piloted another Star Saber in the aerial assault of Iziz.

When Ulic and the Krath forces invaded Coruscant, launching the Great Sith War, Dace helped capture Ulic. The leader of the Krath, Aleema, had abandoned the Sith Lord. Ulic's revenge was swift: He put Aleema in charge of the assault on Kemplex Nine, a Republic way station. The attack was a ruse. Ulic gave Aleema command of an ancient warship and instructed her in using it to trigger a supernova. Dace Diath was among the Republic forces that responded to Kemplex Nine's distress signal. Aleema used the ancient Sith weapon to obliterate the detachment and ultimately destroy the Library of Ossus. While valiantly fighting for justice, Dace was vaporized along with the rest of the Republic ships.

Dace Diath: Male Human Jedi Guardian 7; Init +1 (Dex); Defense 17 (+6 class, +1 Dex); Spd 10 m; VP/WP 50/13; Atk +11/+6* melee (3d8+2/19–20, lightsaber) or +8/+3 ranged; SQ Deflect (defense +1), deflect (attack –4), deflect (extend defense and attack); SV Fort +6, Ref +6, Will +5; SZ M; FP 3; DSP 0; Rep +3; Str 14, Dex 13, Con 13, Int 11, Wis 13, Cha 13. Challenge Code D.

Equipment: Lightsaber*, Jedi robes, Star Saber starfighter.
*Dace Diath has constructed his own lightsaber.

Skills: Computer Use +3, Craft (lightsaber) +4, Knowledge (Jedi lore) +4, Knowledge (Tatooine) +4, Pilot +6, Read/Write Basic, Speak Basic.

Force Skills: Battlemind +8, Enhance Ability +11, Force Light +6, Move Object +10.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Starship Operation (starfighter), Weapon Focus (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Battle Meditation, Control, Knight Defense, Lightsaber Defense, Mettle, Sense.

Shoaneb Culu, Jedi Knight

The Miraluka are a rare species. Unable to perceive wavelengths of light, they see using the Force instead. Understandably, many Miraluka become Jedi. The most famous Miraluka Jedi was a young Knight named Shoaneb Culu.

Shoaneb Culu traveled to Ossus to learn the art of lightsaber construction from Master Vodo-Siosk Baas. When Shoaneb ruined her last crystal, Nomi Sunrider offered her one of Andur Sunrider's Adegan crystals. A short time later, Nomi and Shoaneb were both selected by the Jedi assembly to help rescue Jedi Master Arca Jeth from Lord Ommin's Naddist cult on Onderon.

Shoaneb was among the many Jedi who protested Ulic Qel-Droma's plan to infiltrate the Krath. She was on Deneba when Sith war droids attacked the Jedi assembly. When the Jedi made their second attempt to rescue Ulic from the Krath, Shoaneb participated in the aerial assault on Iziz.

On Coruscant, Shoaneb was the first Jedi on the planet to witness the Krath assault led by Ulic. When Aleema abandoned Ulic, Shoaneb helped capture and deliver him to the Senate. During the Great Sith War, she was part of the



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Republic detachment that responded to Kemplex Nine's distress signal. Piloted by Aleema, an ancient starship ripped the core out of one of the ten suns of the Cron Cluster and caused a conflagration that destroyed the Library of Ossus. Shoaneb was vaporized instantly.

Shoaneb Culu: Female Miraluka Jedi Guardian 7; Init +3 (+1 Dex, +2 species); Defense 17 (+6 class, +1 Dex); Spd 10 m; VP/WP 50/12; Atk +8/+3* melee (3d8/19–20, lightsaber) or +8/+3 ranged; SQ Force sight, deflect (defense +1), deflect (attack –4), deflect (extend defense and attack); SV Fort +6, Ref +6, Will +5; SZ M; FP 5; DSP 0; Rep +4; Str 11, Dex 13, Con 12, Int 12, Wis 13, Cha 10. Challenge Code D.

Equipment: Lightsaber*, Jedi robes, Stinger starfighter.
*Shoaneb Culu has constructed her own lightsaber.

Skills: Craft (lightsaber) +5, Knowledge (Jedi lore) +7, Pilot +11, Read/Write Miralukese, Speak Basic, Speak Miralukese, Speak Dromnyr (the language of Vulta).

Force Skills: Farseeing +11, Force Light +5, Move Object +6, Sever Force +5, Telepathy +6.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Starship Operation (starfighter), Weapon Group Proficiency (simple weapons).

Force Feats: Alter, Attuned, Control, Knight Defense, Lightsaber Defense, Sense.

The Halcyon Bloodline

Thousands of years before the Battle of Yavin, Corellia boasted a rich tradition of Jedi. The Halcyon family was the most famous of the Corellian Jedi bloodlines. Corellian Jedi of great renown included Kieran Halcyon, famous for bringing an end to the Afarathu terrorist sect; his descendant Nejaa Halcyon, one of many to fall during the Clone Wars; and Corran Horn, Nejaa's grandson and one of Luke Skywalker's most trusted Jedi Masters. When Emperor Palpatine outlawed the Jedi, much of the Halcyon family's history, the Corellian Jedi tradition, and even the existence of the Jedi was forgotten.

The Halcyon bloodline serves as a great example of success in the face of adversity. Each Jedi of the line inherited a specific trait: the inability to use the Force to perform telekinetic feats, which was often mistaken for a weakness. The Halcyon Jedi proved the flaw in this logic. They excelled in other areas of the Force, easily compensating for their "weakness." Nejaa Halcyon once purportedly quipped, "The starship flies faster and hits harder when you don't need to power up your shields."

Kieran Halcyon, Jedi Knight

Four centuries before the Battle of Yavin, a terrorist sect of Selonians caused great unrest on Corellia. The Afarathu, as they called themselves, hoped to intimidate the Corellian government into ceding power to them.

The terrorists' doctrine called for an end to human dominance of the Corellian government. They executed devastating attacks on government buildings and ships, resulting in a slowly mounting death toll. Selonians unaffiliated with the Afarathu became targets of revenge fueled by hatred of their species. The Jedi Council, always wary of strong emotions that might influence a Jedi's actions, sent Jedi from other worlds to ferret out the Afarathu. The Corellian Jedi were called upon to keep order on their homeworld and were warned against seeking out the terrorists. Some Corellian Jedi saw these orders as a shield against temptation. Most grudgingly obeyed.

Tracking down the Afarathu proved treacherous for young Jedi Knights who defied the wisdom of the Council. Unauthorized searches for the terrorists ended in the deaths of four newly promoted Jedi Knights over a three-week period.

Kieran Halcyon, a Corellian, earned the title of Jedi Knight during the time when Afarathu terrorism was on the rise. He had constructed a special dual-phase lightsaber that could go from standard length (1.3 meters) to a length of 3 meters with the flick of a switch. As with all the Halcyon Jedi before him, Kieran lacked the ability to manipulate the Force to perform telekinetic feats.

Kieran obeyed the Council's wishes. While investigating a series of attacks against Selonian civilians, Kieran encountered an Afarathu lieutenant. The Afarathu tried to fool Kieran into thinking he was a harmless merchant. When the Jedi saw through his ruse, a chase ensued. Kieran called for help while in pursuit, though he didn't know he was heading right into an ambush. Kieran Halcyon found himself surrounded before he could react.

The ensuing battle nearly cost Kieran his life, but the Jedi Knight held his own long enough for help to arrive. The



EFFECTS OF THE HALCYON BLOODLINE

GMs and players who want to create characters descended from the Halcyon bloodline should note these special limitations and benefits.

Lack of Telekinesis: Members of the Halcyon bloodline cannot use the Force to move objects. Normally, any Force-user with the Force-Sensitive and Alter feats can attempt an untrained Move Object check to move small objects weighing at least 0.1 kg a short distance. Halcyon Jedi are unable to do so. They cannot purchase ranks in Force Grip, Force Strike, or Move Object, nor can they use these skills untrained. Likewise, they cannot gain the feats Force Whirlwind or Summon Storm.

Strength in Other Aspects: Halcyon Jedi excel in other areas of the Force to compensate for their lack of telekinetic abilities. As a result, a Halcyon Jedi gains a bonus feat when acquiring her first Force-user level (Force adept, Jedi guardian, or Jedi consular). She must meet all the prerequisites of the class (if any) and can choose from the following list for her bonus feat: Attuned, Aware, Compassion, Link, Mettle, Mind Trick, or Skill Emphasis (choose an eligible Force skill). Some of these feats provide a bonus on Force skills the character may not have access to yet or ones that cannot be used untrained. A Halcyon Jedi could choose a feat that does not provide any benefits at her current level, but will be useful later.

Using the Halcyon bloodline as an example, you can create other Jedi heritages in your campaign. Choose a limitation similar to the one above, determine what Force skills and feats are unusable, then adjust the list of benefits based on what aspects of the Force are still open to members of that bloodline. Of course, this option requires approval from the Gamemaster. The GM may instead offer a few limited bloodlines based on her campaign.

Jedi who came to his aid quickly took control of the situation. Of all his attackers, only one Selonian did not flee or die. This captive provided information that was the the key to unraveling the terrorist sect. Acting quickly, the Jedi staged a daring raid on the Afarathu headquarters and toppled the organization.

Centuries later, the Galactic Empire claimed that a resurgence of the Afarathu was forming. This was propaganda, nothing more, designed to cause fear and mistrust of non-Humans on Corellia.

Kieran Halcyon: Male Human Jedi Guardian 7; Init +1 (Dex); Defense 17 (+6 class, +1 Dex); Spd 10 m; VP/WP 50/12; Atk +9/+4* melee (3d8+1/19–20, lightsaber) or +8/+3 ranged; SQ Halcyon bloodline, deflect (defense +1), deflect (attack –4), deflect (extend defense and attack); SV Fort +6, Ref +6, Will +4; SZ M; FP 0; DSP 0; Rep +2; Str 12, Dex 13, Con 12, Int 13, Wis 11, Cha 13. Challenge Code D.

Equipment: Dual-phase lightsaber*, Jedi robes.

*Kieran Halcyon has constructed his own lightsaber.

Skills: Craft (lightsaber) +6, Intimidate +6, Knowledge (Corellia) +6, Knowledge (Jedi lore) +6, Read/Write Basic, Search +3, Sense Motive +2, Speak Basic, Speak Huttese.

Force Skills: Battlemind +13, Enhance Ability +8, Enhance Senses +5, Farseeing +5, Force Stealth +6, Heal Self +8, Telepathy +5.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Sharp-Eyed, Starship Operation (starfighter), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Attuned, Burst of Speed, Control, Knight Defense, Lightsaber Defense, Mettle, Sense.

Nejaa Halcyon, Jedi Master

Like his ancestor Kieran Halcyon, Nejaa lacked the ability to use the Force to perform telekinetic feats. He was a skilled combatant, adept at wielding Kieran's dual-phase lightsaber to catch foes off guard with a sudden elongation of its pale yellow blade.

Nejaa spent most of his time training a new generation of Jedi Knights on Corellia and resolving conflicts throughout the system. For years, Master Halcyon worked alongside the local authorities, including the Corellian Security Force (CorSec), to maintain peace and order. To this end, he had the aid of his long-time ally and close friend, Rostek Horn. Horn was a CorSec detective who had a knack for getting inside a criminal's mind (figuratively speaking), sometimes drawing conclusions even a Jedi could not have foreseen.

Around the time of the Clone Wars, Nejaa Halcyon and the Caamasi Jedi Ylenic It'kla left Corellia to search for signs of the Sith. Master Nejaa's wife and son were left in Rostek's care. Although the Sith had revealed themselves almost a decade ago, the Jedi were no closer to discovering their whereabouts. One clue led to a Dark Jedi named Nikkos Tyris. Though he and his followers had a tenuous connection with the Sith, they were not aware of Darth Sidious's machinations. The Jedi defeated the leaders of the enclave on Suarbi at the cost of Nejaa Halcyon's life. Ylenic left Suarbi unaware that Tyris's sect of Sith worshipers was still stranded there. Over fifty years later, the descendants of this shattered enclave would become known as the *Jensaarai*. When Ylenic It'kla returned as the bearer of bad news, Rostek continued to care for the grieving widow and her son, Valin.

By the time leading up to the Jedi Purge, Rostek and Nejaa's widow had fallen in love and were married. Once the Imperial Inquisitors had finished hunting down the Jedi, they turned their attention to potential future Jedi. Using his connections within CorSec, Rostek Horn adopted Valin. He changed the boy's name to Hal in honor of his heritage and erased all connections between his new family and their relationship to the Jedi.

One tie to Nejaa Halcyon remained with his son: the Jedi Master's credit medallion. Years later, Hal Horn would become a CorSec detective just like his adoptive father, as would his son, Corran. Hal Horn gave his father's Jedi credit to Corran before his death. The medallion helped Corran piece together his Jedi heritage when he found a similar one buried within a long-forgotten Jedi museum on Coruscant.

Nejaa Halcyon: Male Human Jedi Guardian 5/Jedi Investigator 3/Jedi Master 3; Init +2 (Dex); Defense 20 (+9 class, +2 Dex); Spd 10 m; VP/WP 66/12; Atk

+12/+7/+2* melee (5d8+1/19–20, lightsaber) or +12/+7/+2 ranged; SQ favor +1, contact, deflect (defense +2), deflect (attack –4), deflect (extend defense and attack), Force secret (Farseeing +1, See Force +1), profile, target bonus +2; SV Fort +9, Ref +8, Will +10; SZ M; FP 0; DSP 0; Rep +5; Str 13, Dex 15, Con 12, Int 13, Wis 14, Cha 11. Challenge Code D.

Equipment: Dual-phase lightsaber*, Jedi robes.

*Nejaa Halcyon has constructed his own lightsaber.

Skills: Bluff +2, Gather Information +14, Intimidate +10, Knowledge (Corellia) +9, Knowledge (Coruscant) +6, Knowledge (Jedi lore) +7, Knowledge (streetwise) +6, Read/Write Basic, Search +3, Sense Motive +8, Speak Basic, Speak Caamasi, Spot +4.

Force Skills: Enhance Ability +8, Enhance Senses +7, Farseeing +19, Force Defense +5, Force Stealth +5, Heal Self +4, See Force +13, Telepathy +9.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Heroic Surge, Persuasive, Sharp-Eyed, Skill Emphasis (Farseeing), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Attuned, Aware, Burst of Speed, Control, Knight Defense, Lightsaber Defense, Link, Sense.

Ylenic It'kla, Jedi Knight

A near-lifelong friend of Nejaa Halcyon, Ylenic It'kla was one of only a handful of Caamasi Jedi throughout the history of the Jedi Order. Ylenic, like all Caamasi, strived for peace and harmony, so the way of the Jedi was a natural extension of his people's traditions. Dedicated to nonviolence, he rarely ignited his lightsaber, relying on negotiation and diplomacy whenever circumstances allowed.

When the Jedi Council asked Nejaa Halcyon to track down rumors that the Sith had returned, Ylenic It'kla insisted on accompanying him on the grounds that his talent for peaceful interviews could prove useful. They searched for over a month before discovering evidence that an archaeological site bearing Sith symbols had been pilfered a few years before. The trail led to the remote world of Suarbi.

Even on Suarbi, the search went slowly. The locals resisted interference from Jedi. They displayed a curious allegiance to what were presumably Sith disciples living among them. With the assistance of another Jedi, the search eventually narrowed in on an area of Susevfi where the Jedi's Force powers seemed useless, a kind of void in the Force. In a desperate attempt to mask their presence from the Jedi, the new Sith adherents used ancient techniques to conceal their presence, not realizing that the Force void they created would draw the Jedi right to them.

The three "Sith" the Jedi faced were in fact fallen Jedi, rumored to have been lost in battle on the world of Baltizaar. They had survived only to turn to the dark side and adopt Sith teachings. Guided by documents and relics recovered from the archaeological dig, they had uncovered the secrets of the Sith and combined the teachings of the dark side with Jedi traditions. The strongest of the three fallen Jedi, an Anzat named Nikkos Tyris, had been a Jedi Knight when he had vanished. He had guided the others to the dark side.

Tyris's new dark side skills, coupled with his radical fighting style, made him a formidable opponent. Nejaa Halcyon quickly realized that even the Jedi's combined lightsaber skills could not defeat the Anzati. The *Jensaarai* would kill the three Jedi, then disappear. Halcyon sacrificed his life to defeat Nikkos Tyris, allowing Ylenic It'kla and the other Jedi to escape.

Afterward, Ylenic It'kla redoubled his efforts to serve the Jedi Order, but he felt a great sadness at the loss of his friend. Ylenic cared for Nejaa's family as best he could, but when the Clone Wars began, he took on the responsibility of guarding the planet of Alderaan. When the Emperor took power and the Jedi Purge began, Ylenic It'kla managed to develop the necessary Force techniques to elude the Emperor's Jedi hunters. He was still on Alderaan when the original Death Star destroyed it.

Ylenic It'kla: Male Caamasi Jedi Consular 11; Init +1 (Dex); Defense 18 (+7 class, +1 Dex); Spd 10 m; VP/WP 53/10; Atk +9/+4 melee* (3d8/19–20, lightsaber) or +9/+4 ranged; SQ Memory sharing, deflect (defense +2), deflect (attack –4), deflect (extend defense and attack); SV Fort +7, Ref +6, Will +10; SZ M; FP 5; DSP 0; Rep +3; Str 11, Dex 13, Con 10, Int 15, Wis 16, Cha 15. Challenge Code D.

Equipment: Lightsaber*, Jedi robes, utility belt.

*Ylenic It'kla has constructed his own lightsaber.

Skills: Craft (lightsaber) +7, Diplomacy +23, Gather Information +4, Knowledge (Jedi lore) +11, Read/Write Basic, Read/Write Caamasi, Sense Motive +15, Speak Basic, Speak Bothan, Speak Caamasi, Speak Elomin, Treat Injury +5.

Force Skills: Affect Mind +12, Empathy +17, Force Defense +10, Force Strike +6, Friendship +16, Move Object +10, See Force +14.

Feats: Combat Expertise, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Improved Disarm, Skill Emphasis (Diplomacy), Skill Emphasis (Friendship), Trustworthy, Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Compassion, Control, Knight Defense, Lightsaber Defense, Sense.

The Jedi Council

By the end of the Rise of the Empire era, a select group of Jedi Masters and a rotating membership of Jedi Knights watch over the Jedi Order. The venerable Master Yoda and the formidable Master Mace Windu are the recognized authorities on the Council. The members of the Council are all distinguished Jedi who have proven their resolve, wisdom, and mastery of the Force throughout their years of devotion to the Order.

Still, not all great Jedi become members of the Council. Jedi Masters such as Dooku and Qui-Gon Jinn could have become important figures in the Council were they not so contrary and argumentative. Arguably, the Jedi Council was, to some ways of thinking, too complacent. Thus, it might have benefited from a few more independent and headstrong members.

Yoda, Jedi Instructor

Almost 900 years old, Master Yoda was the oldest living Jedi and the grand Master of the Jedi Order in the days before the Empire. He trained thousands of Jedi students in the Temple's classes and saw hundreds of them become Jedi Masters. Everyone on the Jedi Council was at one time his student, and they all considered him the living embodiment of the will of the Force. Perhaps only Master Mace Windu equaled him in skill and reputation—though Master Windu argued that he was still but a Padawan compared to Master Yoda.

Yoda had a reputation for being simultaneously intimidating and insightful. His training methods were severe. In time, every student came to realize that Yoda's instruction was meant to teach more than the basics of wielding a lightsaber and using the Force. It also prepared each student, as quickly and painlessly as possible, for the life of a Jedi—often severe, harsh, and demanding. Over the centuries, dozens of Jedi returned, years after completing their training, to thank Yoda for teaching them some lesson that saved their lives or let them better understand the will of the Force.

Only a few of Yoda's students thought of him as a taskmaster. Most saw him as a kindly, even grandfatherly figure. Rumor said that he had a penchant for mischief and practical jokes, and that he could disarm an opponent with his wit faster than he could with his lightsaber. Of course, no one can be sure.

Yoda was opposed to unnecessary violence, and no one had seen his lightsaber in years. Some suspected that he hid it inside his ever-present gimer stick cane. They pointed to his age as proof: His once-full head of hair had diminished to a few wispy strands, and he certainly relied on his cane much more than he did a hundred years before. Yoda himself claimed that he was every bit as vital at the age of 800 as he was at 400.

Yoda's great age meant that he had seen countless changes in the galaxy. He could still remember a time when the Republic was strong, proud, and unified. The changes in the Senate, the daily squabbling, the secessions, and the constant violence from the Separatist movement troubled him greatly. He voiced concern that the Jedi were unable to see the cause of all this strife. He feared that the dark side had grown stronger in the past few years, clouding the perceptions of the Jedi. Even with his grasp of the Force, Yoda could not see what the future held, beyond that it would be a time of great turbulence. He wondered just how many of his students would be touched by the conflict he sensed approaching, and how many of their lives it would claim.



Yoda: Male Jedi Consular 9/Jedi Master 8/Jedi Instructor 3; Init +1 (Dex); Defense 25 (+13 class, +1 size, +1 Dex); Spd 6 m; VP/WP 134/14; Atk +18/+13/+8/+3* melee (5d8–1/19–20, lightsaber) or +18/+13/+8/+3 ranged; SQ Inspire confidence +2, Force secret (Force Defense +1, Farseeing +1, Heal Self +1), deflect (defense +3), deflect (attack –4), deflect (extend defense and attack); SV Fort +14, Ref +11, Will +18; SZ S; FP 15; DSP 0; Rep +15; Str 8, Dex 12, Con 14, Int 14, Wis 19, Cha 17. Challenge Code G.

Equipment: Lightsaber*, Jedi robes, gimer stick cane.
*Yoda has constructed his own lightsaber.

Skills: Bluff +10, Computer Use +6, Craft (lightsaber) +7, Diplomacy +17, Disguise +5, Hide +5, Intimidate +13, Knowledge (Coruscant) +8, Knowledge (Jedi lore) +16, Read/Write Basic, Search +4, Sense Motive +11, Speak Basic, Speak Mon Calamarian, Speak Cerean.

Force Skills: Affect Mind +17, Empathy +11, Enhance Ability +9, Enhance Senses +10, Farseeing +25, Force Defense +15, Force Strike +14, Heal Another +12, Heal Self +12, Move Object +23, See Force +18, Telepathy +10.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Persuasive, Sharp-Eyed, Skill Emphasis (Move Object), Weapon Focus (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

JEDI MASTERS' STATISTICS

Master Yoda's and Master Mace Windu's game statistics in this chapter are derived from prestige classes presented elsewhere in this book. Alternative versions of these characters appear in Chapter Thirteen of the *Star Wars Roleplaying Game*. Use whichever set of statistics best suits your *Star Wars* campaign.

Force Feats: Alter, Aware, Burst of Speed, Control, Dissipate Energy, Force Mind, Knight Defense*, Lightsaber Defense*, Link, Master Defense*, Sense.

**Yoda gained these feats in his youth. For Yoda to meet the prerequisite to use these feats, he must make an Enhance Ability check, get a result of 15 or higher, and apply the Force bonus to his Dexterity score. (Other effects of Enhance Ability still apply.)*

Mace Windu, Jedi Swordmaster

Mace Windu was one of two senior members on the Jedi Council, along with Master Yoda. Master Windu was famous within the Jedi Order for his battle prowess, his forceful presence, and his calm wisdom. Though Yoda's junior by hundreds of years, Mace Windu was considered his equal in terms of ability, insight, and command.

His duties included acting as the Jedi Order's liaison to the Republic Senate, although his interaction with the office of the Supreme Chancellor had fallen off somewhat since the days of Finis Valorum's term. He communicated well enough with Palpatine, though he generally interacted with one of the chancellor's aides. Mace saw nothing unusual in this, since the Supreme Chancellor was a busy man, particularly while the Separatist movement threatened the security of the Republic.

Master Windu also led dangerous missions on which combat ability might be the deciding factor in a Jedi victory. Windu was recognized throughout the Order as the master of combat tactics, a Jedi Master who never cracked under pressure, even when the odds were overwhelmingly against him. One popular story in the Jedi Temple related how Master Windu was surrounded by a cadre of Gank killers—some of the galaxy's most formidable warriors—all of whom had blasters drawn and pointed at him. Master Windu never drew his lightsaber. He only laid his hand on it, and one by one, looked into the eyes of his opponents. Finally, he said three words: "It's your decision." One after another, the Gank killers laid down their weapons and quietly surrendered. Windu understood that the best outcome of a battle is to win without striking a single blow—a clear lesson in the measured application of restraint.

Master Windu was also known within the Order for his unusual fighting style, one that he developed after studying the dueling styles of various lightsaber masters. His attacks consisted of relentless, unpredictable blows, like shots from an autoblaster. Master Windu himself remained perfectly balanced and centered. In the history of the Jedi Order, only two opponents ever overcame him in battle. One was Master Yoda, who some said was the Order's true master of lightsaber combat. The other was former Master Dooku, whose own fighting style was archaic, yet stunningly effective.

Mace Windu: Male Human Jedi Guardian 7/Jedi Master 6/Jedi Weapon Master 5; Init +2 (Dex); Defense 25 (+13 class, +2 Dex); Spd 10 m; VP/WP 127/15; Atk +21/+16/+11/+6* melee (6d8+1/17–20, lightsaber) or +19/+14/+9/+4 melee (1d6+1, unarmed) or +20/+15/+10/+5 ranged; SQ Force secret (Battlemind +1, Force Strike +1, Heal Self +1), deflect (defense +3), deflect (attack –3), deflect (extend defense and attack), weapon mastery (rapid strike, superior weapon focus); SV Fort +14, Ref +13, Will +14; SZ M; FP 12; DSP 0; Rep +15; Str 12, Dex 14, Con 15, Int 16, Wis 17, Cha 18. Challenge Code H.

Equipment: Lightsaber*, Jedi robes.

*Mace Windu has constructed his own lightsaber.

Skills: Bluff +9, Computer Use +5, Craft (lightsaber) +8, Diplomacy +13, Disguise +6, Intimidate +16, Jump +3, Knowledge (Coruscant) +8, Knowledge (Jedi lore) +16, Read/Write Basic, Sense Motive +6, Speak Basic, Speak Huttese, Speak Ryl, Speak Shyriiwook, Tumble +10.

Force Skills: Affect Mind +15, Battlemind +14, Empathy +8, Enhance Ability +12, Enhance Senses +8, Farseeing +8, Force Defense +12, Force Stealth +6, Force Strike +10, Heal Self +7, Move Object +10, See Force +11, Telepathy +7.

Feats: Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Improved Critical (lightsaber), Martial Arts, Mobility, Spring Attack, Two-Weapon Fighting, Weapon Focus (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons), Whirlwind Attack.

Force Feats: Alter, Burst of Speed, Control, Knight Defense, Lightsaber Defense, Sense.

Yaddle, Jedi Master

Almost three centuries before the Battle of Yavin, Jedi Master Plovin Kut and his Padawan learner Yaddle traveled to the Koba system to deal with the threat of Tulak, an Advozse warlord. The two Jedi were betrayed by Tulak's spies in the Koban resistance and ambushed by the mad



warlord. Kut was killed and Yaddle was captured. Tulak imprisoned her far below ground. Once the warlord was finished exploiting Koba, he appointed a marshal to oversee the now-primitive world and Yaddle's prison.

One day, after more than a century had passed, a massive groundquake shook Koba and freed Yaddle from her prison. Instead of returning to Coruscant for retraining, she repaid the Koban's generations of kindness by helping them rebuild their society. Koba's newfound prosperity attracted Tulak's heir, Kalut. Yaddle defeated Kalut in combat and liberated the Kobans from the Advozse warlords.

When Yaddle returned to Coruscant, the Jedi Council determined that she needed no more training. Jedi Council member Even Piell, recognizing her growth in the Force throughout years of imprisonment, proposed elevating Yaddle to Jedi Master and nominated her for a seat on the Council. The Council members were overwhelmingly in favor of Yaddle's advancement and appointment. Master Yoda was the only Council member who felt Yaddle's rapid promotion was not in keeping with the Jedi Code.

Jedi Master Yaddle came to be known as the most thoughtful and compassionate Jedi Council member. She trained dozens of Padawans, including fellow Council member Oppo Rancisis. She was also appointed head of the Librarian Assembly, a group of Jedi scholars tasked with maintaining the Jedi Temple's collection of holocrons and ancient texts. Though skilled in the arts of healing, Yaddle was also a master of the forbidden Morichro technique.

Yaddle was part of Qui-Gon's team on a doomed Jedi mission to Asmeru to negotiate with the Nebulon Front terrorist organization shortly before the Battle of Naboo. She was a member of the Jedi Council that determined Obi-Wan Kenobi would train Anakin Skywalker. Later, she accompanied a Jedi mission to Malastare to mediate peace talks between terrorists and Even Piell's home planet, Lannik. When she wasn't carrying out a mission or meditating on Coruscant, Yaddle taught at the Jedi training center on Kamparas.

Yaddle: Female Jedi Consular 3/Jedi Scholar 8/Jedi Master 4; Init +1 (Dex); Defense 23 (+11 class, +1 size, +1 Dex); Spd 6 m; VP/WP 57/11; Atk +12/+7* melee (5d8–2/19–20, lightsaber) or +11/+6 ranged; SQ Direct +4, deflect (defense +2), deflect (attack –3), deflect (extend defense and attack), Force secret (Heal Self +1, Force Defense +1), record Jedi holocron, scholarly knowledge +6; SV Fort +8, Ref +9, Will +15; SZ S; FP 13; DSP 0; Rep +15; Str 6, Dex 13, Con 11, Int 14, Wis 17, Cha 14. Challenge Code F.

Equipment: Lightsaber*, Jedi robes.

*Yaddle has constructed her own lightsaber.

Skills: Bluff +4, Craft (lightsaber) +7, Diplomacy +20, Hide +5, Intimidate +4, Knowledge (Coruscant) +10, Knowledge (galactic history) +16, Knowledge (Jedi lore) +22, Knowledge (religion) +13, Knowledge (Sith lore) +15, Read/Write Basic, Read/Write Sith, Search +4, Sense Motive +5, Speak Basic, Speak Huttese, Speak Thisspian, Spot +9.

Force Skills: Empathy +9, Enhance Ability +10, Farseeing +8, Force Defense +8, Force Light +9, Force Stealth +6, Friendship +6, Heal Another +12, Heal Self +9, See Force +13, Telepathy +9.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Persuasive, Sharp-Eyed, Skill Emphasis (Diplomacy), Weapon Finesse (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Aware, Control, Force Mind, Knight Mind, Lightsaber Defense, Master Mind, Morichro, Sense.

Plo Koon, Jedi Master

Plo Koon descended from a long line of Kel Dor Jedi Knights. His highly developed extrasensory organs increased his Jedi mind powers. Plo Koon and Qui-Gon Jinn were friends long before becoming Jedi Masters. Plo Koon was appointed to the Jedi Council, but Qui-Gon proved too headstrong to serve with his friend. Master Koon looked forward to the day his friend Qui-Gon would earn a short-term appointment to the Jedi Council. Master Koon's appointment to the Jedi Council was due in large part to his actions during the Stark Hyperspace Conflict. A great Jedi Master's death in the Fifth Battle of Qotile threatened to rout the Republic's forces, but Koon rallied the Republic forces and led them to victory.

Master Koon was among the six Jedi Council members assigned to a mission to Malastare to negotiate peace between the planet of Lannik and Red Iaro terrorists. Months before the Battle of Naboo, Master Koon sat on the Reconciliation Council when Qui-Gon reported the destruction of the Trade Federation freighter *Revenue*. During the



Battle of Geonosis, Master Koon was among the Jedi forces that attacked the Droid Control Ship and was one of the few Council members to survive the battle.

Plo Koon: Male Kel Dor Jedi Guardian 11/Jedi Master 2; Init +2 (Dex); Defense 22 (+10 class, +2 Dex); Spd 10 m; VP/WP 100/14; Atk +15/+10/+5* melee (5d8+1/19–20, lightsaber) or +15/+10/+5 ranged; SQ Low-light vision, methane breather, Force secret (Force Defense +1), deflect (defense +2), deflect (attack –3), deflect (extend defense and attack); SV Fort +11, Ref +10, Will +8; SZ M; FP 8; DSP 0; Rep +4; Str 13, Dex 14, Con 14, Int 15, Wis 13, Cha 14. Challenge Code E.

Equipment: Lightsaber*, Jedi robes, methane breath mask.

*Plo Koon has constructed his own lightsaber.

Skills: Astrogate +3, Computer Use +8, Diplomacy +8, Gather Information +4, Knowledge (Jedi lore) +8, Pilot +8, Read/Write Kel Dor, Speak Basic, Speak Huttese, Speak Kel Dor, Speak Shyriiwook.

Force Skills: Affect Mind +10, Battlemind +12, Empathy +3, Enhance Ability +9, Enhance Senses +9, Farseeing +9, Force Defense +12, Force Strike +12, See Force +11.

Feats: Cleave, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Great Cleave, Power Attack, Starship Operation (space transport), Sunder, Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Aware, Control, Knight Defense, Lightsaber Defense, Sense.

Depa Billaba, Jedi Master

Pirates slew the family of Depa Billaba when she was a mere six months old. Mace Windu rescued her before she could be killed. When Master Windu realized she was strong in the Force, he brought her to Coruscant to be raised within the walls of the Jedi Temple. Depa eventually became Master Windu's Padawan, and then a Jedi Knight.

Depa combined Jedi teachings with her native Chalactan religion, both to honor her parents' memory and to gain a special insight into spiritual matters. She bore a Chalactan religious symbol, the Mark of Illumination, on her forehead. Master Billaba was part of Qui-Gon's team on the doomed Jedi mission to Asmeru to negotiate with the Nebulon Front terrorist organization. She was also a member of the Jedi Council that determined Obi-Wan Kenobi would train Anakin Skywalker. Shortly after the Battle of Naboo, Masters Billaba and Windu traveled to Nar Shaddaa, where they fought akk dogs in Gargonn the Hutt's Circus Horrificus.

Depa Billaba: Female Human Jedi Consular 9/Jedi Master 6; Init +1 (Dex); Defense 21 (+10 class, +1 Dex); Spd 10 m; VP/WP 76/13; Atk +13/+8/+3* melee (4d8/19–20, lightsaber) or +13/+8/+3 ranged; SQ Force secret (Force Defense +1, Heal Another +1, Empathy +1), deflect (defense +2), deflect (attack –4), deflect (extend defense and attack); SV Fort +11, Ref +8, Will +12; SZ M; FP 11; DSP 0; Rep +6; Str 11, Dex 13, Con 13, Int 14, Wis 15, Cha 12. Challenge Code E.

Equipment: Lightsaber*, Jedi robes.

*Depa Billaba has constructed her own lightsaber.



Skills: Balance +3, Bluff +8, Diplomacy +12, Disguise +3, Gather Information +3, Intimidate +5, Jump +2, Knowledge (bureaucracy) +6, Knowledge (Jedi lore) +11, Knowledge (religion) +11, Pilot +7, Read/Write Basic, Sense Motive +14, Speak Basic, Speak Binary, Speak Shyriiwook, Treat Injury +12, Tumble +6.

Force Skills: Affect Mind +12, Battlemind +9, Empathy +16, Enhance Ability +11, Enhance Senses +6, Farseeing +6, Force Defense +10, Force Stealth +7, Force Strike +8, Friendship +5, Heal Another +7, Heal Self +4, Move Object +11, See Force +10, Telepathy +6.

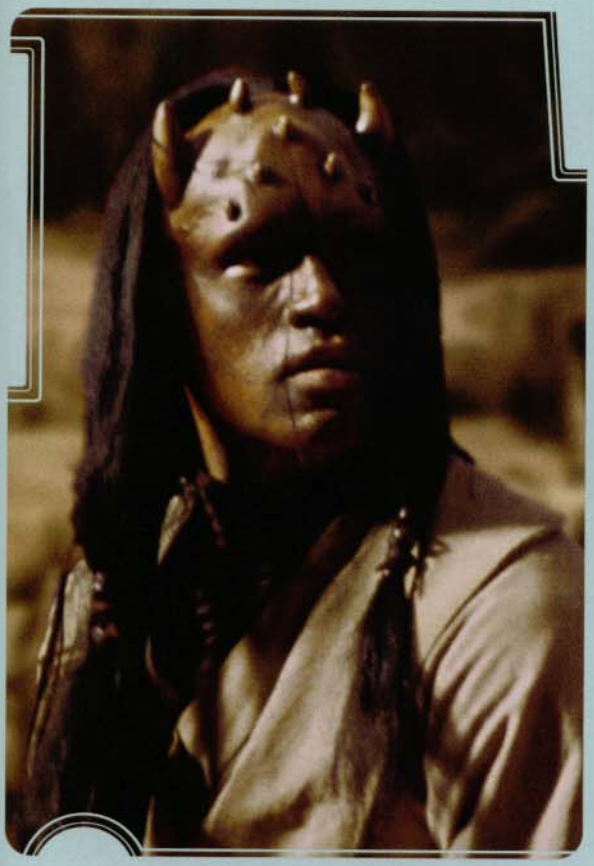
Feats: Dodge, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Persuasive, Skill Emphasis (Empathy), Trustworthy, Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Compassion, Control, Force Mind, Knight Defense, Knight Mind, Lightsaber Defense, Master Mind, Sense.

Eeth Koth, Jedi Master

Unlike most Jedi of his day, Eeth Koth was born into poverty. Growing up on Nar Shaddaa, the smuggler's moon, he displayed a talent for the Force. Initially, Eeth was considered too old to begin training. His determination and clarity of mind helped sway the Council's decision to make an exception.

As Eeth Koth developed as a Jedi, he learned to control his pain far beyond the ability of most Zabrak to do so. He eventually became a respected Jedi Master and long-term Council member. Master Eeth is most noted not for his



own deeds, but for being the instructor of Sharad "Howlrunner" Hett.

Eeth was a member of the Jedi Council that determined Obi-Wan Kenobi would train Anakin Skywalker. He died fighting secessionist forces during the Battle of Geonosis.

Eeth Koth: Male Zabrak Jedi Guardian 9/Jedi Master 4; Init +2 (Dex); Defense 22 (+10 class, +2 Dex); Spd 10 m; VP/WP 98/17; Atk +15/+10/+5* melee (4d8+1/19–20, lightsaber) or +15/+10/+5 ranged; SQ Force secret (Heal Self +1, Battlemind +1), deflect (defense +2), deflect (attack –4), deflect (extend defense and attack); SV Fort +13, Ref +10, Will +12; SZ M; FP 8; DSP 1; Rep +8; Str 13, Dex 14, Con 14, Int 12, Wis 16, Cha 11. Challenge Code F.

Equipment: Lightsaber*, Jedi robes.

*Eeth Koth has constructed his own lightsaber.

Skills: Bluff +5, Craft (lightsaber) +6, Diplomacy +9, Disguise +2, Gather Information +5, Intimidate +6, Knowledge (Jedi lore) +6, Read/Write Basic, Sense Motive +8, Speak Basic, Speak Huttese.

Force Skills: Battlemind +14, Enhance Ability +8, Force Defense +13, Force Strike +11, Heal Self +9, See Force +11, Telepathy +7.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Improved Critical (lightsaber), Iron Will, Toughness, Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Burst of Speed, Control, Force Mind, Knight Defense, Knight Speed, Lightsaber Defense, Mettle, Sense.

Yarael Poof, Jedi Master

Like many Quermians, Yarael Poof avoided violence whenever possible. This aversion to violence led to his emphasis on illusion while training as a Jedi. Yarael's favored tactic involved creating an illusion of whatever his opponent most feared. He believed this form of "attack" ended most conflicts quickly and with little bloodshed. As a Jedi Master and long-term Council member, Yarael was known for his calming presence during debates among the Council. During the Stark Hyperspace Conflict, Master Yarael used battle meditation to ensure a Republic victory. He was a member of the Jedi Council that determined Obi-Wan Kenobi would train Anakin Skywalker.

Yarael Poof: Male Quermian Jedi Consular 10/Jedi Master 6; Init +1 (Dex); Defense 22 (+11 class, +1 Dex); Spd 10 m; VP/WP 103/12; Atk +14/+9/+4* melee (4d8/19–20, lightsaber) or +14/+9/+4 ranged; SQ Short-range telepathy, Force secret (Illusion +1, Empathy +1, Force Defense +1), deflect (defense +3), deflect (attack –4), deflect (extend defense and attack), block, healing; SV Fort +12, Ref +9, Will +13; SZ M; FP 9; DSP 0; Rep +11; Str 10, Dex 13, Con 12, Int 16, Wis 15, Cha 16. Challenge Code G.

Equipment: Lightsaber*, Jedi robes.

*Yarael Poof has constructed his own lightsaber.

Skills: Balance +3, Bluff +5, Computer Use +8, Craft (lightsaber) +7, Diplomacy +16, Gather Information +5, Intimidate +5, Jump +2, Knowledge (Jedi lore) +11, Listen +4, Read/Write Quermian, Sense Motive +10, Speak Basic, Speak Mon Calamarian, Speak Cerean, Speak



Quermian, Speak Shyriiwook, Spot +4, Treat Injury +12, Tumble +6.

Force Skills: Affect Mind +18, Empathy +7, Enhance Ability +6, Enhance Senses +6, Force Defense +8, Force Stealth +6, Force Strike +13, Heal Another +7, Heal Self +6, Illusion +18, Influence +7, Inspire +16, Move Object +14, See Force +10, Telepathy +5.

Feats: Alertness, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Persuasive, Skill Emphasis (Illusion), Trustworthy, Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Battle Meditation, Control, Force Mind, Knight Mind, Master Defense, Mind Trick, Sense.

Adi Gallia, Jedi Master

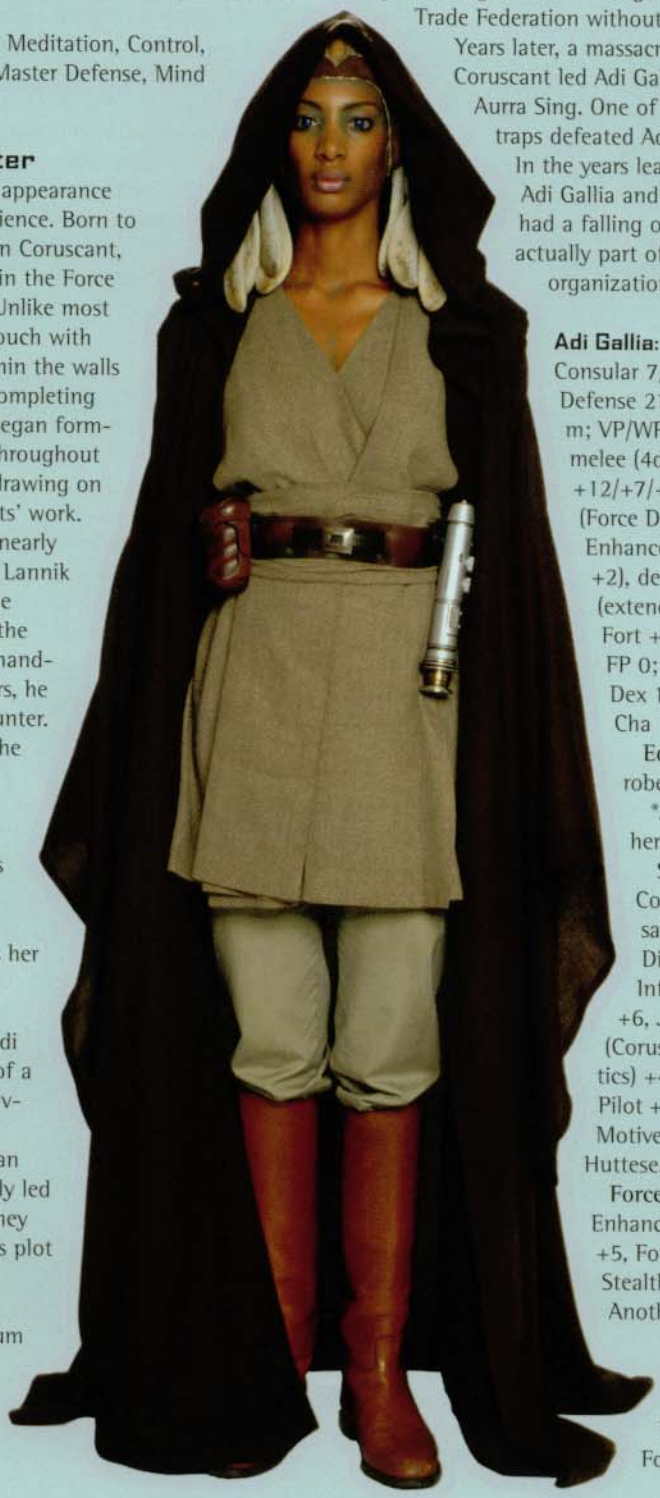
This Jedi Master's youthful appearance belied a great deal of experience. Born to Corellian diplomats living on Coruscant, Adi demonstrated aptitude in the Force when she was very young. Unlike most Jedi students, she kept in touch with her parents while living within the walls of the Jedi Temple. Upon completing the Jedi trials, she quickly began forming a network of contacts throughout the Republic's city-planet, drawing on her knowledge of her parents' work.

Adi Gallia's parents were nearly killed by Red Iaro terrorists. Lannik Jedi Even Piell defended the Lannik High Court against the attack. Although he single-handedly defeated seven attackers, he lost his left eye in the encounter. Years later, Adi Gallia took the opportunity to thank Even Piell by accompanying him on a mission to Malastare. There, the Red Iaro terrorists set a series of traps for the Jedi mediators.

Adi Gallia accepted Siri as her first Padawan over a decade before the Battle of Naboo. The two contributed to a Jedi mission to Kegan in search of a potential Jedi. They later traveled to Simpla-12 to rescue Qui-Gon Jinn from Jenna Zan Arbor. This mission eventually led the Jedi to Belasco, where they uncovered Jenna Zan Arbor's plot to contaminate the planet's water supply.

Supreme Chancellor Valorum often relied on Adi Gallia's intelligence network. She, along with Qui-Gon Jinn, helped him in a much more personal way when she foiled a plot to assassinate the diplomat during an event on Coruscant's Avenue of Core Worlds. Adi Gallia was among the Jedi who accompanied the Supreme Chancellor to the summit on Eriadu.

Shortly before the Battle of Naboo, Adi Gallia's intelligence network warned her of the Trade Federation's impending invasion of Naboo. The Trade Federation nearly stopped her on Esseles, but Qui-Gon Jinn and Obi-Wan Kenobi rescued her. The Supreme Chancellor responded by petitioning the Jedi to negotiate a settlement with the Trade Federation without involving the Senate.



Years later, a massacre outside the Jedi Temple on Coruscant led Adi Gallia and several other Jedi to Aurra Sing. One of the bounty hunter's booby traps defeated Adi Gallia, but failed to kill her. In the years leading up to the Clone Wars, Adi Gallia and her Padawan Siri apparently had a falling out—although the rift was actually part of a plan to infiltrate a pirate organization.

Adi Gallia: Female Human Jedi Consular 7/Jedi Master 6; Init +1 (Dex); Defense 21 (+10 class, +1 Dex); Spd 10 m; VP/WP 66/13; Atk +14/+9/+4* melee (4d8+1/19–20, lightsaber) or +12/+7/+2 ranged; SQ Force secret (Force Defense +1, Force Strike +1, Enhance Ability +1), deflect (defense +2), deflect (attack –4), deflect (extend defense and attack); SV Fort +10, Ref +8, Will +11; SZ M; FP 0; DSP 0; Rep +6; Str 12, Dex 13, Con 13, Int 13, Wis 14, Cha 15. Challenge Code E.

Equipment: Lightsaber*, Jedi robes.

*Adi Gallia has constructed her own lightsaber.

Skills: Balance +6, Bluff +9, Computer Use +5, Craft (lightsaber) +6, Diplomacy +14, Disguise +4, Gather Information +13, Intimidate +6, Jump +3, Knowledge (Coruscant) +6, Knowledge (politics) +4, Knowledge (Jedi lore) +6, Pilot +11, Read/Write Basic, Sense Motive +8, Speak Basic, Speak Huttese, Tumble +6.

Force Skills: Affect Mind +8, Enhance Ability +9, Enhance Senses +5, Force Defense +6, Force Stealth +4, Force Strike +8, Heal Another +6, Heal Self +6, Move Object +8, See Force +10, Telepathy +5.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Persuasive,

Skill Emphasis (Pilot), Starship Operation (space transport), Trustworthy, Weapon Focus (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Burst of Speed, Control, Knight Defense, Knight Speed, Lightsaber Defense, Sense.

Even Piell, Jedi Master

Few Jedi have the opportunity to serve their homeworld once they have completed their training. Even Piell of Lannik happened to be present on his homeworld when Red Iaro terrorists stormed Lannik's High Court. The terrorists were attempting to disrupt negotiations between Lannik and Corellia. Piell single-handedly defeated seven attackers. Only one terrorist escaped with his life. Even's actions saved two Corellian diplomats, the parents of Jedi Master Adi Gallia.

Piell lost his left eye fighting the Red Iaro terrorists, but repeatedly refused a prosthetic replacement. To him the scar represented honor, bravery, and his defiance of incredible odds.

After the Battle of Naboo, Master Piell was among the six Jedi Council members assigned to a mission to Malastare to negotiate peace between the Lannik monarch and the Red Iaro terrorists. Adi Gallia, Yaddle, Mace Windu, Plo Koon, Ki-Adi-Mundi, and Piell's Padawan A'Sharad Hett (the son of Howlrunner Hett) also served on this mission. The talks were a ruse to turn public support against the Lannik rulers at the expense of Jedi lives. Master Piell, along with Masters Windu and Gallia, foiled the Red Iaro's plans. Years later, he battled secessionist forces during the Battle of Geonosis.



Even Piell: Male Lannik Jedi Guardian 9/Jedi Master 5; Init +1 (Dex); Defense 22 (+10 class, +1 Dex, +1 size); Spd 6 m; VP/WP 77/11; Atk +17/+12/+7* melee (4d8–1/17–20, lightsaber) or +16/+11/+6 ranged; SQ Fearless, Force secret (Battlemind +1, Force Strike +1), deflect (defense +3), deflect (attack –4), deflect (extend defense and attack); SV Fort +9, Ref +10, Will +11; SZ S; FP 8; DSP 0; Rep +6; Str 9, Dex 13, Con 11, Int 12, Wis 12, Cha 12. Challenge Code E.

Equipment: Jedi robes, lightsaber*.

*Even Piell has constructed his own lightsaber.

Skills: Balance +5, Diplomacy +3, Hide +5, Intimidate +9, Jump +1, Knowledge (Jedi lore) +10, Read/Write Basic, Read/Write Lannik, Speak Basic, Speak Lannik, Tumble +6.

Force Skills: Affect Mind +6, Battlemind +14, Enhance Ability +7, Force Defense +12, Force Strike +8, Heal Another +7, Heal Self +8, Move Object +7, See Force +9.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Improved Critical (lightsaber), Iron Will, Skill Emphasis (Battlemind), Weapon Finesse (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Attuned, Burst of Speed, Control, Knight Defense, Lightsaber Defense, Mettle, Sense.

Oppo Rancisis, Jedi Commander

Two centuries before the Battle of Yavin, the Blood Monarch of Thisspias offered her infant son to the Jedi Temple for training. She hoped that when his training was completed he would return to Thisspias, claim the throne, and strengthen the monarchy with the power and wisdom of the Jedi. Oppo was twenty years old when agitators stormed the Thisspias alcazar on Ratamesh and killed his sister. He had inherited the throne of Thisspias, but abdicated in favor of his Jedi training.

Oppo was one of the dozens of Jedi students who served as Padawan to Jedi Master Yaddle. He became a master of Malacia, a Jedi technique that brings about severe dizziness and nausea without causing real harm. He went on to become a Jedi Master and taught Malacia for two decades at the Jedi Temple on Coruscant. Master Oppo's shrewd tactics and artful strategies during the Stark Hyperspace Conflict earned recognition from the Jedi Council. He was nominated for a seat on the Council and eventually became a lifetime member.

Oppo Rancisis: Male Thisspian Jedi Guardian 7/Jedi Master 6; Init +1 (Dex); Defense 21 (+10 class, +1 Dex); Spd 8 m; VP/WP 83/13; Atk +16/+11/+6* melee (4d8+2/19–20, lightsaber) or +15/+10/+5 melee (1d6+2, claws) or +14/+9/+4 ranged; SQ Constrict 1d8+2, prehensile tail, Force secret (Battlemind +1, Malacia +1, Force Defense +1), deflect (defense +2), deflect (attack –4), deflect (extend defense and attack); SV Fort +10, Ref +9, Will +9; SZ M; FP 10; DSP 0; Rep +9; Str 15, Dex 13, Con 13, Int 14, Wis 13, Cha 15. Challenge Code F.

Equipment: Lightsaber*, Jedi robes.

*Oppo Rancisis has constructed his own lightsaber.

Skills: Craft (lightsaber) +7, Intimidate +10, Knowledge (Jedi lore) +10, Knowledge (tactics) +10, Read/Write



Thisspian, Speak Basic, Speak Cerean, Speak Mon Calamarian, Speak Thisspian.

Force Skills: Battlemind +13, Enhance Ability +15, Force Defense +11, Force Strike +6, Inspire +13, Malacia +18, Move Object +10, See Force +9.

Feats: Blind-Fight, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Martial Arts, Skill Emphasis (Malacia), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Battle Meditation, Burst of Speed, Control, Knight Defense, Lightsaber Defense, Mettle, Sense.

Saesee Tiin, Jedi Ace

For two decades, Saesee Tiin devoted much of his time to the study of the Force. He bent his will toward communicating with his deceased teacher's spirit, renowned Jedi Master Omo Bouri. For the twenty years between his Master's death and the Clone Wars, Master Tiin did not take on a Padawan.

Early in his training, Saesee Tiin displayed an exceptional talent for piloting starships. He could push any ship to its maximum potential. Master Tiin once single-handedly defeated three battle cruisers in his personal starfighter, *Sharp Spiral* (a gift from a grateful diplomat). Master Tiin also served as a liaison between the Jedi and Freedom's Sons, a civilian organization that occasionally aided the Jedi. Even among his fellow Jedi Councilors, Saesee Tiin was considered a loner. Some privately questioned his value on the Council.

Master Tiin was part of the Jedi missions to Yinchorr and Asmeru. Despite Mace Windu's reservations, Master Tiin assured him that Quinlan Vos was ready to return to service after nearly giving in to the dark side. Saesee Tiin was among the many Jedi killed during the Battle of Geonosis.

Saesee Tiin: Male Iktotchi Jedi Guardian 8/Jedi Ace 5/Jedi Master 1; Init +2 (Dex); Defense 23 (+11 class, +2 Dex); Spd 10 m; VP/WP 104/14; Atk +15/+10/+5* melee (4d8+1/19–20, lightsaber) or +15/+10/+5 ranged; SQ deflect (defense +1), deflect (attack –4), deflect (extend defense and attack), familiarity +1, Force secret (Farseeing +1), precognition, starfighter defense, starship affinity, starship focus, starfighter evasion, trust the Force, vehicle empathy; SV Fort +12, Ref +12, Will +9; SZ M; FP 5; DSP 0; Rep +7; Str 13, Dex 15, Con 14, Int 12, Wis 13, Cha 12. Challenge Code F.

Equipment: Lightsaber*, Jedi robes, modified SoroSuub Cutlass-9 starfighter (*Sharp Spiral*). (For basic starship statistics, see the *Aethersprite*-class starfighter in Chapter 11 of the *Star Wars Roleplaying Game*.)

*Saesee Tiin has constructed his own lightsaber.

Skills: Astrogate +3, Computer Use +7, Craft (lightsaber) +6, Knowledge (Jedi lore) +7, Pilot +22, Read/Write Iktotchese, Repair +4, Speak Basic, Speak Binary, Speak Iktotchese.

Force Skills: Battlemind +14, Enhance Ability +11, Farseeing +12, Force Defense +8, Force Strike +7, Move Object +7, See Force +9.



Feats: Cleave, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Power Attack, Skill Emphasis (Pilot), Starship Operation (starfighter), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Burst of Speed, Control, Knight Defense, Lightsaber Defense, Link, Mettle, Sense.

Starship Affinity: All Iktotchi receive one Starship Operation feat as a species bonus. The type of starship must be determined at the time of character creation.

Vehicle Empathy: Iktochi get a +2 species bonus on Pilot checks and Repair checks when handling starships with which they have affinity (see starship affinity, above).

Precognition: All Iktotchi possess a natural gift of low-grade precognition. For most of them, it manifests itself in prophetic dreams that predict events that will shape the lives of millions. Most Iktotchi are unable to control when they have precognitive visions, but instead receive them as particularly vivid dreams or daydreams. Exceptions to this are Iktotchi who possess the Force-Sensitive feat, especially those with at least 1 rank in the Farseeing skill. These Iktotchi can purposefully attempt to see into the future by succeeding on a Farseeing check against DC 20, as opposed to the normal DC of 25.

Ki-Adi-Mundi, Jedi Knight

Ki-Adi-Mundi was unusual among Jedi Knights in that his Cerean heritage demanded that he take not just one wife (rare enough among the Jedi Order), but several. Consequently, Ki-Adi-Mundi spent most of his life on his homeworld of Cerea, helping to protect peace and justice and spending time with his wives and children.

Cerea at that time was in the midst of a cultural revolution. Offworld business concerns, eager to exploit Cerea's protected natural resources, had been putting social and economic pressure on the planet by targeting Cerean adolescents with the temptations of technology—innovations Cerea accepted as necessities, but didn't embrace. The offworlders made the issue one of progressive youth versus tradition-bound elders, and Cerea's young adults took up the challenge.

Ki-Adi-Mundi at first chose to address the pro-technology movement with logic and reason, but when his lightsaber accidentally became the instrument of a young Cerean's death, the Jedi Knight was rapidly drawn deeper into the situation. While attempting to locate a youth involved in the incident, Ki-Adi-Mundi discovered that his own daughter Sylvn was helping to shelter the boy from justice.

The instigators of the incident were aided by Ephant Mon, a Chevin gunrunner in league with Jabba the Hutt. When Ephant Mon fled to Tatooine with Sylvn, Ki-Adi-Mundi was forced to follow. He managed to rescue his daughter and even intercepted a shuttle carrying illegal cargo. Unfortunately, Ephant Mon escaped, and Ki-Adi-Mundi was unable to connect Jabba to the shipment.

His ability to focus on the greater good of the Republic while simultaneously rescuing his daughter led the Jedi Council to invite Ki-Adi-Mundi into their ranks as a temporary member. His first mission as a member of the Jedi Council would be to investigate the possibility that a long-lost Jedi Master was hiding among the Sand People on Tatooine.

Ki-Adi-Mundi: Male Cerean Jedi Guardian 11; Init +3 (+1 Dex, +2 species); Defense 19 (+8 class, +1 Dex); Spd 10 m; VP/WP 87/14; Atk +13/+8/+3* melee (4d8+1/19–20, lightsaber) or +12/+7/+2 ranged; SQ Deflect (defense +2), deflect (attack –3), deflect (extend defense and attack); SV Fort +9, Ref +8, Will +7; SZ M; FP 5; DSP 1; Rep +6; Str 12, Dex 13, Con 14, Int 14, Wis 14, Cha 16. Challenge Code E.

Equipment: Lightsaber*, Jedi robes, aryx (Cerean riding bird), long-range shuttle.

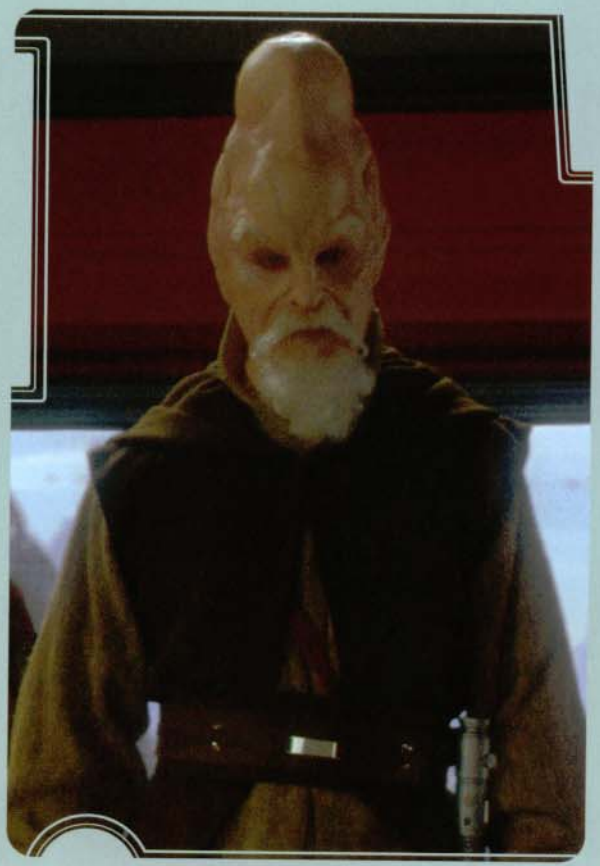
*Ki-Adi-Mundi has constructed his own lightsaber.

Skills: Computer Use +4, Craft (lightsaber) +6, Knowledge (Cerea) +6, Knowledge (Jedi lore) +8, Pilot +7, Read/Write Cerean, Speak Basic, Speak Cerean, Speak Huttese, Speak Ryl.

Force Skills: Affect Mind +11, Battlemind +6, Empathy +4, Enhance Ability +10, Enhance Senses +8, Force Defense +6, Force Stealth +6, Force Strike +10, Heal Self +6, Move Object +10, See Force +10.

Feats: Combat Expertise, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Starship Operation (space transport), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Attuned, Burst of Speed, Control, Knight Defense, Lightsaber Defense, Mettle, Sense.



Twilight of the Jedi

The final years of the Old Republic were the final years of the old Jedi Order. With the Emperor's Jedi Purge, a thousand-generation tradition came to a tragic end. Even belief in the power of the Force faded from public perception. Some of the Jedi Order's most valiant members were among the last to stand against the tyranny of the Emperor and the treachery of Darth Vader. When they lost the battle, the galaxy lost not just great Jedi, but also good people.

The Dark Woman, Jedi Master

The enigmatic Jedi Master known as the Dark Woman mystified even the Jedi Council. Once a valued and respected teacher of the Jedi Temple's more demanding students, the Dark Woman discovered many children strong in the Force. She trained even more, among them Ki-Adi-Mundi and the infamous Aurra Sing.

The Dark Woman had absented herself from the Jedi Temple for many years. Rumors about her teaching practices caused her to question her own methods. The Dark Woman had always been hard on her students, sometimes to the point of brutality or abuse. She taunted her students, questioning their dedication and worthiness while she used her Jedi powers and superior combat skill to test their willpower and physical prowess. Her apprentices could expect at least one lightsaber duel with her every week. Her students were the most battered in the Temple—but they were also the best lightsaber combatants, and the most devoted.



The Dark Woman's teaching practices were finally called into serious question when one of her apprentices, young Aurra Sing, vanished from her training ground on Ord Manurt. Some of the Jedi suspected that the Dark Woman's brutal training sessions had finally gone too far, and that Aurra Sing was dead by her master's hand. The fact that the Dark Woman had no explanation for Aurra Sing's disappearance did not help to alleviate suspicions. Though she knew she had not killed Aurra, the Dark Woman began to wonder if Aurra had left to avoid the punishing exercises. She could not know until her heart was clear, and she knew that would not happen until she had left the rumors and silent accusations behind. The Dark Woman left the Jedi Temple and fled to deep space to meditate on the Force.

She finally returned shortly after the Battle of Naboo to consult with one of her first students, Ki-Adi-Mundi, who was nearly a Jedi Master at the time. The Dark Woman had experienced prophetic dreams regarding his forthcoming journey to Tatooine and came to warn him of the danger he faced. Afterward, she vanished again, but she reappeared when Ki-Adi-Mundi returned to meet his new Padawan. She asked him if the bloodthirsty bounty hunter whom the Cerean had met on Tatooine had indeed been her former pupil, Aurra Sing.

The paths of Aurra Sing and the Dark Woman seemed inextricably intertwined. Even as the Dark Woman sought her erstwhile apprentice, Aurra Sing had been honing her hatred of Jedi, fostered by lies told to her by the mysterious beings who had abducted her from Ord Manurt. For many years, Aurra Sing hoped to cross paths with the Jedi Master she believed had betrayed her.

The Dark Woman: Female Human Jedi Guardian 9/Jedi Master 6; Init +2 (Dex); Defense 23 (+11 class, +2 Dex); Spd 10 m; VP/WP 111/14; Atk +19/+14/+9* melee (4d8+1/19–20, lightsaber) or +17/+12/+7 ranged; SQ Force secret (Force Stealth +1, Force Defense +1, Heal Self +1), deflect (defense +3), deflect (attack –4), deflect (extend defense and attack); SV Fort +12, Ref +11, Will +10; SZ M; FP 7; DSP 2; Rep +12; Str 13, Dex 14, Con 14, Int 13, Wis 14, Cha 13. Challenge Code F.

Equipment: Lightsaber*, Jedi robes.

*The Dark Woman has constructed her own lightsaber.

Skills: Balance +7, Craft (lightsaber) +8, Hide +10, Knowledge (Jedi lore) +5, Listen +4, Move Silently +9, Read/Write Basic, Sense Motive +8, Speak Basic, Speak Huttese, Spot +4.

Force Skills: Affect Mind +14, Empathy +11, Force Defense +12, Force Stealth +24, Force Strike +5, Heal Self +6, Illusion +6, Move Object +5, See Force +10, Telepathy +6.

Feats: Alertness, Dodge, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Power Attack, Skill Emphasis (Force Stealth), Skill Emphasis (Sense Motive), Stealthy, Weapon Finesse (lightsaber), Weapon Focus (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Control, Knight Defense, Lightsaber Defense, Master Defense, Sense.

Darsha Assant, Jedi Padawan

Darsha Assant was a young Padawan on the verge of becoming a Jedi Knight. Her training under Master Anoon Bondara had been arduous and at times frustrating, but Darsha never felt that it was too demanding. She always understood and accepted that learning the way of the Force is a journey, not a destination. All the exercises, the meditation, and the training seemed completely natural to her, as though the Force itself were guiding her along.

Standing before the Jedi Council filled her with a sense of joy and anxiety. On one hand, she was ready to take the next step in her training and become a Jedi Knight. On the other hand, Master Mace Windu had assigned her an extremely dangerous task: collecting a defector from the Black Sun criminal organization from a safe house in the middle of the Crimson Corridor, Coruscant's most perilous sector. To make it even more difficult, Darsha would face this task alone. Master Bondara would not be at her side to help her.

Darsha was not deterred, however. After she had collected Oolth, the Fondorian Black Sun member, she returned to her skyhopper to find it being dismantled by a local street gang known as the Raptors. At that moment, Darsha realized just how challenging her assignment would be. More quickly than Darsha could react, the situation went out of control. The Raptors attacked her, Oolth fell to his death, and Darsha was forced to return to the Jedi Temple in disgrace.

Rather than taking her back before the Jedi Council to admit her failure, Master Bondara instead suggested that they return to the Crimson Corridor to search for the Fondorian defector. After all, Darsha had not actually sensed his death. She returned to the scene of Oolth's fall hours later and found only a pool of blood. There could be no denying Darsha's failure.

As they climbed toward Coruscant's upper levels in Bondara's skycar, both Jedi sensed a sudden burst of the Force somewhere far below them, filled with dark malevolence. Investigating, they saw a figure cloaked in black leaping incredible distances in pursuit of a human and a protocol droid. The mysterious figure's ability to use the Force in this fashion marked him as a Jedi, but there was no doubt that such evil could only emanate from a Sith. Even had the dark figure not been pursuing anyone, the Padawan and her master would have no choice but to investigate. Once again, the situation rapidly changed for the worse. They managed to rescue the fleeing man and his droid, but the Sith, his face tattooed in savage patterns of red and black, managed to disable their skycar and give pursuit on a speeder bike. With only a moment's hesitation, Master Bondara leaped from the skycar onto the speeder bike, shouting for Darsha to take the human, Lorn Pavan, and the droid to the Jedi Temple.

Darsha refused to leave Master Bondara to face the Sith warrior alone. Turning the skycar around, she returned to the platform where Master Bondara and the Sith had landed and were dueling. Before she could leap to the platform, Bondara accidentally plunged his lightsaber into the speeder bike's repulsor engine, causing a devastating explosion. Darsha was hurled back and almost plunged to her death. The skycar was crippled, and then developed a critical engine overload of its own. Darsha, Lorn, and the protocol droid, 1-Five, had just enough time to seek shelter before the skycar exploded, stranding the three of them in Coruscant's undercity. Worse still, Master Bondara had died trying to destroy his opponent—and the Sith warrior survived.



Darsha Assant: Female Human Jedi Guardian 6; Init +2 (Dex); Defense 17 (+5 class, +2 Dex); Spd 10 m; VP/WP 50/14; Atk +8/+3 melee* (3d8+1/19–20, lightsaber) or +8/+3 ranged; SV Fort +7, Ref +7, Will +3; SZ M; FP 4; DSP 0; Rep +3; Str 12, Dex 14, Con 14, Int 12, Wis 10, Cha 12. Challenge Code C.

Equipment: Lightsaber*, Jedi robes.

*Darsha Assant has constructed her own lightsaber.

Skills: Craft (lightsaber) +6, Knowledge (Jedi lore) +6, Read/Write Basic, Speak Basic, Speak Ryl, Spot +2, Tumble +7.

Force Skills: Affect Mind +3, Battlemind +11, Empathy +5, Enhance Ability +6, Force Defense +8, Force Strike +4, Move Object +6, See Force +4.

Feats: Dodge, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Quickness, Skill Emphasis (Battlemind), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Control, Dissipate Energy, Lightsaber Defense, Sense.



DB

Anoon Bondara, Master of Teräs Käsi

Darsha Assant's teacher was the Jedi Master Anoon Bondara, a Twi'lek Jedi renowned for his skill with the lightsaber. To Padawan Darsha, of course, Master Bondara's prowess was unmatched. Bondara would tend to disagree, having sparred with Qui-Gon Jinn a time or two and even Master Mace Windu once. His ability with the lightsaber was considerable, though, and he passed on a great deal of his expertise to his apprentices. The main lesson Master Bondara attempted to impart was reliance on the Force. By his personal philosophy, the Jedi whose lightsaber is guided by the Force need not fear the outcome of any battle.

Darsha was Master Bondara's fourth Padawan. The other three had gone on to become Jedi Knights of estimable ability, if not great distinction. Having been trained in the Jedi Temple himself, Bondara made it a point to select all his apprentices from among the students in the Temple's training academy. He specifically sought out those who demonstrated not just a willingness, but an eagerness to learn. To Bondara, this meant that he would gain a Padawan who forced him to continue learning just to keep up.

Master Bondara ventured all over the galaxy. While he enjoyed his travels, he was always uncomfortable when entering Hutt space. As a Twi'lek Jedi, he couldn't help but look upon his people's role in Hutt society with some measure of disappointment. Far too many Twi'leks found themselves slaves or lackeys of the Hutts. It was especially painful for him to see how members of his own family, the Dara clan, had fallen to poverty or crime because of the oppressive yet seductive influence of the Hutts. Still, Bondara was a Jedi. He did not let his own feelings interfere with his actions, even when dealing with the Hutts.

Though Anoon Bondara never developed a talent for seeing the future, he had nonetheless felt a disturbance in the Force pertaining to his Padawan's ascension to the rank of Jedi Knight. He did not know if what he sensed was a warning from the Force, or merely his own concerns regarding the specifics of Darsha Assant's dangerous mission. The Twi'lek Jedi sensed something yet more dangerous awaiting his Padawan in the shadows of Coruscant's depths . . . something that had been watching and waiting for a long, long time.

Anoon Bondara: Male Twi'lek Jedi Guardian 5/Jedi Weapon Master 5/Jedi Master 3; Init +2 (Dex); Defense 22 (+10 class, +2 Dex); Spd 10 m; VP/WP 99/14; Atk +16/+11/+6* melee (4d8+1/19–20, lightsaber) or +14/+9/+4 melee (1d6+2d8+1, unarmed) or +15/+10/+5 ranged; SQ Low-light vision, Force secret (Battlemind +1), deflect (defense +2), deflect (attack –3); weapon mastery (rapid strike, martial arts kata); SV Fort +11, Ref +11, Will +11; SZ M; FP 6; DSP 0; Rep +8; Str 13, Dex 15, Con 14, Int 13, Wis 14, Cha 13. Challenge Code F.

Equipment: Lightsaber*, Jedi robes, skyhopper.

*Anoon Bondara has constructed his own lightsaber.

Skills: Balance +4, Bluff +4, Craft (lightsaber) +8, Jump +3, Knowledge (Jedi lore) +7, Read/Write Ryl, Sense Motive +5, Speak Basic, Speak Huttese, Speak Lekku, Speak Ryl, Tumble +8.

Force Skills: Affect Mind +6, Battlemind +12, Empathy +7, Enhance Ability +9, Force Defense +11, Force Strike +5, Move Object +9, See Force +10.

Feats: Ambidexterity, Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Improved Two-Weapon Fighting, Martial Arts, Two-Weapon Fighting, Weapon Focus (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Control, Knight Defense, Lightsaber Defense, Sense.

TERÄS KÄSI

The martial arts form known as teräs käsi (roughly translated as "steel hands") originated in a remote star cluster in the Outer Rim called the Pacanth Reach. Many who have learned the secrets of teräs käsi have brought the knowledge to other corners of the galaxy. Practitioners of teräs käsi also study history, philosophy, and metaphysics.

The martial arts movements of teräs käsi are based on the hunting characteristics of various beasts throughout the galaxy and are given names such as Charging Wampa, Rancor Rising, Riding Bantha, and Dancing Dragonsnake. To learn the secrets of teräs käsi, one must find a teacher who has studied the form. An individual with the Martial Arts feat who studies teräs käsi learns the form quickly but does not gain any special game benefits.

Thracia Cho Leem, Jedi Master

If the Jedi in the Temple on Coruscant sometimes forgot what life was like outside their walls, Thracia Cho Leem was there to remind them. Thracia trained a good number of apprentices who went on to become remarkable Jedi Knights. She eschewed the trappings of the Jedi Temple, instead preferring the honest hard work of life among ordinary people. Thracia was a living reminder to the Jedi—and the Council in particular—that serving the people of the galaxy first requires understanding them.

Thracia rarely visited the Temple, except to choose new apprentices and present Padawans to the Council for their tests of Knighthood. In fact, Thracia rarely visited Coruscant, dwelling instead on a variety of agricultural worlds as the whim took her. She traveled as the Force guided her, and she encountered an unusually great number of individuals strong in the Force while on these travels. Most Jedi Masters who knew Thracia suspected that she simply enjoyed getting out in the open, with the sun on her face and the simple people of the land as her companions. She was known, respected, and well liked on several worlds in the Mid Rim and Outer Rim.

Though she trained several apprentices, Thracia's most famous student was the diminutive Vergere, a member of the exceedingly rare Fosh species. Vergere disappeared on a mission to the Gardaji sector on the edge of the Outer Rim, not far from the Corporate Sector. Though all Jedi were expected to be self-sufficient, the lack of communication from Vergere for over a year—with no indication whether she had completed her mission—led Thracia Cho Leem to believe that her former pupil had met with foul play. With some sense of foreboding, Thracia journeyed to the Jedi Temple on Coruscant to request that a Jedi Knight be sent to investigate.



JAC

Perhaps guided by the Force, she arrived in the Council chambers while Obi-Wan Kenobi and his young Padawan Anakin Skywalker were there. Sensing that, like herself, Anakin needed to occasionally escape the confines of the Jedi Temple, she requested that Obi-Wan be sent to the distant world of Zonama Sekot to try to find Vergere. Since a Padawan's duty is to attend his master, Anakin would of course go along—despite Obi-Wan's protests.

Thracia Cho Leem: Female Human Jedi Consular 7/Jedi Master 2/Jedi Instructor 2; Init +2 (Dex); Defense 22 (+10 class, +2 Dex); Spd 10 m; VP/WP 72/12; Atk +11/+6* melee (4d8/19–20, lightsaber) or +10/+5 ranged; SQ Inspire confidence +1, Force secret (Heal Another +1), deflect (defense +2), deflect (attack –4), deflect (extend defense and attack); SV Fort +8, Ref +9, Will +12; SZ M; FP 6; DSP 0; Rep +8; Str 11, Dex 14, Con 12, Int 12, Wis 15, Cha 14. Challenge Code E.

Equipment: Lightsaber*, Jedi robes.

*Thracia Cho Leem has constructed her own lightsaber.

Skills: Balance +5, Craft (lightsaber) +6, Diplomacy +15, Gather Information +9, Intimidate +7, Knowledge (Jedi lore) +7, Read/Write Basic, Search +3, Sense Motive +15, Speak Basic, Speak Fosh.

Force Skills: Empathy +8, Enhance Senses +5, Force Defense +9, Friendship +7, Heal Another +8, Heal Self +7, Move Object +6, See Force +9, Telepathy +8.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Sharp-Eyed, Trustworthy, Weapon Finesse (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Compassion, Control, Force Mind, Knight Mind, Lightsaber Defense, Sense.

Quinlan Vos, Amnesiac Jedi

Quinlan Vos, a powerful Jedi, was betrayed by a friend and handed over to a Twi'lek crime lord to have his memories erased. He awoke on Nar Shaddaa, the smuggler's moon, with no recollection of his past, his abilities, or even his name. Due to his Kiffar psychometric talent, he was able to quickly reclaim some of his lost memories. He then embarked on a quest to locate his missing Padawan, Aayla Secura.

Quin's quest brought him into contact with a Devaronian smuggler named Vilmarh Grahrk, a former Kiffar comrade named Asante, and the leader of the Kiffar Guardians, Sheyf Tinte. Quin soon learned to trust none of them. Though he eventually found his Padawan, the same drug therapy that had stolen his memories had taken hers as well, and she fled from him. Filled with anger—and unable to remember why that was a bad thing—he traveled to Coruscant to slay the agent of his misfortune, a Twi'lek senator named Chom Frey Kaa. Jedi Master Mace Windu intercepted him and ultimately convinced Quin to return to the Jedi Temple for retraining.



JAC

Quinlan Vos rapidly relearned most of what he had forgotten. Mace trusted him enough to allow him to pursue new missions, though the call of the dark side remained strong. While the Jedi sought out his former Padawan to try to restore her memory, Quinlan Vos journeyed to Dathomir to investigate the connection between an ancient temple ruin and the sudden destruction of the planet Ova. With the help of the native saurian Kwi, Vos overcame the Nightsisters, a sect of dark side Force witches who sought to harness the power of the temple and turn the terrible superweapon against itself.

Though the Jedi Council was pleased with Quinlan's success, they were not yet convinced that he was ready for full reinstatement. Unfortunately, fate had no intention of waiting for the Jedi to make up their minds. Sheyf Tinte called upon the Jedi Council to send Quinlan Vos home to Kiffu. The Guardians of Kiffu were concerned when several of their members monitoring the penal world of Kiffex suddenly turned up dead, without a mark on them. For reasons she chose not to explain, Sheyf Tinte felt that Quin was the perfect choice to investigate. Mace Windu reluctantly agreed and sent Vos to Kiffex. He also secretly sent Master Tholme, the Jedi Master who had discovered and initially trained Quinlan Vos in the ways of the Jedi.

Quinlan Vos: Male Kiffar (Near-Human) Jedi Guardian 6/Jedi Investigator 5/Jedi Master 1; Init +2 (Dex); Defense 20 (+8 class, +2 Dex); Spd 10 m; VP/WP 89/14; Atk +15/+10/+5* melee (5d8+1/17–20, lightsaber) or +14/+9/+4 ranged; SQ Favor +2, Force secret (Battlemind +1), deflect (defense +1), deflect (attack –4), deflect (extend defense and attack), target bonus +4, contact; SV Fort +11, Ref +11, Will +10; SZ M; FP 6; DSP 7; Rep +8; Str 13, Dex 14, Con 14, Int 12, Wis 15, Cha 12. Challenge Code E.

Equipment: Lightsaber*, Jedi robes.

*Quinlan Vos has constructed his own lightsaber.

Skills: Balance +4, Climb +3, Craft (lightsaber) +9, Diplomacy +3, Intimidate +5, Jump +7, Knowledge (Jedi lore) +5, Knowledge (Kiffu) +5, Listen +4, Pilot +6, Read/Write Basic, Sense Motive +12, Speak Basic, Speak Ryl, Spot +5, Swim +3, Tumble +7.

Force Skills: Affect Mind +5, Battlemind +11, Enhance Ability +9, Force Defense +7, Force Strike +9, Move Object +9, See Force +10, Telepathy +8.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Heroic Surge, Improved Critical (lightsaber), Psychometry, Skill Emphasis (Sense Motive), Weapon Focus (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Control, Knight Defense, Lightsaber Defense, Sense.

Bultar Swan, Jedi Knight

The graceful, athletic Bultar Swan was a much-respected Jedi Knight who, despite a dozen combat encounters against a score of foes, had never taken a life, even in self-defense. Bultar herself did not consider this a point of pride, but merely an objective statistic. She knew that the day would come when she would be forced to kill, and she hoped for little more than to make it quick and painless for her opponent.

Part of Bultar Swan's expertise in combat came from her unusual fighting style, a blend of teräs käsi and Verdanaian "sliding hands" methods that required her to maintain physical contact with her foes to judge their next moves. She learned this combination of styles from Anoon Bondara and Master Micah Giett. After Master Giett's death in the Yinchorr system, she learned from his longtime friend, Master Plo Koon, how to meld her martial arts styles with a strong lightsaber defense. As a result, her overall combat style was very fluid and acrobatic. She blocked attacks with her lightsaber while looking for an opportunity to disarm her foe. Once her foe was weaponless, she switched to a more aggressive style involving a series of punches and kicks until her foe surrendered.

After Micah Giett's death, Bultar Swan traveled to Yinchorr with Master Plo Koon to visit the place where her former Master died. Plo Koon recounted the tale of how Micah Giett had given his life to buy time for the other Jedi on the mission to escape the pursuing Yinchorri warriors. Though saddened by his loss, Bultar could feel, standing where he died, that Micah Giett had been at peace when he joined the Force. She could almost feel his approval of her accomplishments as a Jedi Knight. Though Bultar Swan had never felt Micah Giett's presence since that moment, she felt that her continued education in the mysteries of the Force would have made him proud.

Plo Koon mentioned the possibility of Bultar Swan one day joining the Council. Bultar felt that she was nowhere

near ready, and would not be until she had more experience with life and the Force. Part of this included understanding how she would react to killing an opponent—an eventuality she quite reasonably wanted to avoid. Until she knew this about herself, Bultar Swan believed she should not attempt to sit in any kind of judgment over other Jedi.

Bultar Swan: Female Human Jedi Guardian 10; Init +3 (Dex); Defense 20 (+7 class, +3 Dex); Spd 10 m; VP/WP 75/13; Atk +12/+7 melee* (4d8+1/19–20, lightsaber) or +11/+6 (2d4+1/19–20, unarmed) or +13/+8 ranged; SQ Deflect (defense +2), deflect (attack –4), deflect (extend defense and attack), block; SV Fort +8, Ref +10, Will +6; SZ M; FP 4; DSP 0; Rep +5; Str 12, Dex 17, Con 13, Int 14, Wis 12, Cha 13. Challenge Code D.

Equipment: Lightsaber*, Jedi robes, utility belt.

*Bultar Swan has constructed her own lightsaber.



Skills: Balance +9, Craft (lightsaber) +7, Intimidate +2, Jump +9, Knowledge (Jedi lore) +10, Read/Write Basic, Speak Basic, Speak Kel Dor, Speak Shyriiwook, Tumble +13.

Force Skills: Affect Mind +6, Battlemind +9, Empathy +5, Enhance Ability +7, Force Defense +5, Force Strike +8, Heal Self +5, Move Object +10, See Force +6.

Feats: Acrobatic, Combat Expertise, Combat Reflexes, Defensive Martial Arts, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Improved Martial Arts, Martial Arts, Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Control, Knight Defense, Lightsaber Defense, Sense.

Kit Fisto, Jedi Master

The Nautolan Jedi Master Kit Fisto liked to keep a low profile within the Jedi Order. He was uninterested in a position on the Jedi Council, feeling that he was much more suited to a place on the Council of Reconciliation. With his Force-augmented natural ability to read the emotions of others through changes in their body chemistry, Master Fisto believed he could be a valuable addition to any diplomatic team, though he did not consider himself a diplomat.

Every Nautolan is blessed with a mantle of long tentacles that enhances his or her sense of smell. This ability is particularly effective in watery environments, and much less so out of water. Rather than manifesting as a heightened awareness of danger, this ability allows Nautolans to pick up subtle shifts in pheromones and body chemistry. To the Nautolans, this sensory input contains a great deal of information. Their own language relies on reading the speaker's body chemistry, much the same way that other languages rely on reading inflection and body language.

Kit Fisto stepped in to complete the instruction of the Mon Calamari Padawan Bant Eerin after her original Master, Tahl, died from injuries sustained during a mission to New Apsolon. Bant was Kit Fisto's first apprentice. Though he knew he was the right choice for the Master of an amphibious Padawan, he harbored some doubt that he was ready to be any apprentice's Master. After the completion of Bant's training, Master Fisto did not make an effort to take on a new Padawan. Instead, he focused on his duties in the Temple on Coruscant.

Kit Fisto: Male Nautolan Jedi Consular 9/Jedi Master 6; Init +2 (Dex); Defense 23 (+10 class, +2 Dex, +1 natural); Spd 10 m; VP/WP 104/15; Atk +16/+11/+6 melee* (4d8+2/18–20, lightsaber) or +13/+8/+3 ranged; SQ Low-light vision, deflect (defense +2), deflect (attack –4), deflect (extend defense and attack), healing, Force secret (See Force +1, Empathy +2); SV Fort +12, Ref +9, Will +12; SZ M; FP 11; DSP 0; Rep +7; Str 14, Dex 14, Con 15, Int 12, Wis 14, Cha 11. Challenge Code F.

Equipment: Lightsaber*, Jedi robes, utility belt.

*Kit Fisto has constructed his own lightsaber.

Skills: Computer Use +5, Craft (lightsaber) +6, Diplomacy +6, Gather Information +8, Intimidate +4, Knowledge (Jedi lore) +12, Listen +4, Read/Write Basic, Read/Write Nautolan, Sense Motive +14 (+17 in water), Speak Anselmian, Speak Basic, Speak Nautolan, Spot +4, Swim +6, Treat Injury +6, Tumble +4.



Force Skills: Affect Mind +8, Battlemind +12, Empathy +13, Enhance Ability +6, Enhance Senses +8, Force Defense +7, Force Strike +7, Move Object +9, See Force +12.

Feats: Alertness, Blind-Fight, Cleave, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Improved Critical (lightsaber), Power Attack, Skill Emphasis (Empathy), Weapon Focus (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Aware, Control, Knight Defense, Lightsaber Defense, Sense.

Shaak Ti, Jedi Master

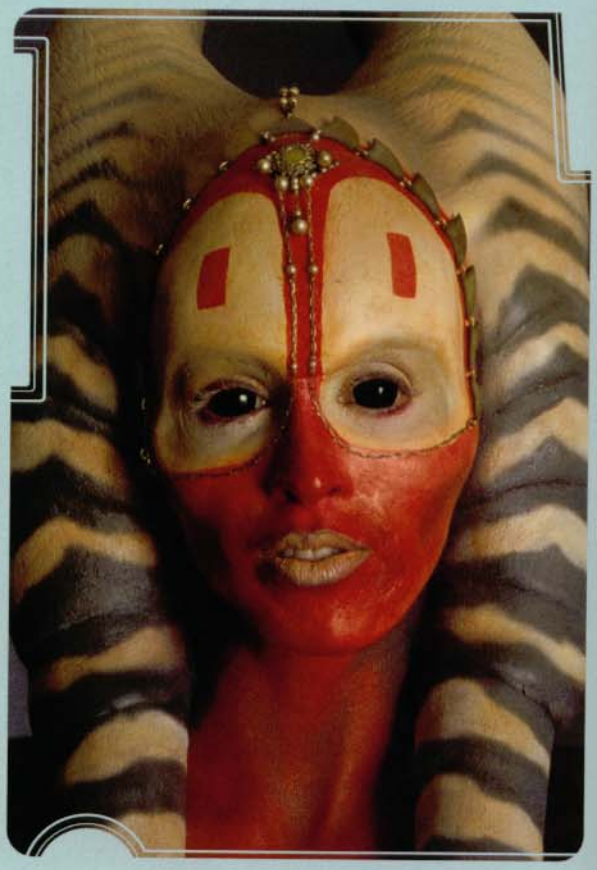
The Togruta Jedi Master Shaak Ti had the unpleasant distinction of having trained two Padawan learners who met violent deaths shortly after becoming Jedi Knights. Because the Jedi as a whole do not believe in coincidence, this fact led some younger Jedi to speculate that Shaak Ti was somehow an instrument of the will of the Force. Either those she trained would meet untimely ends, or her training methods were flawed.

Shaak Ti had an unusual training style, especially for a Jedi Master who professed to be more interested in talking than fighting. A native of the planet Shili, Shaak Ti took her Padawan learners back to her homeworld, where she taught them the Jedi arts among the vast, dry scrublands where the Togruta people evolved from pack hunters to sentient beings. Her Padawans experienced a sort of communion with nature, but very little in the way of actual practical application. While they studied the ways of the Force, they learned little else. Shaak Ti felt on a primal level that the training was more important than experience.

The Jedi Council bore the responsibility of deciding whether a Jedi applied it well in actual practice. This mentality illustrated her pack hunter heritage—those who cannot run with the pack are left to die. According to Shaak Ti, this is the way of nature, and therefore the will of the Force. The Jedi Council could not fault Shaak Ti's logic, but because Shaak Ti showed no remorse over the deaths of her former apprentices, they felt reluctant about assigning her another Padawan.

Despite her seemingly unfeeling demeanor, Shaak Ti had a subtle sense of humor. Her natural patterning—the red-and-white banded stripes that allow her species to blend in so well among its homeworld's scrublands—could be quite startling when Shaak Ti moved suddenly. Perhaps it roused distant racial memories of ancient predators or merely illustrated that Master Shaak Ti's predatory ancestors were not too many generations removed. The Togruta species is also rumored to be venomous, and Master Shaak Ti made no real effort to dispel this rumor. Shaak Ti used her species' reputation to its full advantage when it was convenient to do so, frequently stealing up behind people before speaking to them or baring her sharp incisors in a grotesque approximation of a human smile, though she was entirely capable of managing a perfectly ordinary smile.

Shaak Ti: Female Togruta Jedi Consular 9/Jedi Master 2; Init +3 (Dex); Defense 11 (+8 class, +3 Dex); Spd 10 m; VP/WP 64/11; Atk +12/+7 melee* (4d8–1/19–20, lightsaber)



or +11/+6 ranged; SQ Spatial awareness, deflect (defense +1), deflect (attack –4), deflect (extend defense and attack), healing, Force secret (Force Stealth +1); SV Fort +8, Ref +8, Will +11; SZ M; FP 6; DSP 0; Rep +3; Str 8, Dex 16, Con 11, Int 14, Wis 16, Cha 15. Challenge Code E.

Equipment: Lightsaber*, Jedi robes, utility belt.

*Shaak Ti has constructed her own lightsaber.

Skills: Bluff +9, Computer Use +5, Craft (lightsaber) +7, Diplomacy +5, Hide +5, Intimidate +11, Knowledge (Jedi lore) +10, Listen +5, Read/Write Basic, Read/Write Togruti, Sense Motive +6, Speak Basic, Speak Togruti, Spot +5, Treat Injury +10.

Force Skills: Affect Mind +10, Battlemind +10, Enhance Ability +5, Enhance Senses +13, Force Defense +10, Force Stealth +12, Force Strike +8, Move Object +10, See Force +9.

Feats: Alertness, Combat Expertise, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Improved Trip, Skill Emphasis (Force Stealth), Weapon Finesse (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Burst of Speed, Control, Lightsaber Defense, Sense.

Luminara Unduli, Jedi Master

Master Luminara Unduli was a Mirialan Jedi, a native of the cold, desert world of Mirial just off the Hydian Way between Yavin and Almania. Like other Jedi, Luminara left her homeworld to live at the Jedi Temple when she was still a toddler. She maintained her native culture as taught to her by her master, who was also from Mirial. For several hundred years, the Jedi Temple always had at least one Mirialan Jedi in residence, each training the next in the Jedi arts and in the history and culture of their homeworld.

The Mirialan have a rich culture with religious beliefs based on a primitive understanding of the unifying Force. They believe that each action an individual takes contributes to her destiny—a rough translation of the Jedi theory that every action affects events in the future and was itself affected by events in the past. For the Mirialan, none of these actions is trivial. They encompass a long and specific list, all of which involve tests of skill and, more importantly, of character. In a real way, these tests contribute to a person's future by demonstrating what that person is capable of doing. So that everyone might know every other person's importance to future events, the Mirialan tattoo themselves with patterns on their faces and hands, and sometimes, on their arms, legs, feet, and shoulders. The specific patterns tell every Mirialan what tests other Mirialan have undertaken successfully, and therefore what general part they will take in the future of Mirial.

Luminara Unduli and her Padawan, Barriss Offee, have unique and specific tattoos that indicate that fate (or rather, the Force) singled them out for great destinies. Being both Mirialan and Jedi, they trusted that the Force would show them their paths when the time was right. Luminara's tattoos included her lower lip and chin, as well as the knuckle joints of each hand. The effect was somewhat startling in contrast with her fruitwood-colored skin and bright blue eyes.



While Luminara Unduli demonstrated skill with a lightsaber, she considered herself more adept at manipulating objects with the power of the Force.

Luminara Unduli: Female Mirialan (near-Human) Jedi Guardian 8/Jedi Master 3; Init +2 (Dex); Defense 20 (+8 class, +2 Dex); Spd 10 m; VP/WP 88/14; Atk +14/+9/+4 melee* (4d8/19–20, lightsaber) or +13/+8/+3 ranged; SQ Deflect (defense +1), deflect (attack –4), deflect (extend defense and attack), Force secret (Battlemind +1, Move Object +1); SV Fort +10, Ref +10, Will +9; SZ M; FP 6; DSP 0; Rep +6; Str 11, Dex 14, Con 14, Int 13, Wis 14, Cha 14. Challenge Code E.

Equipment: Lightsaber*, Mirialan-style Jedi robes.

*Luminara Unduli has constructed her own lightsaber.

Skills: Balance +7, Computer Use +3, Craft (lightsaber) +6, Diplomacy +6, Knowledge (Mirial) +5, Knowledge (Jedi lore) +7, Read/Write Basic, Sense Motive +6, Speak Basic, Speak Bimm, Speak Mirialan, Tumble +7.

Force Skills: Affect Mind +10, Battlemind +10, Empathy +8, Force Defense +8, Force Stealth +4, Force Strike +7, Heal Self +7, Move Object +19, See Force +8.

Feats: Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Mobility, Skill Emphasis (Move Object), Weapon Finesse (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Control, Knight Defense, Lightsaber Defense, Sense.

Barriss Offee, Jedi Padawan

Padawan Barriss Offee was an impulsive and enthusiastic twenty-year-old woman apprenticed to her fellow Mirialan, Master Luminara. Though much of Master Luminara's personality rubbed off on Barriss, the young apprentice was overconfident, sometimes even a bit reckless, in her attempts to satisfy her curiosity. Several times during a mission on the world of Ansion, Barriss allowed herself to be distracted and separated from Luminara. Each time she found herself straying too far, Barriss called upon the Force to either set her free or provide guidance. Though the young woman's self-sufficiency impressed Luminara, the Master also hoped that Barriss would refrain from taking foolish risks and trusting the Force to keep her safe.

Like Luminara, Barriss Offee wore the distinctive ritual tattoos of the Mirialan people. She visited Mirial once, when she was just beginning her Padawan training. She had the same fruitwood-colored skin tone and piercing blue eyes of her Master, but her tattoos ran across her cheeks, the bridge of her nose, and the backs of her hands. As with Master Luminara, the patterns elaborated on her destiny and spoke of her character—at least to other Mirialan—but her tattoos were not as detailed as Luminara's. Barriss knew that she would acquire more as she grew older, but she was slightly concerned that she might be the last of the Mirialan Jedi. No Force-sensitive Mirialan children had been discovered in quite some time, and Barriss was already close to undertaking her tests to become a Jedi Knight. Master Luminara told her it was the Force's way of pointing out that she was still too young and impulsive to teach someone else how to grow up. In any case, Barriss Offee reminded herself that the Force would reveal her destiny in time, and nothing she could do would hurry it along.

Barriss Offee: Female Mirialan (near-Human) Jedi Guardian 6; Init +3 (Dex); Defense 18 (+5 class, +3 Dex); Spd 10 m; VP/WP 45/12; Atk +10/+5 melee (3d8/19–20, lightsaber) or +9/+4 ranged; SQ Deflect (defense +1), deflect (attack –4), deflect (extend defense and attack); SV Fort +6, Ref +10, Will +4; SZ M; FP 3; DSP 0; Rep +3; Str 10, Dex 16, Con 12, Int 12, Wis 12, Cha 14. Challenge Code C.

Equipment: Lightsaber*, Mirialan-style Jedi robes.

*Barriss Offee has constructed her own lightsaber.

Skills: Balance +6, Climb +4, Computer Use +3, Craft (lightsaber) +5, Knowledge (Mirial) +4, Knowledge (Jedi lore) +5, Read/Write Basic, Speak Basic, Speak Bimm, Speak Mirialan, Swim +4, Tumble +7.

Force Skills: Affect Mind +6, Battlemind +6, Empathy +4, Enhance Ability +5, Force Defense +4, Heal Another +3, Move Object +5, See Force +4.

Feats: Athletic, Combat Reflexes, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Lightning Reflexes, Weapon Finesse (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Control, Lightsaber Defense, Sense.

The Last of the Jedi

With the Emperor's Jedi Purge, the Jedi Order's light went out of the galaxy. A handful of Jedi who were lucky or clever enough to elude their hunters remained, along with a smattering of Jedi students who had no one to teach them about the Force but the Emperor and his servant, Darth Vader.

Obi-Wan Kenobi, Force Spirit

When old Ben Kenobi died aboard the Death Star, cut down by Darth Vader's lightsaber, Kenobi's spirit became one with the Force. His protégé, Luke Skywalker, still desperately needed guidance if he was to become a Jedi Knight and restore peace and justice to the galaxy. Ben resisted losing himself in the unity of the Force, manifesting as a Force spirit to urge Luke to escape from the Death Star and Darth Vader.

Luke heard Ben's voice again when he and the pilots of the Rebel Alliance made their attack on the massive Death Star at the Battle of Yavin. Luke next saw Ben's shimmering form in the swirl of snow on the ice planet Hoth, telling him to seek out Jedi Master Yoda on Dagobah. When the Rebel Alliance evacuated its secret base on Hoth, Luke left the Rebel fleet to go seek his destiny with Master Yoda. In Yoda's hut on Dagobah, Ben Kenobi's spirit argued with Yoda for Luke to be trained as a Jedi.

His training still incomplete, Luke Skywalker followed a vision of his friends to Bespin, where he faced Darth Vader on Cloud City and learned the awful truth that Vader was his father, Anakin Skywalker. Luke returned to Dagobah to complete his Jedi training and ask Yoda the truth about Vader. Yoda confirmed this fact before he also died and became one with the Force, leaving Luke to ask Ben's spirit

why the two older Jedi had concealed the truth from him. Ben explained that it had been for Luke's own good. Had he learned too soon who Vader really was, he would have rushed off to face the Dark Lord of the Sith before he was ready. Now, at least, Luke had a chance.

Once more Luke Skywalker went to face Darth Vader, who was aboard the second Death Star. This time he triumphed, turning his father away from the dark side and against his former master, Emperor Palpatine. Vader sacrificed himself for his son, confirming Luke's belief that Anakin could be redeemed. While Luke mourned the loss of his father, the Rebel Alliance celebrated its victory over the Empire. At a great party on the forest moon of Endor, Luke once again saw a vision of Ben Kenobi, standing alongside Yoda and Anakin Skywalker.

Obi-Wan "Ben" Kenobi (Force Spirit): Male Human Jedi Guardian 7/Jedi Master 5/Jedi Investigator 3; Init +2 (Dex); Defense 23 (+11 class, +2 Dex); Spd 10 m; VP 103/18; Atk +17/+12/+7 melee or +17/+12/+7 ranged; SQ Deflect (defense +3), deflect (attack –4), deflect (extend defense and attack), Force secret (Affect Mind +1, Force Stealth +1), profile, target bonus +2, contact, favor +1, manifestation, Force travel; SV Fort +10, Ref +12, Will +12; SZ M; FP 1; DSP 0; Rep +4; Str 14, Dex 15, Con —, Int 14, Wis 15, Cha 18. Challenge Code F.

Equipment: None.

Skills: Balance +11, Craft (lightsaber) +6, Hide +10, Jump +10, Knowledge (Jedi Lore) +7, Knowledge (Tatooine) +8, Listen +10, Pilot +11, Read/Write Basic, Repair +5, Search +10, Speak Basic, Speak Jawa Trade Language, Speak Shyriiwook, Spot +10, Survival +5, Tumble +11.

Force Skills: Affect Mind +11, Battlemind +9, Enhance Ability +9, Farseeing +9, Force Stealth +9, Force Strike +9, Move Object +10, See Force +11.

Feats: Acrobatic, Dodge, Exotic Weapon (lightsaber), Force-Sensitive, Improved Critical (lightsaber), Low Profile, Quick Draw, Weapon Finesse (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Burst of Speed, Control, Knight Defense, Lightsaber Defense, Master Defense, Sense.

Ikrit, Jedi Master

Yoda trained the strange, rabbitlike pilot Ikrit as a Jedi. Ikrit then went to the Massassi temple ruins to counter a Sith curse that held the souls of the Massassi children prisoner. Concluding that neither he nor any adult could break this curse, he went into a trance to wait until help could come for the lost children. Anakin Solo and Tahiri were the first to find Ikrit in the Palace of the Woolamander. He stayed on Yavin to teach the young Jedi students the ways of the Force. Though not a warrior, he proved nonetheless a powerful adversary.

When the Yuuzhan Vong invasion came to Yavin, Ikrit took on the responsibility for moving his charges to safety. He foresaw his own death, but did not let the vision get in the way of protecting the students. As Anakin's group fled, Ikrit battled the Peace Brigaders in space, casually tossing starfighters aside. Eventually the battle became too much for him. He died defending the future of the Jedi Order.



JAC

Ikrit: Male Kushiban Fringer 2/Jedi Consular 11/Jedi Master 3; Init +8 (+4 Dex, +4 Improved Initiative); Defense 25 (+10 class, +4 Dex, +1 size); Spd 6 m; VP/WP 81/11; Atk +11/+6/+1 melee (1d2–2, bite) or +17/+12/+7 ranged; SQ Barter, bonus class skill (Tumble), deflect (defense +2), deflect (attack –4), deflect (extend defense and attack), Force secret (See Force +1, Telepathy +1); SV Fort +12, Ref +13, Will +13; SZ S; FP 9; DSP 0; Rep +8; Str 7, Dex 18, Con 10, Int 15, Wis 17, Cha 12. Challenge Code F.

Equipment: None.

Skills: Astrogate +4, Climb +6, Escape Artist +14, Hide +6, Jump +17, Knowledge (Jedi lore) +8, Knowledge (Massassi) +8, Listen +10, Pilot +8, Read/Write Basic, Read/Write Kushiban, Speak Basic, Speak Kushiban, Speak Shyriiwook, Spot +8, Tumble +18.

Force Skills: Affect Mind +9, Farseeing +12, Force Stealth +11, Friendship +9, Heal Another +12, Move Object +23, See Force +13, Telepathy +13.

Feats: Alertness, Dodge, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Improved Initiative, Lightning Reflexes, Mobility, Skill Emphasis (Move Object), Weapon Group Proficiencies (blaster pistols, primitive weapons, simple weapons), Zero-G Combat.

Force Feats: Alter, Control, Force Mind, Force Strike, Knight Mind, Master Mind, Sense.

The New Jedi

After the Battle of Endor, with the Emperor dead and his father, Anakin, redeemed from the dark side, Luke Skywalker found himself at a loss for what to do next. He had the needs of the Rebel Alliance to consider, and he served as well as he could in whatever capacity it needed him, but that had little to do with restoring the Jedi Order.

For several years, Luke kept busy helping the galaxy to regain equilibrium, ousting the Empire from the Core Worlds and establishing the New Republic. Meanwhile, he considered what he could do to bring back the Jedi Order. Finally, eleven years after the Battle of Endor, he decided to seek out other Force-sensitive beings in the galaxy, gather them in one place, and teach them what he knew about using the Force and being a Jedi.

The bumpy process held many hidden dangers. The location he chose for his school—the old Rebel base in the Massassi ruins on Yavin 4—proved to be haunted by the dark spirit of a long-vanquished Sith Lord, Exar Kun. Luke lost one student to Exar Kun's evil, nearly lost another, and came extremely close to dying. He soon discovered that Obi-Wan and Yoda were not the only Jedi Knights to have survived the Emperor's Purge. Luke met and fell in love with a mysterious Jedi woman named Callista, who ultimately fled from him after she lost her Jedi powers.

These experiences introduced Luke Skywalker to people who would not only become Jedi, but also lifelong friends. From the Mon Calamari Jedi Cilghal and the Rogue Squadron Jedi Corran Horn, to the reluctant Jedi Kyle Katarn and the former Emperor's Hand Mara Jade—who in time became Luke's wife—Luke Skywalker slowly began rebuilding the Jedi Order.

Cilghal, Jedi Healer

As one of Luke Skywalker's first students, the Mon Calamari Jedi Cilghal went from being a simple ambassador to an expert in the Jedi healing arts. She was discovered by Leia Organa Solo during a raid on Mon Calamari by Imperial forces under the command of Admiral Daala. Cilghal then journeyed to Yavin 4 to join Skywalker's academy, where she discovered her talent for Force healing. Throughout the ordeals brought on by Daala's attacks and the evil influence of the dark side spirit of the former Sith Lord Exar Kun, Cilghal developed her abilities until she was skilled enough to painstakingly purge an insidious poison from the body of New Republic Chief of State Mon Mothma, saving her life.

When Luke Skywalker declared that one of his Jedi students had advanced to the level of Jedi Knight, the academy's graduate would usually travel across the galaxy to help spread the word of the return of the Jedi Order. Cilghal followed a different path. Aided by the reputations of her teacher Luke Skywalker and her uncle, Admiral Ackbar, she drifted back into politics. In short order, she became the Mon Calamari senator for the New Republic. When the anti-Human terrorist group called the Diversity Alliance arose to threaten the stability of the New Republic, Cilghal lobbied for a fact-finding mission to the Diversity Alliance's headquarters on Ryloth. Several young Jedi from Master Skywalker's academy reported having been abducted and imprisoned by the proalien group. Though the Diversity Alliance's power base was soon broken, Cilghal's support of humans in an increasingly pro-alien Senate won her more political enemies than friends, and she elected not to run for another term.

Instead, Cilghal returned to Yavin 4, finding a surprisingly large number of new Jedi students. Realizing that she had neglected her duty as a Jedi Knight—especially with the Yuuzhan Vong invasion now in full swing—Cilghal took on an apprentice, a young Chadra-Fan named Tekli. Cilghal was increasingly called on to use her healing arts. At first, she needed to help the torrent of refugees fleeing the Yuuzhan Vong. Later, she ministered to Jedi when the New Republic withdrew their support and Yavin 4 fell to the Yuuzhan Vong. As the invasion dragged on, Cilghal devoted much of her attention to Mara Jade Skywalker. Mara had miraculously survived a Yuuzhan Vong poison in her system with the aid of a chemical compound known as Vergere's Tears. After Mara became pregnant with Luke Skywalker's child and subsequently suffered a relapse, Cilghal became Mara's obstetrician and midwife, lending her healing powers to keep both Mara and her child alive.

Cilghal: Female Mon Calamari Noble 2/Jedi Consular 4/Jedi Healer 6; Init +1 (Dex); Defense 18 (+7 class, +1 Dex); Spd 10 m; VP/WP 62/12; Atk +8/+3 melee* (3d8–1/19–20, lightsaber) or +9/+4 ranged; SQ Breathe underwater, favor +1, low-light vision, bonus class skill (Treat Injury), inspire confidence, deflect (defense +2), deflect (attack –4), deflect (extend defense and attack), healing, improved vitality healing, improved wound healing; SV Fort +8, Ref +7, Will +14; SZ M; FP 5; DSP 0; Rep +6; Str 9, Dex 13, Con 12, Int 13, Wis 15, Cha 12. Challenge Code C.

Equipment: Lightsaber*, Jedi robes, datapads, comlink.
*Cilghal has constructed her own lightsaber.

Skills: Computer Use +5, Craft (lightsaber) +7, Diplomacy +10, Gather Information +5, Knowledge (Mon Calamari) +5, Knowledge (Jedi lore) +7, Pilot +2, Profession (bureaucrat) +6, Read/Write Basic, Read/Write Mon Calamarian, Sense Motive +8, Speak Basic, Speak Mon Calamarian, Speak Quarren, Spot +3, Swim +3, Treat Injury +17.

Force Skills: Affect Mind +5, Empathy +10, Enhance Senses +6, Force Defense +9, Heal Another +21, Heal Self +9, Move Object +5, See Force +8.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Skill Emphasis (Heal Another), Skill Emphasis (Treat Injury), Trustworthy, Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Compassion, Control, Cure Disease, Cure Poison, Sense.

Kyle Katarn, Combat Instructor

Kyle Katarn believed he was just the son of a simple farmer when he decided to enroll in the Imperial Military Academy on Carida. He didn't realize his father, Morgan, was secretly involved in the Rebel movement on Sulon, Sullust's colony moon. Kyle graduated with honors, including a Medal of Valor for his part in the pacification of a Rebel base. Almost immediately after the graduation ceremony, Kyle received word of his father's death at the hands of Rebels. Before reporting to his first post, he was shown irrefutable evidence that the Empire, not the Rebellion, killed Morgan Katarn. The evidence convinced Kyle to defect, switching his allegiance to support the Rebellion.

One of his first missions for the Rebellion required him to steal top-secret plans. New Republic Chief of State Mon Mothma's faith in the young agent paid off when he successfully stole the plans to the Empire's new battle station, the Death Star. Kyle's success led to more dangerous assignments. He shut down the Empire's Dark Trooper program permanently, helped General Crix Madine defect to the Rebellion, and became one of the few heroes to go toe-to-toe with Boba Fett and live to tell about it.

A year after the Battle of Endor, Kyle undertook a personal quest. On a tip, he learned that Jerec, the Imperial officer who had presented him with his Medal of Valor, had murdered his father. Though it was true, this tip was no coincidence. Jerec, a Dark Jedi, arranged for Kyle to learn the truth, then planned to kill him as well. Kyle easily defeated Jerec's minions and sought out the Dark Jedi for revenge.

The spirit of the long-dead Jedi Master Qu Rahn instructed Kyle to return to Sulon. There he found Qu Rahn's lightsaber and a map carved into the ceiling of his family's home. Kyle's father died to protect this secret map, which showed the location of the Valley of the Jedi on Ruusan. Jerec had already been to Sulon and learned the location of this hidden burial ground. Kyle, bent on revenge, followed Jerec's trail. Kyle battled six of Jerec's cronies and even turned them against each other before confronting the Dark Jedi on Ruusan. Kyle's yearning for revenge was nearly his undoing, but he ultimately prevailed, defeating Jerec without giving into hatred and thus fulfilling a thousand-year-old prophecy.

Kyle discovered he had an affinity for the Force, but refused Master Skywalker's invitation to join the Jedi academy on Yavin 4. He chose instead to continue to serve the New Republic and join up with Mara Jade, another Force-user in hiding. During the Emperor's resurrection, Kyle was lured to a long-forgotten Sith world and seduced by the dark side. Mara helped to restore him to the light, but he was deeply ashamed of his actions. Kyle briefly enrolled in Master Skywalker's academy but turned over his lightsaber and left shortly after arriving. He feared he would slip to the dark side again and become more dangerous if he trained as a Jedi.

After again working for Mon Mothma as a mercenary for several years, Kyle Katarn returned to the Force and to Yavin 4. While continuing his training, he also served as unarmed combat instructor. Kyle was among the many instructors who left the academy to fight against the Yuuzhan Vong invaders.



JAC

Kyle Katarn: Male Human Scoundrel 5/Soldier 6/Jedi Guardian 1; Init +3 (Dex); Defense 22 (+9 class, +3 Dex); Spd 10 m; VP/WP 107/18; Atk +12/+7 melee (1d6+2, unarmed) or +12/+7 melee (2d8+2/19–20, lightsaber) or +13/+8 ranged (3d8, heavy blaster); SQ Illicit barter, lucky, precise attack +2, deflect (defense +1); SV Fort +12, Ref +11, Will +4; SZ M; FP 7; DSP 0; Rep +8; Str 15, Dex 17, Con 18, Int 12, Wis 11, Cha 13. Challenge Code E.

Equipment: Heavy blaster, thermal detonator, combat jumpsuit (DR 3), lightsaber.

Skills: Astrogate +6, Balance +3, Bluff +9, Computer Use +4, Demolitions +7, Diplomacy +3, Disable Device +11, Disguise +3, Gather Information +5, Hide +11, Intimidate +6, Jump +4, Knowledge (streetwise) +4, Knowledge (Jedi lore) +4, Knowledge (tactics) +5, Listen +8, Move Silently +14, Pilot +9, Read/Write Basic, Repair +7, Search +5, Speak Basic, Speak Huttese, Spot +8, Treat Injury +5, Tumble +8.

Force Skills: Battlemind +8, Enhance Ability +11.

Feats: Ambidexterity, Armor Proficiency (light), Dodge, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Improved Two-Weapon Fighting, Martial Arts, Mobility, Skill Emphasis (Move Silently), Spacer, Spring Attack, Starship Operation (space transport), Two-Weapon Fighting, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Force Feats: Control.

Chapter Seven: Where the Force Is Strong

This chapter examines seven sites associated with the Jedi. Each entry includes a complete history, a description of the site's physical features, and a discussion of notable inhabitants of the site, plus suggestions on how to use the site in a *Star Wars* campaign.

Chu'unthor

During the height of the Old Republic, the Jedi Temple on Coruscant was the site for the early training of most Jedi who entered the Order. It wasn't the only such facility, however—training every Jedi from throughout the galaxy on the same planet would have been impractical. The Jedi Council knew that Jedi should be open-minded, possessing a broad wealth of experience to better serve as impartial guardians and arbitrators. To introduce aspiring Jedi to cultures and planets from around trhe galaxy, the Jedi Council commissioned the vast training ship *Chu'unthor* from Republic Fleet Systems some four hundred years before the Rise of the Empire era.

History

Chu'unthor (a Cerean word meaning simply "academy") was constructed in orbit around the Mid Rim world of Abhean, where Republic Fleet Systems maintained a large shipyard. Indeed, the specifications for this mobile Jedi academy were so great that Abhean had the only facilities capable of handling them. Other shipyards were devoted primarily to the construction of corporate vessels, which grew in size commensurate with the power of the corporations that sponsored them. According to the specifications, *Chu'unthor* had room to house fourteen thousand Jedi students, teachers, and accompanying support staff.

This immense vessel was the brain child of a handful of forward-thinking Jedi Masters. Chief among them were Fin-So-Rowan, a Cerean, and Ivixa Delbaeth, a Human. They believed it vital that the Jedi—both Masters and apprentices—keep pace with changes sweeping through the Republic. Much had changed since the days of the Great Hyperspace Wars and the ascendancy of the Sith Empire. The Republic encompassed the bulk of the galaxy, and its supremacy went unchallenged except by scattered bands of separatists and malcontents. This situation led to complacency in the Senate, the populace at large, and even the Jedi Order. Instead of pushing back the boundaries of ignorance and overcoming fear of the unknown, the Republic was content to rest on its laurels.

Fin-So-Rowan and Delbaeth knew that this attitude might one day spell disaster for the Republic. They rightly felt that the Republic—and the Jedi along with it—must constantly advance, questing to improve itself and its citizens by further exploration and contact with new worlds and new species. With the approval of the Jedi Council, *Chu'unthor* was built as an antidote to the Order's own complacency. Conceived as a mobile training center and exploratory vessel, the ship was intended to travel throughout the Republic and beyond on missions of peace. Launching an experiment of grand proportions, the Council considered building additional vessels like it if *Chu'unthor* proved as successful in its mission as its promoters suggested.

For the first century of its existence, *Chu'unthor* was indeed a success. In hundreds of exercise and training rooms, Padawans learned the ways of the Jedi. They sat at the feet of Masters who instilled in them the Jedi Code. More important, they gained firsthand experience of the worlds and species of the Republic, witnessing their diversity and unique strengths. Along the way, the ship and its crew discovered even more planets and peoples never before encountered by the Republic. After generations of self-satisfied insularity, *Chu'unthor* proved a remarkable undertaking, injecting much-needed energy into the ailing Republic.

Despite its obvious successes, *Chu'unthor* remained one of a kind. The Jedi Council did not authorize the creation of another training vessel of such size, arguing that it was unnecessary, especially with the declining number of Force-sensitives entering the ranks of the Order. Though that decision disappointed Fin-So-Rowan and Delbaeth, *Chu'unthor* continued its work. The ship occasionally drew the attention of the galactic media for its exploits, such as the negotiation of a truce on Qualtrough and first contact with the Elathan. *Chu'unthor* also produced powerful Jedi, such as Easal Mar and Ainvar ul-Esca.

Shortly after marking one hundred years in service, *Chu'unthor* made contact with the remote world of Dathomir. Some of the planet's inhabitants had mastered a unique attunement to the Force. These so-called "Force witches" were the descendants of a fallen Jedi named Allya, who lived in exile on the planet after her expulsion from the Jedi Order. A series of catastrophic malfunctions the ship suffered when it was in orbit caused *Chu'unthor* to crash into a tar pit on Dathomir. The Force witches and the rancors they controlled surrounded the vessel and threatened to harm its passengers.

A team of Jedi led by Master Yoda arrived to rescue the passengers and negotiate with their captors. At first, the Dathomiri refused to acquiesce to the Jedi's demands, so great was their hatred of the Jedi Order. However, Yoda's willingness to save the life of a young witch named Kell bridged the gap between them. The Force witches agreed to free the passengers on two conditions: *Chu'unthor* and its contents would be left behind on Dathomir, and the Republic would never again visit their world. Yoda agreed, but only after asking Kell to hide the vessel's storehouse of reader tapes. She pledged to hold them until, as foretold by Yoda, a young Jedi came to Dathomir and freed the planet from the control of the Nightsisters, a group of Force witches who had turned to evil.

Kell agreed to Yoda's request and protected the reader tapes, which contained vast amounts of information on Jedi training and disciplines. Because the Republic never again visited Dathomir, the tapes were saved from the Jedi Purge instituted by Palpatine and his New Order. After the Empire's fall, Luke Skywalker visited Dathomir and defeated



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the Nightsisters. Kell, though ancient and infirm by this time, recognized Skywalker as the young Jedi whom Yoda had prophesied and gave him the reader tapes. He gained access to information lost since the time of the Republic, providing him with a firm basis on which to build the curriculum at his own Jedi academy on Yavin 4. In doing so, he also fulfilled the wishes of Fin-So-Rowan and Ivixa Delbaeth, creating the foundation of a new Jedi Order that would not forget its duty to explore the galaxy, fight ignorance, and uphold justice.

Description

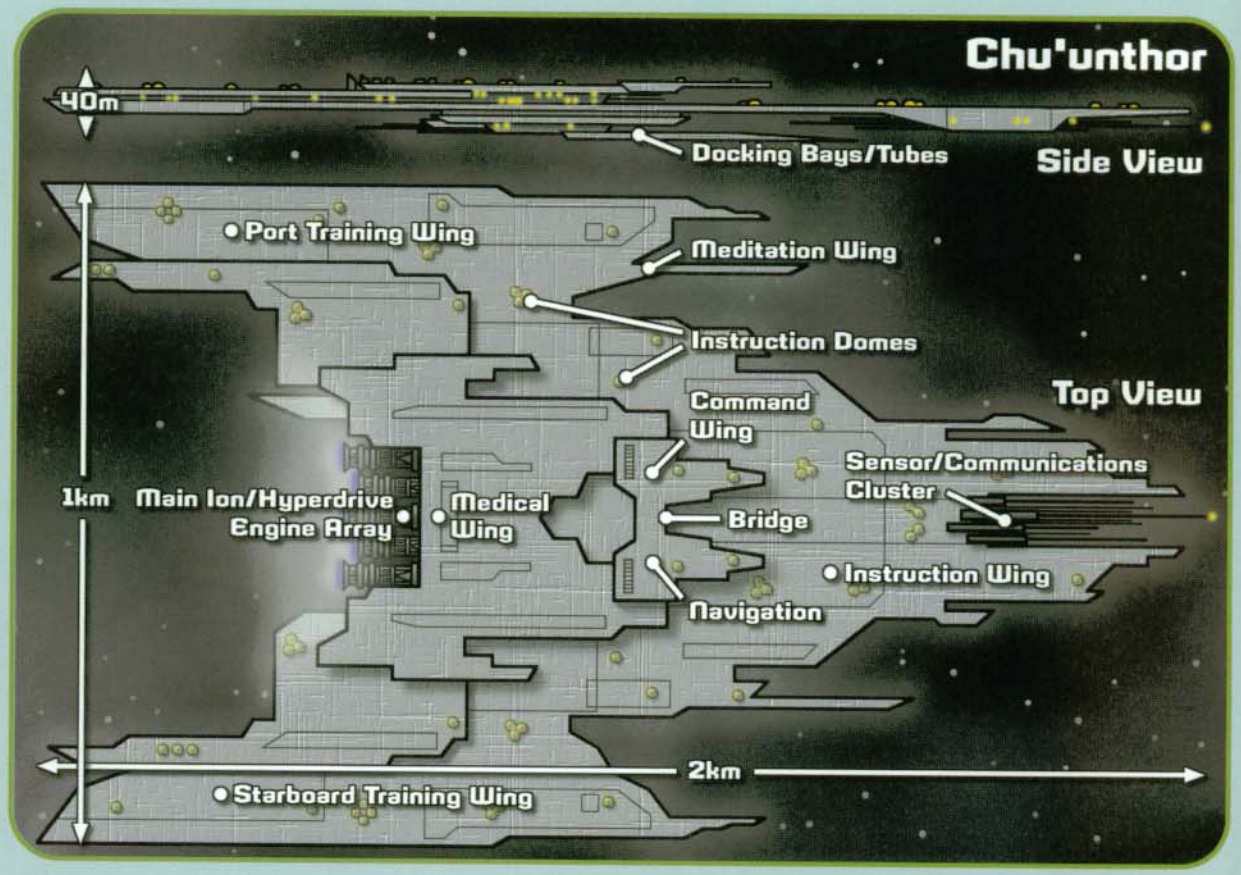
Chu'unthor was a massive vessel—2 kilometers long, 1 kilometer wide and over 40 meters tall. It dwarfed both the mighty *Imperial I*- and *Victory*-class Star Destroyers that would later be the pride of the Imperial Navy

The vessel had an unusual design, in part because it was far larger than craft commonly built during the Old Republic. Even Republic military vessels rarely reached the size of this ship. Shaped vaguely like a letter Y, *Chu'unthor* consisted of three wings jutting out from a sturdy central hull. The forward area, known as the Instruction Wing, included the sensor and communications cluster used to observe new worlds and stellar phenomena, as well as the classrooms and laboratories used for Jedi teaching. The Port Training Wing and the Starboard Training Wing consisted of hundreds of exercise areas, lightsaber sparring rooms, and meditation chambers.

The central hull of *Chu'unthor* included the Hospital Wing, which consisted of dozens of healing areas for injured Jedi. Padawans learned the healing arts there as an integral part of their training. The central hull held several library rooms with texts that covered Jedi teachings, the sciences, history, literature, languages, the arts, and alien civilizations. The texts were kept in multiple forms, including the standard reader tapes that Luke Skywalker recovered hundreds of years later. The bridge and navigation areas of *Chu'unthor* were also in the central hull.

Chu'unthor's grand scale accommodated the needs of varying different alien species, some of which found the rigors of space travel confining. To overcome feelings of claustrophobia, the ship was constructed with wide corridors and high ceilings. In addition, numerous rooms contained large domes or ports that allowed those inside to view the vastness of space around them. Jedi instruction chambers typically included such domes, since the Jedi Code encourages its adherents to recognize that their gifts should not be selfishly limited to a single world—they belong to the entire galaxy.

Chu'unthor had a huge hyperdrive engine array, as well as numerous docking bays and landing craft. The vessel could serve as a mobile spaceport if necessary, an innovation that made it easier for the ship to operate far from centers of Republic power. The docking bay could receive emissaries from any worlds it encountered in its travels. *Chu'unthor* possessed no offensive weaponry, relying only on tractor beam projectors for defense. The design reflected the wishes of Fin-So-Rowan and Ivixa Delbaeth, whose commitment to the cause of peace was renowned even among the usually pacifistic Jedi Order.



Inhabitants

Chu'unthor was a veritable city in space, always buzzing with activity. The Padawan learners and Jedi Masters who traveled aboard it were only the most well known of its inhabitants. When the ship carried its full complement, as many as ten thousand were aboard, but such an occurrence was extremely rare. Most of the time, no more than half that number were present.

The Jedi on board were a diverse group. *Chu'unthor*'s proponents wanted the vessel to serve as a testament to all that was best in the Republic. If its passengers encountered new worlds and species, what better way to speak of the Republic's fundamental commitments than to show a multifarious face? Consequently, Jedi aboard *Chu'unthor* came from hundreds of different worlds.

The ship's crew was equally large and diverse. Most were veterans of the Republic Navy who chose to work with the Jedi Order after retirement. The Council wanted *Chu'unthor* to remain outside the jurisdiction of even the Republic military, lest its mission be tainted, even inadvertently. Other crew members included scientists, researchers, and librarians. In fact, scholarly types far outnumbered the engineers, pilots, and navigators. Ultimately, this imbalance proved to be a fatal error, since the lack of sufficient technical personnel to repair the malfunctions spelled *Chu'unthor*'s doom at Dathomir.

Chu'unthor

Class: Capital ship	**Crew:** 4,000 (Normal +2)
Size: Colossal (2 km long)	**Initiative:** –6 (–8 size, +2 crew)
Hyperdrive: ×2 (backup ×10)	**Maneuver:** –6 (–8 size, +2 crew)
Passengers: 10,000	**Defense:** 12 (–8 size, +10 armor)
Cargo Capacity: 40,000 tons	**Shield Points:** 300*
Consumables: 1 month	**Hull Points:** 800 (DR 10)
Cost: Not available for sale	
Maximum Speed in Space: Cruising (2 squares/action)	
Atmospheric Speed: Not applicable	

Weapon: Tractor beam projectors (8); **Fire Arc:** 4 front, 1 left, 1 right, 2 rear; **Attack Bonus:** +0 (–8 size, +8 fire control); **Damage:** Special; **Range Modifiers:** PB –6, S –4, M/L n/a.

**Backup shield generators restore shield points at double the normal rate per minute.*

Adventure Hooks

Chu'unthor is primarily of interest to Gamemasters whose campaigns are set during the height of the Old Republic, before the Rise of the Empire era. For a century, the vessel explores the Unknown Regions and acts as an ambassador of goodwill for the Republic. Consequently, it makes an excellent basis for a spacegoing campaign. Whether the characters are Jedi or members of the scientific and technical crew, *Chu'unthor* provides a useful platform from which to launch a wide variety of adventures, including first-contact missions with unknown species.

It would also be possible to set an entire campaign on board *Chu'unthor* without ever having to leave its corridors. Rivalries between Jedi students, technical problems, and scientific investigation can all take place on the vessel without any need for planetbound adventures. Alternatively, *Chu'unthor* might make an excellent place for characters in other types of campaigns to visit. Jedi accustomed to the Temple on Coruscant may find the mobile academy's approach to training refreshing. Diplomats or scientists could visit the vessel to become involved in a matter pertaining to their area of expertise.

Before Luke Skywalker visits Dathomir, *Chu'unthor* fades from the galactic scene. The characters could find its wreckage before Master Skywalker does, but doing so wouldn't liberate the reader tapes that Kell hid at Yoda's insistence. In such a case, the ship would be a gigantic ruin, a maze of rooms and corridors holding relics of the Old Republic and untold dangers, such as Nightsisters or even local fauna. During The New Jedi Order era, a Jedi might take up where Fin-So-Rowan and Ivixa Delbaeth left off, promoting a new *Chu'unthor* project as a way of reigniting old ideals. A campaign built around such a premise would be an epic undertaking worthy of the greatest of Jedi.

Great Library at Ossus

As the Jedi Code counsels, "There is no ignorance; there is knowledge." The quest for knowledge has been a cornerstone of the Jedi Order throughout its existence. Jedi Knights have been at the forefront of exploration and research of all types. The Republic owes much of its present store of knowledge to the efforts of Jedi and their allies. Equally central to the Jedi respect for knowledge is the need to preserve it. The Republic has never suffered a dark age in which significant knowledge was lost, largely because the Jedi created and maintained places such as the Great Library at Ossus.

History

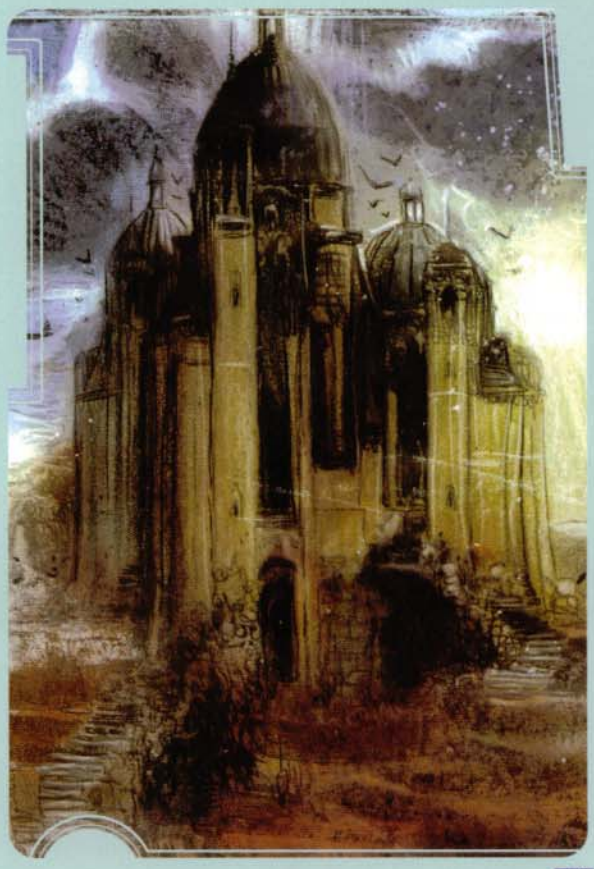
Located in the Adega system within the Auril sector, Ossus is an Outer Rim world that orbits twin suns in an unusually stable figure-eight trajectory. This pattern suggests artifice of immense power, but no irrefutable evidence exists to support such a theory, despite the best efforts of generations of scientists to discover such information. Whatever the truth, Ossus is an immensely old world that has possessed intelligent life for untold generations. Its importance to the Jedi Order is incalculable, leading some to believe that the Jedi Order was founded on Ossus—yet another theory that can be neither confirmed nor denied. Nevertheless, the planet definitely occupies a central place in the history of the Jedi.

Ossus is a heavily populated world with hundreds of millions of inhabitants living in the cities that dot the planet's surface. The Knossa spaceport located near the rocky Eocho Mountains receives travelers from all across the galaxy. Ground defenses protect the world from attack, serving as a grim reminder of its importance during the wars against the Sith Empire. Ossus is covered with important sites of great antiquity, including the peaceful Gardens of Talla and Imhar Canyon. In particular, the Great Library gives Ossus a prominent place in Jedi lore.

Constructed under the direction of the Jedi Master Odan-Urr four thousand years before the Galactic Civil War, the Great Library was a repository for knowledge of all sorts and a training facility for Jedi Knights. Its mammoth grounds contained information relating to every possible field of sentient endeavor. This information was stored in a variety of forms, depending on its age and importance. While most of the data existed on reader tapes and holographic media, the library also contained paper scrolls and books from the days before electronic storage. While the information contained in paper form was eventually translated to sturdier media, such as flimsiplast, the Chamber of Antiquities preserved these ancient items in the interest of history.

For the same reason, the library contained knowledge forbidden by the Jedi Order, such as Sith holocrons. Odan-Urr believed that all knowledge—even knowledge of evil—might prove valuable in the defense of justice. Only individuals approved by the Jedi Council and Odan-Urr (as Keeper of Antiquities) were allowed to view such dark works, and even then only under supervision. Sadly, this enlightened attitude spelled the end of Odan-Urr. During the Great Sith War, the fallen Jedi Exar Kun visited Ossus to recruit others to his evil cause. Before departing the planet, he slew Odan-Urr and stole a Sith holocron from the Chamber of Antiquities.

The planet later became a staging area for the joint Jedi–Republic army that eventually defeated the Sith



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Empire. At the same time, a nearby supernova threatened to devastate it. The Republic ordered an evacuation of the world. Space transports quickly carried away as many of the library's antiquities as possible—but then Exar Kun returned to Ossus with the Dark Jedi Ulic Qel-Droma to loot the library of its remaining treasures before the supernova's shockwave destroyed it.

Qel-Droma did not succeed. The Neti Jedi Master Ood Bnar had planted himself firmly in the soil of Ossus. He metamorphosed into a powerful tree, sacrificing his life to protect a vault containing lightsabers from the depredations of the Dark Jedi. When the shockwave struck, Ood's tree survived to stand over the ruins of the once-great planet.

Other Jedi survived the destruction by taking refuge in the caves of the Eocho Mountains. Abandoned for dead by the Republic, they set about creating their own society from the ashes of Ossus. Over time, the Jedi's descendants lost a proper understanding of the Force, but they retained their connection to it. Viewing the Force as a type of magic, their descendants—who called themselves the Ysanna—flourished on Ossus and retained legends of their Jedi ancestors. While exploring the ruins of their homeworld, they treated what they found with reverence.

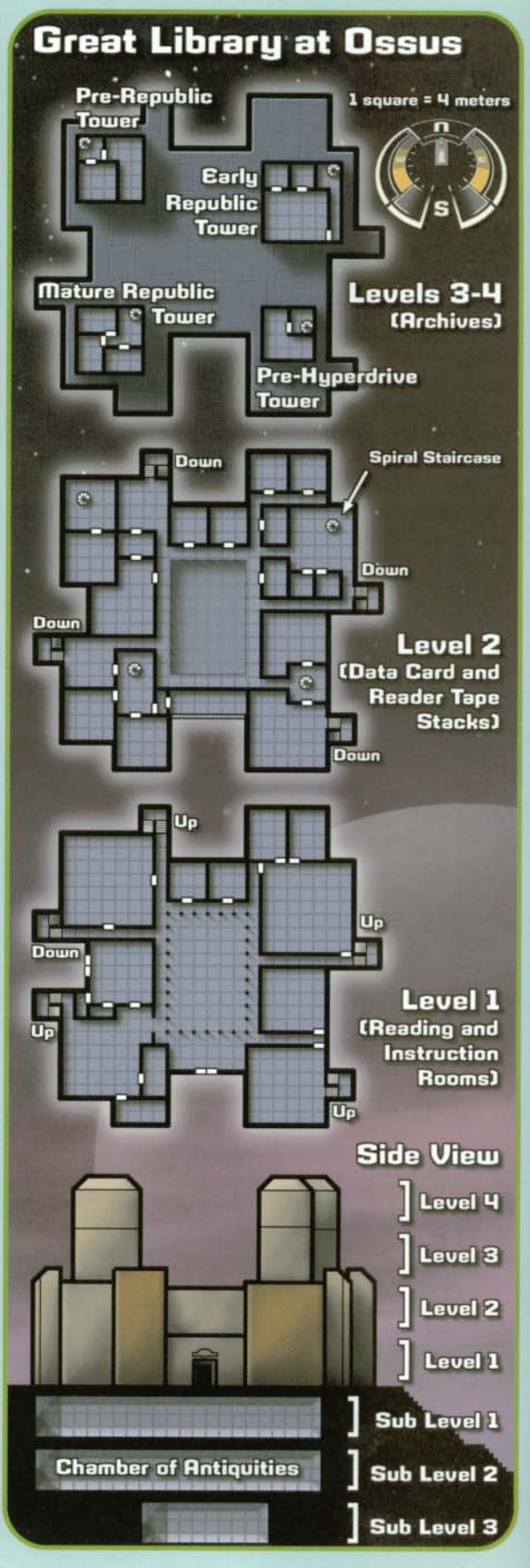
So it continued for thousands of years, until the death and resurrection of Palpatine. The Emperor's minion, a dark side adept named Executor Sedriss, researched legends of Jedi who had survived the destruction of Ossus. He hoped to verify these legends and capture the remaining Jedi. His captives would serve as the basis of future clone bodies for Palpatine. Instead, Sedriss found the Ysanna, who served his evil purposes just as well.

At that time, Luke Skywalker was on Ossus, searching the ruins with his apprentice Kam Solusar. Skywalker befriended the Ysanna and offered to protect them from Sedriss. The Jedi Master battled the dark side adept, bringing Sedriss to the brink of defeat. Ood Bnar awakened after a four-thousand-year slumber, felt the presence of Sedriss, and grasped him in his branches. Using his Force powers, Ood destroyed himself and Sedriss forever. In the process, Ood left behind a seedling to preserve his legacy and watch over Ossus and the ruins of the Great Library.

Since then, the Great Library has become the focus of an extensive archaeological mission sponsored by the New Republic. The Jedi Order hopes to reclaim as much of its lost heritage as possible from the ruins. Master Skywalker in particular feels that the Jedi Order must know its past before it can move forward, an outlook of which Odan-Urr would certainly have approved.

Description

Some scholars believe that the Jedi Order began on Ossus because of the similarity between the broad designs of the Great Library and the architecture of the Jedi Temple on Coruscant. Both structures have multiple towers, each dedicated to particular areas of interest or study. However, it could just as easily be argued that both the Great Library and the Temple show influences of a particular style of galactic architecture that was once common in the Old Republic. Without records from those times, it's impossible



to say with certainty—which encouraged scholars to argue about the matter well into the time of the New Republic.

The Great Library at Ossus was a large, squat building constructed of dense, unadorned stone. Only the uppermost reaches of its walls and towers were adorned with any sort of recognizable iconography, usually Jedi glyphs from any one of a thousand worlds. The building sat atop a small, rocky hill. The steps that led to its many entrances were so expertly carved that they appeared to rise out of the ground itself. All the stairways leading to the building's lower level were open. It was Odan-Urr's belief that nothing should bar a sentient creature from attaining knowledge.

The lowest level of the main building held reading and instruction rooms, as well as large arcades in which holograms and other displays showed images of some of the building's treasures. Higher levels contained rows of data cards and reader tapes, catalogued according to Odan-Urr's system. Librarians and researchers aided those seeking to plumb the Library's mysteries, since it could take weeks or months to master its intricacies without a guide. The highest levels had large windows that allowed visitors to look out at the hills surrounding the library. All the other levels lacked windows and were illuminated solely by artificial lights.

The four towers connected to the main building were devoted to artifacts and relics from a particular era of galactic history. According to Odan-Urr's dating system, this period of time could be divided into four eras: Pre-Hyperdrive, Pre-Republic, Early Republic, and Mature Republic. The system has numerous flaws from a modern perspective, not least of which is that its distinctions between the "early" and "mature" Republic were made four thousand years ago. Nevertheless, Odan Urr's categories served a useful purpose in their day, making it easier to catalogue the library's vast storehouse of material knowledge.

Beneath the main building was the Chamber of Antiquities, the oft-discussed and little-seen jewel in Odan-Urr's crown. In truth, the chamber consisted of many different rooms and vaults, each divided further according to era, planet, and contents. Navigating its Byzantine complexities made the catalogue system of the main building seem like child's play by comparison. This was intentional, since Odan-Urr wanted to make it difficult for the uninitiated to find artifacts that could bring harm to themselves or to others. It was here that evil Sith artifacts and other dark side relics found resting places. Few saw them, since the Keeper of Antiquities restricted access to all but a handful of reputable scholars who had the express permission of the Keeper and the Jedi Council.

Inhabitants

At its height, Ossus boasted inhabitants from all over the galaxy. The Great Library drew visitors from thousands of worlds. A large percentage of the pilgrims were Jedi, highlighting the importance this site had to the Order. Even Jedi from species with relatively few Jedi representatives (such as Rodians and Wookiees) journeyed here to visit the library. During the war against the Sith Empire, Ossus was a staging ground for numerous offensives, bringing soldiers to the planet as well. This was the exception rather than the rule, however, since Ossus was typically a planet of peace.

After the supernova reached Ossus, the planet's population decreased considerably. Many of its native species died off, leaving only the hardiest creatures. A few Jedi survived as well. Their descendants became the Ysanna, a tribe of desert nomads who retained a strong connection to the Force. Though primitive and superstitious by the standards of the Old Republic, the Ysanna preserved elements of Jedi beliefs in their culture, including a respect for the ruins that once housed the Great Library.

Since Master Skywalker visited Ossus, the Ysanna have begun to reconnect with their ancient heritage. The increased presence of Jedi on the planet (thanks to New Republic archaeological teams) all but guarantees that some Ysanna will become Jedi one day. In addition, these fierce tribespeople have shown themselves to be staunch allies against the dark side, having fought bravely against Sedriss and the clone Emperor's other forces. In time, the Ysanna may prove even more valuable to the progress of galactic history.

Many Ysanna commoners are Force-sensitive. Ysanna heroes are often fringers or Force adepts.

Ysanna Nomad: Male or female Fringer 1; Init +0; Defense 13 (+3 class); Spd 10 m; VP/WP 7/12; Atk +1 melee (1d3+1, unarmed) or +1 melee (1d8+1, spear); SQ Alertness, +2 species bonus on Survival checks in desert conditions; SV Fort +3, Ref +1, Will +0; SZ M; FP 0; DSP 0; Rep 0; Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Spear, desert clothes, variety of personal belongings.

Skills: Hide +5, Knowledge (Ossus) +3, Move Silently +5, Speak Classical Ossan, Survival (desert) +7.

Feats: Alertness, Armor Proficiency (light), Force-Sensitive, Weapon Group Proficiency (simple weapons).

Adventure Hooks

The Great Library could feature prominently in any era, but the institution reaches its height four thousand years before the rise of the Empire. At that time, it's an excellent locale for Jedi characters seeking information or training. For that matter, almost any character could visit the library looking for knowledge. The rarest and most dangerous information is contained in the items collected within the Chamber of Antiquities, which includes Sith artifacts and holocrons. Characters seeking such forbidden knowledge must gain the trust of both the Jedi Council and Odan-Urr; otherwise, they will never have a chance to view the chamber's contents.

Breaking into the chamber would be a massive undertaking on the level of Exar Kun's and Ulic Qel-Droma's attack. Fending off such an attempt by Sith or darksiders could make for a dramatic conflict. Similarly, characters may need to pore over ancient tomes and hidden data to find details that solve other mysteries. The chamber includes other treasures, including the earliest records of the Jedi Order. Ancient prophecies and scriptures of import might be found by anyone willing to take the time and effort to do so. As

the story of Anakin Skywalker shows, ancient prophecies can sometimes hold the key to the future.

After the devastation wrought by the supernova, Ossus becomes a planetary graveyard, a shattered monument to past greatness. The Ysanna are the only living embodiment of its glory. Characters in later eras might visit Ossus to seek out remnants of the Great Library and its knowledge. Adventures centered on recovering ancient Jedi knowledge or protecting it from darksiders would ensure that Ossus remains a vital part of the Order's history, even during The New Jedi Order era.

Jedi Academy on Yavin 4

In the aftermath of the Emperor's death, the return of the Jedi Order became an important matter for the New Republic. After all, the Jedi had been a cornerstone of the Old Republic's governance. Why should the New Republic view Jedi any differently, especially in light of the pivotal role played by Luke Skywalker in toppling the Empire? That question became even more pertinent as Master Skywalker took on new students and trained them in the ways of the Force.

The destruction wrought by the Emperor had wiped out all evidence of the Jedi Order's most important strongholds and places of power. The new organization would need a base of operations, a place at which its new disciples could train and grow in the Force. Skywalker chose Yavin 4 as such a place; there he established his Jedi academy, the first of its kind in more than a generation.

History

Approximately four thousand years before the fall of the Old Republic, Dark Lord of the Sith Naga Sadow and his followers fled to Yavin 4 to escape the Jedi, who had defeated him in battle. Sadow, a noted practitioner of Sith alchemy, resumed his occult studies on the moon. After secreting his massive starship on Yavin 4, Sadow set about recreating the moon in his own image. He ordered his followers to create massive structures, such as the Temple of Fire, in which he carried out his experiments. He then mutated his Sith followers into the Massassi, dark side warriors without remorse or conscience. Other mutant creatures joined them, including two-headed reptiles and draconic monstrosities. When Sadow finally met his end, the Massassi devolved into a primitive species, although they were still capable of using the dark side as their ancestors had.

In time, the fallen Jedi Exar Kun came to Yavin 4. He enslaved the primitive Massassi and forced them to build even more Sith structures to augment his already considerable power. New structures included the Palace of the Woolamander and the Temple of the Blueleaf Cluster. As the war against the Sith heated up, Kun brought twenty Jedi Knights to the moon and infected them with the spirits of ancient Sith. The corrupted Knights then returned to the Republic, following Kun's orders to slay their Masters. Not surprisingly, his scheme attracted the attention of the Jedi Order, which attacked Yavin 4 and wrought horrible devastation. The moon was laid waste and the Massassi exterminated. Kun was believed killed in the holocaust, but that belief was proved false thousands of years later.

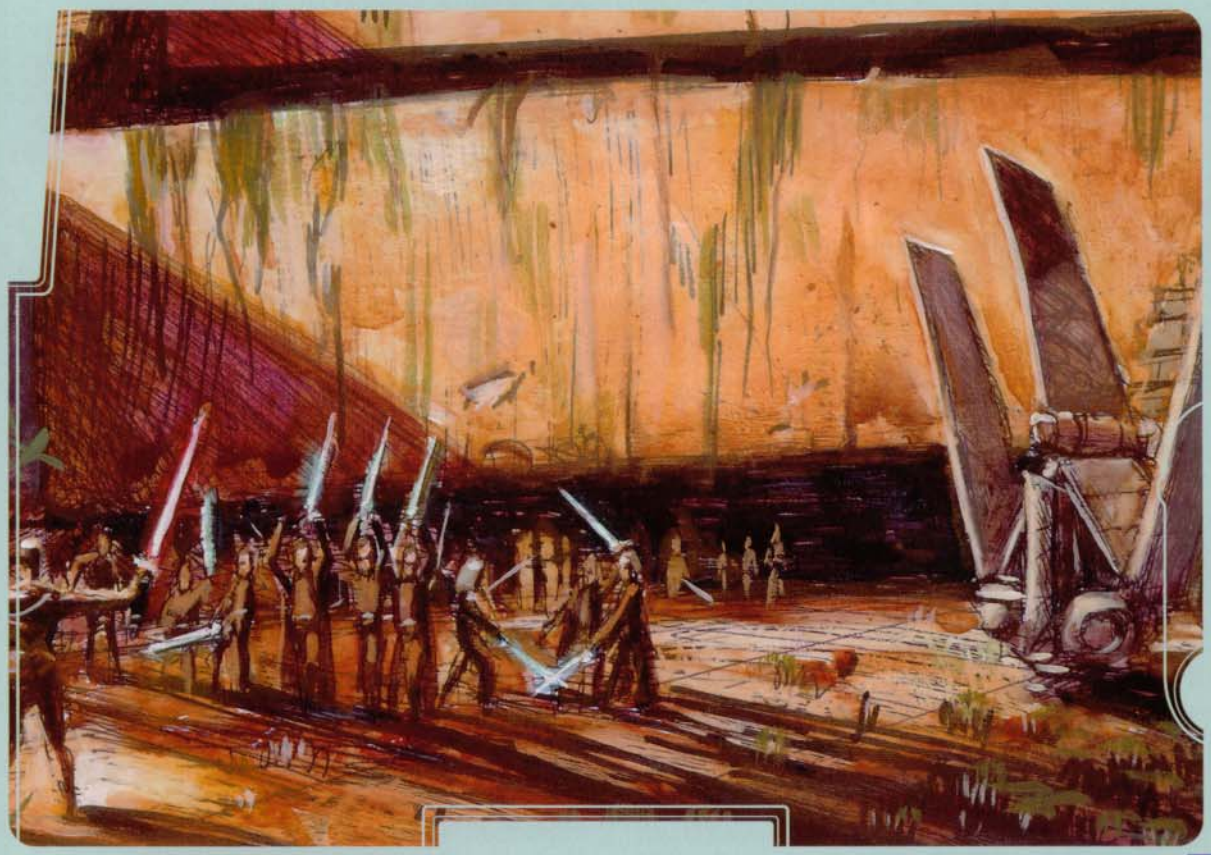
Ashamed at their overzealousness, the Jedi did not return to Yavin 4 for thousands of years. Indeed, no one cared to remember this lush jungle moon or its role in the Sith War. By the time of the Empire, only historians had any knowledge of Yavin 4's past. Consequently, the second group of insurgents, the Rebel Alliance, had no idea of the moon's dark history when it established its primary headquarters in the Great Temple. Base commander Jan Dodonna began to suspect something unpleasant had once transpired on Yavin 4 when his workers discovered a strange power crystal in the Temple of the Blueleaf Cluster. Instead of abandoning an otherwise perfect stronghold, Dodonna ordered the Temple sealed off and forbade anyone from entering it.

The Sullustan scientist Dr'uun Unnh spent some time on Yavin 4 during the Rebel occupation, mostly for the purpose of cataloguing its animals and plants. His efforts ended when the Empire discovered the location of the hidden Rebel base. Grand Moff Tarkin maneuvered the dreaded Death Star into position to destroy the moon with its superlaser. Thanks to the efforts of Luke Skywalker and Han Solo, the Battle of Yavin proved a defeat for the Empire. The Death Star was destroyed—and Grand Moff Tarkin along with it.

In the aftermath of the battle, the Empire blockaded Yavin 4 with TIE fighters and other vessels. On one occasion, a TIE bomber crash-landed on the planet and awakened Kalgarath, the Night Beast, one of Exar Kun's alchemical creatures. The beast used the Force to shield itself from energy weapons before attacking the Rebel base. The beast dealt far more damage to ground forces than the Empire did. Luke Skywalker succeeded in calming the beast, which then left the planet to search for its former master. The likelihood that other such monstrosities were present on the moon prompted the Alliance to abandon Yavin 4.

Almost a decade after the Battle of Endor, Luke Skywalker determined that he needed to establish an academy of sorts for aspiring or potential Jedi. He chose Yavin 4 because of its existing structures and because the presence of dark side creatures made it an excellent testing ground for his students. Unlike more theoretical academies, Master Skywalker's academy emphasizes practical activities, such as those undertaken by Jedi Knights while on missions in the field. Master Skywalker never intended his academy to be a replacement for more impressive structures, such as the Jedi Temple on Coruscant. The organization on Yavin 4 was intended as a stopgap measure until the Jedi Order was more firmly reestablished.

The presence of so many light side Force-users on Yavin 4 drew the attention of none other than Exar Kun. The Dark Jedi had preserved his spirit within the Great Temple for millennia. Kun used his powers to possess several of Master Skywalker's students, who then attempted to destroy both the academy and their Master. Kun nearly succeeded, but Skywalker proved a wiser foe than the darksider anticipated. The Jedi Master ultimately defeated Kun, consigning his spirit to the darkness forever. A year later, an Imperial officer named Admiral Daala attempted to destroy the Jedi



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academy as well. Despite her use of the Super Star Destroyer *Knight Hammer,* she ultimately failed in her efforts.

Luke Skywalker maintained his Jedi academy on Yavin 4 for over a decade, training students in the ways of the Force. Though not completely successful, the academy served its purpose well enough.

The arrival of the Yuuzhan Vong signaled the end of the academy. One of the Yuuzhan Vong's agents, Tsavong Lah, led a crusade against the Jedi, blaming them for galactic troubles. The Peace Brigade, assisted by the Yuuzhan Vong, eventually discovered Yavin 4 and occupied the academy. The enigmatic aliens turned the academy into a shaper base and destroyed the Great Temple. The Jedi fled the moon, but several of them, including Anakin Solo, were captured. After Anakin's rescue, Talon Karrde's fleet destroyed the shaper base—and the remains of the academy along with it. Though these events spelled the end of Master Skywalker's first attempt to train a new generation of Jedi, it would not be the last.

Description

Yavin 4 is a large moon orbiting the gas giant Yavin. It is capable of supporting life, one of the main reasons why two separate and very different groups of insurgents chose the moon as their base of operations. Yavin 4 is a hot, jungle world boasting four large continents and six oceans, as well as a single landlocked sea. The moon's mountain ranges are volcanically active, and its thick jungles include a wide variety of exotic plant life, such as the towering purple-barked Massassi trees.

Yavin 4's proximity to a gas giant creates interesting weather patterns on the planet. Chaotic storms rage across the moon's surface every few months. More pleasant "rainbow storms" occur when the sun rises past the gas giant. Its light refracts off prismatic ice crystals that exist high in the moon's atmosphere. Yavin 4 also has two different types of nightfall. The first, called twilight night, occurs when the moon faces away from the sun but still faces the gas giant. During twilight night, the moon is bathed in a pastel glow that's particularly striking in the jungles where the Massassi trees grow tallest. Dark night occurs when the moon faces away from both the gas giant and the sun. Yavin 4 has a somewhat eccentric elliptical orbit around the gas giant, which results in excessively long dark nights every few months. Storms commonly erupt during these nights due to the rapid drop in air temperature.

Yavin 4 has a rich and varied ecology. Numerous types of plants grow here, including blueleaf shrubs, climbing ferns, feather ferns, nebula orchids, blistering touch-not shrubs, and grenade fungi. Blueleaf shrubs attract particular attention due to their sense-enhancing qualities when consumed by most humanoid species. The equally varied fauna includes creatures such as the semi-intelligent woolamanders, mucous salamanders, and purple jumping spiders. Yavin 4 is a zoologist's paradise that could provide a researcher with decades of valuable data about the diversification of an ecosystem. Outside the natural ecology are the Massassi, unnatural creations that owe their existence to the first insurgent group to claim Yavin 4—the Sith.

Skywalker's academy was housed in the Great Temple of the Massassi, a huge ziggurat surrounded by several smaller ziggurats. The interior of the Temple once included a variety of rooms and chambers used by the ancient Sith in their dark rituals and ceremonies. When the Rebel Alliance took possession of the place, the chambers were largely gutted to make room for hangar bays and barracks. In addition, control stations and armories were added to the Temple, whose uppermost level became a ceremonial chamber for receiving important dignitaries.

The Alliance eventually abandoned the Temple, leaving behind the new structures it had built. Luke Skywalker later used them in establishing his academy. The hangars became lightsaber practice areas, while the barracks housed Jedi hopefuls under his tutelage. In the end, the Temple included far more space than Master Skywalker ever needed, which explains why he did not closely examine the areas formerly used by Naga Sadow and Exar Kun. Those rooms contained Sith glyphs and symbols that might have alerted Skywalker to the presence of Exar Kun's spirit.

The academy emphasized physical activities, so Skywalker made use of the Great Temple's exterior as well. Its many-tiered steps were used for endurance training, and the surrounding buildings provided obstacles. Despite the decade of habitation, the academy never truly overcame its makeshift origins, with rooms and structures haphazardly converted to specific uses as circumstances demanded. Ironically, this configuration made it easier for the Yuuzhan Vong to use the place as a shaper base, since Skywalker never made significant modifications to the remains of the Rebel base in the Temple.

Besides the practice and exercise areas, two other features were prominent in the academy's existence. The first was the former throne room, which Master Skywalker used as an audience chamber when he met with New Republic and Jedi dignitaries. The second was a memorial site, marked with gray plinths for every Jedi and student who had fallen in defense of the New Republic. Initially only a few plinths stood here, but events during the Yuuzhan Vong invasion added more markers with each passing year.

Inhabitants

In ancient times, Yavin 4 was home to the Massassi and their Sith masters. The Massassi served as a dark side army under the command of the Sith, traveling across the moon and constructing monolithic structures for the glory of their Dark Lords. After Exar Kun's disappearance, the Massassi became nearly extinct on Yavin 4. Only a few individuals survived his reign. Of course, subsequent residents might have overlooked an isolated Massassi clan surviving somewhere. Sith mutants may remain as well. The Night Beast was one such mutant, and others might exist elsewhere. Only a careful examination by Force-users can resolve this mystery.

The animals of Yavin 4 are particularly noteworthy, since they can be found in almost any environment on the planet. The simian woolamanders are probably the most significant, since they approach sentience and display behavior that make zoologists question their potential intelligence. Other beasts, such as piranha-beetles, are more dangerous and best avoided when possible.

Woolamander: Jungle scavenger 3; Init +1 (Dex); Defense 14 (+1 Dex, +3 natural); Spd 10 m; VP/WP 18/12; Atk +4 melee (1d3+2, 2 claws); SQ Darkvision; SV Fort +5, Ref +2, Will +2; SZ M; Face/Reach 2 m by 2 m/2 m; Str 15, Dex 13, Con 14, Int 4, Wis 12, Cha 10. Challenge Code B.

Skills: Hide +3, Listen +5, Move Silently +3, Search +5, Spot +3, Survival +1.

Feats: Alertness.

While the Rebel Alliance held Yavin 4, its pilots, soldiers, commanders, diplomats, and leaders gathered there to coordinate their war against the Empire. The moon became a hive of activity for numerous species. After the Battle of Yavin, the number of Rebels dwindled as new bases were established elsewhere. Eventually, nearly everyone was evacuated, with only a small number of spies and scouts remaining behind to act as saboteurs in case the Empire decided to occupy the moon.

After the Battle of Endor, Yavin briefly served as the headquarters of the Senate Interplanetary Intelligence Network (SPIN). However, SPIN abandoned Yavin once Coruscant was in the hands of the New Republic. The agency found a more permanent home there.

Master Skywalker's academy usually taught no more than a dozen students at any given time. The academy remained on the moon for slightly more than a decade before its inhabitants were forced to leave by the Yuuzhan Vong. Thereafter, extragalactic invaders could be found on Yavin 4, along with their allies. After Talon Karrde destroyed the shaper base, Yavin 4 was again uninhabited, except for the animals and Sith mutants that escaped detection over the centuries.

Adventure Hooks

Yavin 4 offers opportunities for adventure during any era of play. During the days of the Old Republic, the moon is a major outpost for two Sith lords, Naga Sadow and Exar Kun. Before the Jedi destroy Kun's base, the Dark Lord launches multiple attacks against the Jedi Order. Jedi and other characters might infiltrate Yavin 4 to gather information about his activities or provide reconnaissance in preparation for a Jedi counteroffensive. Alternatively, fallen Jedi might seek out Kun as a mentor in the dark side of the Force.

During the Empire's reign, Yavin 4 is a major Rebel base and a center of resistance against the Emperor's New Order. Rebel characters stationed on the moon use it for a base of operations. After the Battle of Yavin, Imperial agents constantly attempt to undermine and destroy the base. Characters could easily become embroiled in efforts to fend off these attacks or prepare for the moon's evacuation. They may even head up scientific teams to explore Yavin 4, looking for signs of Massassi or Sith remnants.

Once Luke Skywalker establishes his Jedi academy, Yavin 4 serves primarily as a training site. Would-be Jedi in this new era come to the moon looking to study under Skywalker and learn the ways of the Force. Adventures involving such activities are perfect during this era. Later on, the Yuuzhan Vong capture the Great Temple and use it to launch waves of destruction against the New Republic.

Characters could lead a resistance movement against the Yuuzhan Vong, or even become involved in efforts to rescue the Jedi held in the shaper base. In nearly every era, Yavin 4 rests at the center of important events.

Jedi Temple on Coruscant

Few sites are more strongly associated with the Jedi Order than the former Jedi Temple on Coruscant, the central system of the Old Republic. This elegant structure stood apart from the other buildings of the city-planet, making it a fitting symbol of the Jedi themselves. Like the Jedi Order, it was deeply immersed in galactic society, yet aloof from the galaxy's excesses. From this site, the Jedi Council directed the administrative, strategic, and spiritual needs of the Order, ensuring that it always met the needs of the Republic and its trillions of citizens. Unfortunately for the Jedi, the high ideals the Temple embodied were no match for the duplicity of the Sith, who wormed their way into the heart of Coruscant. Their schemes succeeded despite Jedi vigilance. The Temple therefore also represented the dangers of complacency, a vice to which Jedi were particularly prone in the final days of the Republic.

History

Despite its impressive appearance, the Jedi Temple was not as ancient as most other buildings on Coruscant. Indeed, it postdated a number of locations associated with the Order, such as the Great Library at Ossus and the Halls of Knowledge on Phateem. The Temple, as it was known in the years before the Rise of the Empire era, was a relatively recent addition to Coruscant. The Jedi had held the land on which the Temple was built for thousands of years. The Senate granted it to them in recognition of their defense of the Republic during the Great Hyperspace War. Senators remembered Naga Sadow's invasion of Coruscant and hoped that if they granted the Order such a large swath of territory on the capital world, the Jedi might construct a fortress to protect the planet against future invasions.

As was often the case, the Jedi did not comply with the Senate's expectations. Although the Jedi Council gladly took possession of the land, it had no intention of constructing a citadel. It held to the belief that the Jedi were not by nature a military order. They used force only when there was no other means to resolve a dispute, and so the construction of a specifically military-oriented building would run contrary to their ancient Code. Instead, the Council authorized the creation of meditative centers and training facilities, some of which preserved the rapidly disappearing natural ecology of Coruscant.

The Council also held that placing a major building on Coruscant would create too strong a popular association between the Jedi Order and the Republic government. The Jedi were servants of the Force, beholden to no group or organization. The Force alone guided their actions. Wherever justice and peace were threatened, the Jedi defended those principles and those who upheld them. The Jedi Council believed in a loose structure that allowed for a shifting center of authority. Even the Council itself met only irregularly and in different locales, alternating between Ossus, Chandrilla, Alderaan, and other planets. The Senate grumbled about this decision, but respected the Council's position, making no further demands about the land on Coruscant.

Over the centuries, the original meditative and training center grew in size and complexity. Bit by bit, it became increasingly like the sprawling world on which it was located. The Jedi made every effort to preserve a distinctive character to the facility, but there was no doubt that the nature of life on Coruscant had affected the development of the structure. By the beginning of the Sith War, the beginnings of a great ziggurat had been laid on the land. The ziggurat was huge, requiring thousands of steps to reach its flat summit. It held hundreds of training rooms, instruction theaters, and libraries, as well as botanical gardens. The Jedi seemed to simultaneously acknowledge and reject the creeping influence of the world-city around them, fighting to retain their distinctive character while trying to avoid rejecting their hosts.

The Sith War changed the galaxy and the Jedi Order forever. Not only did many Jedi defect to the dark side during the conflict, but several worlds and locales traditionally associated with the Order were destroyed. Chief among these was Ossus, which had housed the Great Library, perhaps one of the most significant symbols of the Jedi's quest for knowledge. The Sith were an intractable enemy, one that required far greater cooperation between the Jedi Order and the Republic. Where previously the Jedi had been content to act separately from the Republic military, the Sith War showed them the value—and necessity—of joint action. Jedi such as Sylvar and Nomi Sunrider may have ended the Sith threat, but they did so with the assistance of the Republic.

In the aftermath of the Sith War, the Jedi Order forged greater links with the Senate and other branches of the Republic's government. This alliance brought about the foundation of what would one day become the Jedi Temple. The ziggurat grew taller still, and the areas within it included more than just training and meditation rooms. Liaison offices and diplomatic arenas were created, facilitating cooperation with the Republic. The Jedi began serious talk of centralizing the administration of the Jedi Order on Coruscant, but this did not occur for generations to come. There was still too much resistance to breaking with established traditions in the Order, even if doing so seemed increasingly more sensible than retaining the old ways.

Ironically, it wasn't until the decline of the Sith (or so the Republic believed) that the Council finally authorized the final development of the ziggurat into the Jedi Temple. Lord Kaan's Brotherhood of Darkness shattered the peace that had existed for years. Once again, the Republic and the Jedi Order worked side by side to defeat a threat to the entire galaxy. After the Battle of Ruusan, the Council finally admitted that it could no longer avoid centralizing its authority. The Republic was now so huge and the potential threats so numerous that there was no choice but to create a hub from which the Jedi could organize their activities—the Coruscant ziggurat.



The ziggurat had already grown to more than 1 kilometer in height. According to Jedi tradition, it symbolized a Padawan's ascent to enlightenment through discipline and knowledge. The Council remained adamant that the Jedi Order must remain above the fray of petty politics or any association with a particular culture or society. The structure's presence on Coruscant was a concession to astronomy, and nothing more. Consequently, the Council authorized the construction of five towers atop the ziggurat, keeping the spirit of the ancient Jedi architecture on Ossus and Haashimut. This was a deliberate choice, made to visibly demonstrate that the new building—which came to be called the Jedi Temple—was of a wholly different character than anything else on Coruscant. The Council even brought valuable Jedi artifacts to the Temple—a number of them saved from the Great Library at Ossus—as a way of establishing its concurrence with ancient traditions.

Once completed, the Jedi Temple served as the center of the Order for more than a millennium. Its clearly anachronistic architecture set it apart from the rest of Coruscant's skyline. Unfortunately, the Temple also served to insulate the Council from the true nature of events in the galaxy. While the Sith were secretly continuing their traditions under a new pattern established by Darth Bane, the Jedi Council took no notice of the growing darkness. The Temple showed the heights of power to which the Jedi had risen, yet that power ultimately proved useless in stopping Palpatine's rise to the position of Supreme Chancellor.

Palpatine quietly manipulated events to his advantage during the Clone Wars. Despite the Jedi's new centralization and closeness to the Republic's seat of power—or perhaps because of it—he was able to weaken and destroy the Jedi Order.

Since the establishment of the New Republic, Luke Skywalker has contemplated creating a new Jedi Temple, but has thus far rejected the idea. The Jedi Order is still too young and fragile to require such centralization. He also wonders if perhaps the Temple's existence was somehow a betrayal of the Jedi's traditions and ideals, one that made it all too easy for Palpatine to destroy the Order.

Description

The Jedi Temple consisted of a kilometer-high ziggurat and five slender towers, each tower devoted to a different aspect of the Order's governance. As noted earlier, the ziggurat was several thousand years old. It housed innumerable classrooms, meditation chambers, instruction amphitheaters, and exercise rooms. In this respect, it was similar to other Jedi structures throughout the Republic.

Unlike the Great Library at Ossus, the Temple focused heavily on the practical aspects of Jedi training. However, it did not neglect theoretical knowledge. Indeed, the Temple had one of the most impressive collections of data cards anywhere in the galaxy. These data cards focused not only on strictly Jedi matters, but anything of genuine value to the Republic. Researchers from across the galaxy traveled to the Temple to study there. The ziggurat's libraries rivaled the greatest in the Republic and were a testament to the Order's emphasis on knowledge as the foundation of action.

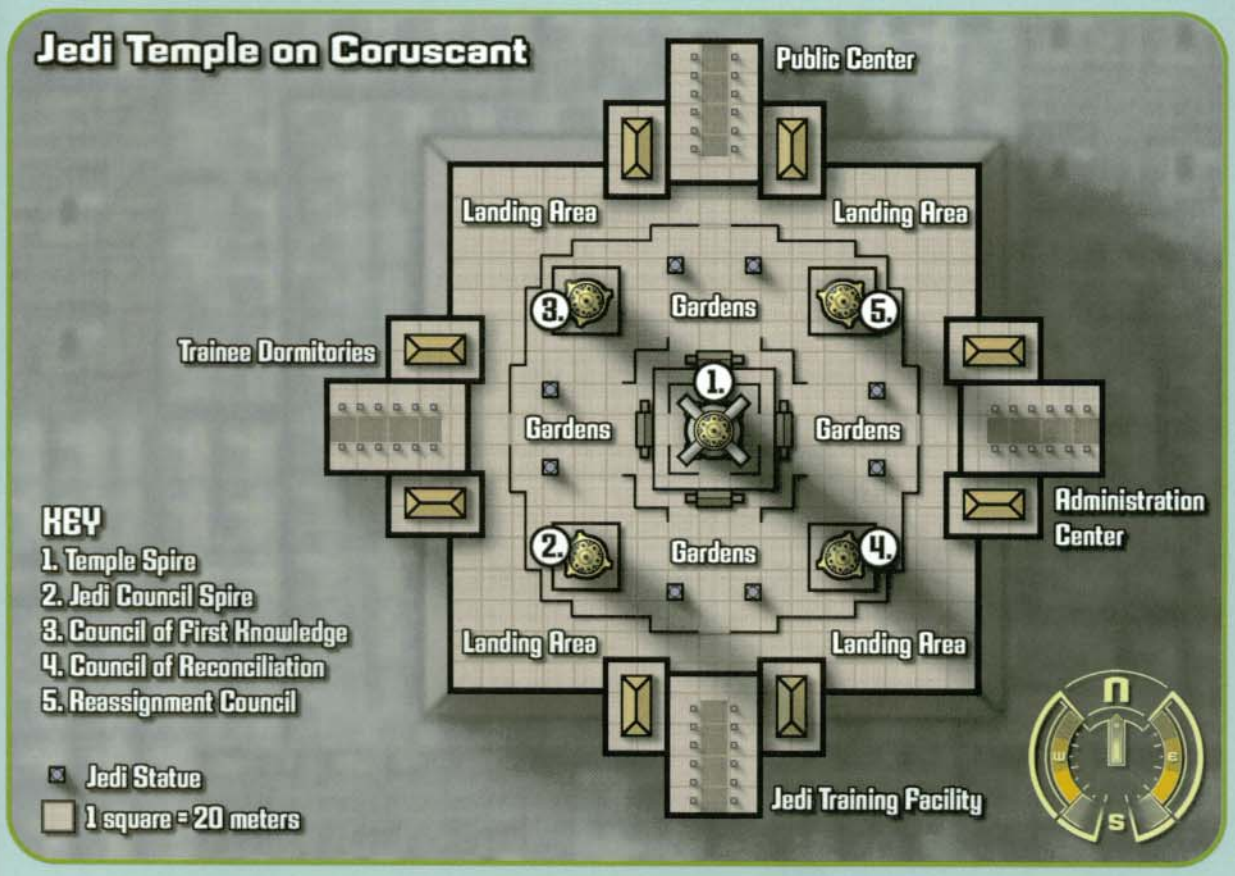
Despite the presence of classrooms and exercise areas, the ziggurat was far more than a glorified school. It became central to the maintenance and growth of the Jedi Order itself. Previously, the Jedi lacked a centralized authority for the discovery, testing, and training of Force-sensitive candidates. Instead, the Order relied on the instincts and skills of individual Jedi Masters, some of whom took on multiple apprentices at the same time. The consequences of the Sith War brought an end to these traditions. The Council came to believe that the Jedi needed an ordered and standardized system for recruiting Jedi.

Within the myriad rooms of the ziggurat, thousands of Jedi hopefuls worked toward the goal of becoming Jedi Knights. Some Human students were as young as two or three years old, their connection to the Force recognized early. They lived and studied within the walls of the ziggurat, rarely leaving except under the direct supervision of Jedi Masters. Visitors to the ziggurat were thus left with the impression of the structure as a self-contained city, complete with everything needed by young initiates who studied the ways of the Force. While that impression was true to an extent, the ziggurat more accurately functioned like a monastery or commune. Each Jedi worked toward a common goal in her own way. In this case, that goal was the growth and development of the Jedi Order.

Within the ziggurat were a number of rooms that were well known even outside the Jedi Order, such as the Room of a Thousand Fountains. Along with its waterfalls and fountains, the room contained a huge greenhouse in which plant life from a thousand worlds could be found, including species native to Coruscant but now extinct outside the room, thanks to the urban sprawl of the world-city. Another such room was the Court of Disputes, a large open area where Jedi and outsiders met to resolve matters of personal concern. Unlike the Council of Reconciliation (see below), the Court focused on individual disputes between persons rather than between groups or worlds. Over the centuries, it became an important meeting place for visitors who wished to have an audience with a Jedi Master.

The central tower of the Temple was the Temple Spire itself, which stood somewhat taller than the other four that surrounded it. The Temple Spire was an adjunct to the libraries in the ziggurat below. The Spire contained the most ancient and valuable scrolls and artifacts in the possession of the Jedi Order, many of them rescued from the Great Library at Ossus before its destruction during the Sith War. Included among these artifacts were scrolls believed to date from the foundation of the Order in the earliest days of the Republic. The Spire also housed sinister artifacts, such as Sith holocrons, whose presence was known only to the most respected Jedi Masters. Jedi who visited the Temple Spire did so to advance their understanding of the Order's origins and teachings, as well as to improve their intellects. Meditation and study chambers abounded in the Spire, providing quiet havens where Jedi could pore over the wisdom of the ages contained within.

At the base of the Temple Spire lay the Holomap Room, a huge area that contained a holographic projection of the entire galaxy. Twelve teams of Jedi monitored this projection and looked for sources of trouble that required the



attention of senior Jedi. In such cases, information from the map was relayed to smaller versions located elsewhere in the Temple. Most areas, including all five spires, contained several small Holomap Rooms for use in the Jedi's operations. The Holomap Room drew on transmissions sent from Jedi Knights and their agents on thousands of Republic worlds. Together, these transmissions provided a detailed picture of the galaxy as a whole, including disturbances in the Force that required immediate action to resolve.

The Jedi Council Spire was located atop the southwest corner of the ziggurat. The Jedi Council Chamber sat at its summit, where a group of twelve Jedi Masters oversaw the governance of the Order. The glass-enclosed circular Council Chamber overlooked Republic City, giving the Jedi some much-needed perspective on the government they served. The spire also contained meeting rooms and meditation chambers, which the Masters and their staffs used when pursuing their duties. Dignitaries, ambassadors, and visiting Jedi who traveled to Coruscant to report to the Council were received in this spire. The spire remained strangely quiet and serene despite being the hub of the Order's activities. The Council remained convinced that its involvement in affairs of state should never detract from the betterment of self that is central to a Jedi's calling.

The northeast spire of the ziggurat was the home of the Reassignment Council. This council, which answered to the Jedi Council, had an important and often overlooked role in the Jedi Order—finding placements for Jedi hopefuls who either did not pass the trials or who were not chosen as Padawans by a Jedi Master. With thousands of Force-sensitives detected every year, it is not surprising that only a small percentage of them ever become full-fledged Jedi. Rather than simply casting them out, thereby squandering valuable resources, the Reassignment Council attempted to find useful work for them outside the Order. This work ranged in nature from diplomatic to medical to agricultural—whatever best suited the skills of the Force-sensitive and the needs of the Republic. Because of the sheer numbers of failed hopefuls the Council attended, the Reassignment Council spire was packed with offices and administrative personnel.

The Council of Reconciliation occupied the southeast spire. As another subcouncil of the Order, the Council of Reconciliation worked for the peaceful resolution of disputes between groups and entire worlds. The spire itself contained countless meeting rooms, both large and small, as well as small libraries and research areas. The Jedi firmly believe that ignorance is a prime cause of the hate and anger that often boil over into violence. By providing ready access to information, the Council of Reconciliation hoped to resolve disputes before they became too violent to control. Of course, since that approach didn't always work, the site included many intervention and meeting rooms as well. It also served as the nerve center for Jedi operations off Coruscant, coordinating with the Holomap Room to pinpoint sources of trouble throughout the galaxy.

The northwest spire of the Temple housed the Council of First Knowledge. This council worked in concert with the Jedi Archives in the ziggurat (as well as the Temple Spire) to bring ancient Jedi wisdom to bear on modern problems. As the Republic grew more impatient with the Jedi and their traditional ways, this became increasingly difficult. Consequently, the Council employed large numbers of researchers and philosophers skilled in Jedi lore. They attempted to provide solutions both true to Jedi principles and accessible to the public of the galaxy—a monumental undertaking. Nevertheless, the Council of First Knowledge enjoyed notable successes over the years, such as the settling of the E9D8 Rebellion and the Vestas Ruling.

Inhabitants

At any given time, the Jedi Temple was filled with thousands of beings of many species. The vast majority either had a strong connection to the Force or could develop it if given the proper training. Jedi hopefuls made up the largest number of these Force-sensitives. Ranging in age from two to thirteen, the candidates were brought to Coruscant for training and possible acceptance into the Jedi Order. These hopefuls lived and studied almost entirely within the confines of the Temple's ziggurat base. They left only under rare circumstances, and then only under the guidance of a Jedi Master. They also occasionally visited the lower levels of the various spires as part of their education in Jedi ways.

The second largest group of beings found in the Jedi Temple were the Jedi Knights and Padawan learners. Since the construction of the Temple a millennium before the rise of the Empire, the Order's numbers had dwindled. Only ten thousand Knights and Masters guarded the Republic, and between ten and twenty percent of them were in the Temple at any given time. They worked in the Temple as instructors, diplomats, and scientists, since the Order's great undertakings required massive amounts of administration and support to succeed. These Jedi labored behind the scenes to ensure that the Order continued to function properly.

A sizable non-Jedi staff provided vital technical services onsite. Some of these were failed Jedi hopefuls whom the Reassignment Council determined would best serve the Order here. The non-Jedi had somewhat restricted movement within the Temple, generally limited to those areas where they worked and related locales.

Other Temple inhabitants included dignitaries, ambassadors, and other non-Jedi personnel who had business with the Order. During periods of heightened galactic tension, such as the Clone Wars, the Temple positively bustled with Republic personnel who coordinated matters of joint concern with the Jedi Order. Entire complexes of rooms within the ziggurat existed solely for such eventualities. During quieter times, the Temple generally hosted only a few dozen visitors. As with all other non-Jedi personnel, their movements were restricted, although the Council made exceptions for individuals whom they either implicitly trusted or whose assistance they could not risk losing.

Adventure Hooks

The Jedi Temple offers many opportunities for adventure during the period following the Battle of Ruusan and ending with the Rise of the Empire era. Entire adventures—or even campaigns—can be set within the ziggurat, especially if the characters are low-level Jedi whose

Masters have not yet given them permission to travel outside. During times of tension, outsiders enter the Temple, creating the perfect opportunity for adventure to come to the characters, rather than the other way around. Although the Jedi are careful to screen visitors who enter the Temple, there's always the chance they might miss something, allowing a villain to enter its sacred confines with deadly results.

Other possible sources of adventure involve resentment among the failed Jedi hopefuls employed by the Order. Watching the successful candidates around them may prove frustrating enough to incite thoughts of jealousy and revenge. Of course, the training process for becoming a Jedi can be just as exciting. Even if the characters are permitted to leave the Temple, they may still spend a great deal of time within its walls, preparing themselves for the trials to become Jedi Knights.

Finally, the central location of the Temple to the Jedi Order all but ensures that Jedi characters eventually visit, whether to examine the Jedi Archives or receive orders from one of the councils. Any visit to the Temple should be an important event, a chance to display the Order's grandeur and antiquity. The Temple is a symbol of the Jedi's place within the Republic. Gamemasters can easily find ways to exploit that symbolism to create exciting stories.

Meditative Canyon on Ambria

"There is no passion; there is serenity." So says the Jedi Code, which has guided the actions of untold numbers of Jedi Knights for millennia. Even the greatest of Jedi Masters find maintaining serenity difficult, particularly during times of galactic tumult, such as during the Great Hyperspace War. Consequently, individual Masters—and the Order itself—have established numerous locales such as the Meditative Canyon on Ambria to encourage and facilitate the achievement of serenity. These meditation centers can be found throughout the galaxy on worlds both within and without the Republic. Their role is as vital as any training center or research library, for without dispassionate detachment, Jedi risk succumbing to the dark side.

History

The Inner Rim world of Ambria is located within a region of space known as the Stennes Node, a dense cluster of worlds famous for the valuable minerals and ores they possess. The Stennes worlds attracted a great deal of attention from mining concerns in the Republic, which established small bases there to extract the native resources. Few boasted permanent settlements, and Ambria was not among those. Despite a breathable atmosphere and a wide diversity of living beings, the planet's climate has always been too arid and its terrain too rugged for most species, especially when more palatable options exist elsewhere in the Stennes Node. Thus, Ambria has remained largely uninhabited.

This situation changed when a Sith sorcerer chose the planet as her domain. Though her name is lost to history, her deeds are recorded in Jedi lore. She used her evil powers to construct a huge obelisk infused with the dark side of the Force. When it was completed, the sorcerer attempted a Sith ritual, one that proved too complex for her to handle. She unleashed an uncontrolled wave of Force energy that devastated Ambria. Living creatures died by the thousands, the landscape warped even further, and the planet became infused with the dark side of the Force.

In time, the will of the Force led a Tchuukthai Jedi Master known as Thon to Ambria. Thon came to the planet expressly to fight against the power of the dark side. He succeeded in confining its corruption to a single locale, Lake Natth. Though the lake seethed with vileness—which occasionally issued forth in the form of foul beasts and mutants—Ambria was cleansed of its evil. Thon then established a Jedi training center on the desert world, teaching his own students in the midst of its desolation. The Tchuukthai sought out sites on the world that would aid him in his efforts. Among the most important of these was the Meditative Canyon, a large natural area with a strong connection to the Force. Thon found peace in the canyon and hoped that his future students would as well. He made it an integral part of his training curriculum and used it to show that even on a world once as corrupted as Ambria, the Force can find a home.

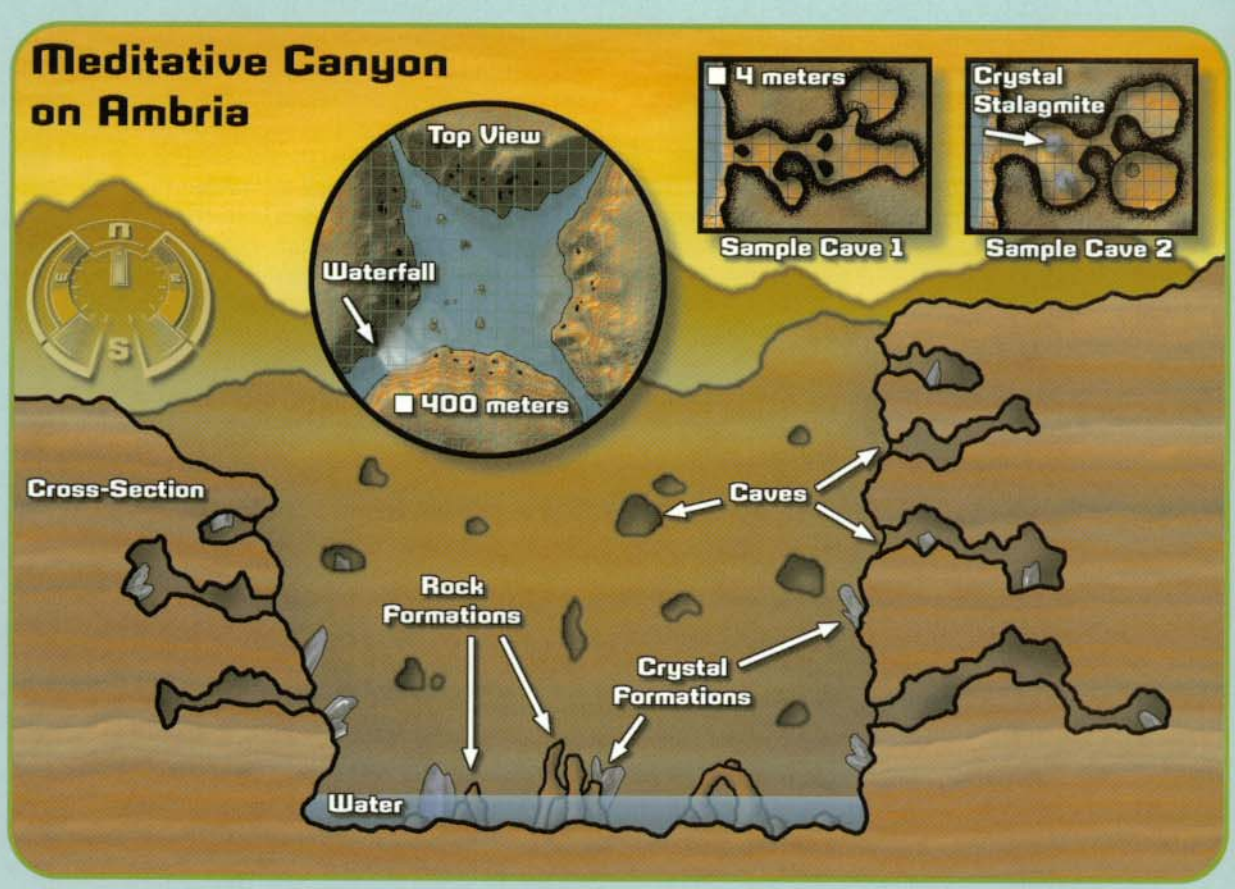
Thon's Padawan learner, Nomi Sunrider, spent time on Ambria and demonstrated a remarkable connection to the Force. She single-handedly protected her Master from the machinations of a Hutt crime lord named Great Bogga, who considered the entire Stennes Node his personal domain. When the Sith War broke out, another of Thon's apprentices, Oss Wilum, turned on his old Master and attempted to kill him to show his loyalty to Exar Kun. Oss drew on the dark side power of Lake Natth to summon flesh-eating hssiss (described in *The Dark Side Sourcebook*). He later forced assistance from the fallen Jedi Crado. However, Thon forced Crado to flee Ambria, leaving behind his wayward apprentice, Wilum, whom Thon eventually redeemed.

After the time of Thon and Nomi Sunrider, Jedi Masters and Knights occasionally visited the Meditative Canyon. These trips were rare because the Stennes Node remained a region fraught with criminal activity. Other Hutt crime lords eventually succeeded Great Bogga, and they likewise considered Ambria their domain.

During the turmoil of the Rise of the Empire era, Ambria was largely forgotten. Palpatine never made an effort to destroy the Meditative Canyon, so it remained untouched for years, occasionally providing solace for Jedi on the run from the Emperor's Jedi Purge. Interest in Ambria has increased since the foundation of the New Republic and the Jedi academy. It provides a connection to a time of Jedi greatness, when Masters did battle with the dark side and won. In the wake of the Yuuzhan Vong invasion of the galaxy, there's more need than ever for the inspiration—as well as the serenity—that the canyon offers.

Description

The Meditative Canyon on Ambria is situated in the Tiernvael Mountains, located in the north central region of the planet, just above the equator. This region is dry and arid, with even less precipitation than other similar areas of the planet. Its atmosphere is the result of a combination of factors, not least of which is its proximity to the site of a



Sith obelisk erected here long ago. In addition, meteorological interference from Ambria's extensive ring system creates unusual weather patterns in the Tiernvael Mountains. Violent dust storms are commonplace, as are periods of total calm. Indeed, the ring system exerts such a profound effect over the region that it's difficult to predict sudden changes in the weather.

Master Thon first discovered the Meditative Canyon during one of these sudden changes. Seeking shelter from a dust storm, the Tchuukthai Jedi found himself drawn to the safety and serenity of the nearby canyon. Hiding himself within the walls of the canyon, Thon discovered that it possessed an unusually strong connection to the Force, which he recognized as he entered a meditative trance to recuperate from his exertions. The Jedi found that the canyon offered him a respite from the turmoil around him, allowing him to discern the will of the Force more easily. When the dust storm subsided, Thon left the canyon but made note of its location. He returned whenever he needed spiritual solace, encouraging his students to do so as well.

The canyon is immense, measuring over 1 kilometer long and half a kilometer wide. At its lowest levels, it plunges to nearly 1 kilometer deep. Carved from the rocky terrain of Ambria, the canyon has a surging river at its base, one that twists and turns throughout the remarkable geological features of the canyon. Natural formations include large stalagmites, some of which show signs of crystalline content. Though these crystals have no impact on the canyon's connection to the Force, many Jedi—Thon among them—admit that they find them to be excellent foci for meditative practices. Of course, the running water, waterfalls, and stark beauty of the rock are equally inspiring.

The canyon has a number of different "levels" marked by geological strata. Visible to the naked eye, these strata change in color as they descend into the lowest points of the canyon. Some strata have narrow cliffs and ledges, as well as caves and tunnels. No one, not even Master Thon, has ever adequately explored or catalogued these formations. As with everywhere in the canyon, those who visit even the outer edges of the caves and tunnels experience an abiding sense of calm and peacefulness. These feelings make Ambria an excellent spot for Jedi looking to cast off the turmoil that sometimes consumes their lives in service to the Republic and the Order.

Inhabitants

The Meditative Canyon is largely devoid of life, despite its clear connection to the Force. With the exception of Jedi, few sentient beings visit it. Even the miners who once exploited Ambria eventually focused their attentions elsewhere. Thus, the life forms encountered in the canyon are largely animals of various sorts. These hardy creatures are well adapted to life in the Ambrian wastes and were among the few animals to survive the devastation wrought by the Sith ritual that went awry long ago.

The animals known as terrestrial neeks walk upright on two hind legs, looking like small dinosaurs. Their two smaller front legs allow limited manipulation of food and their environment. Playful and mischievous, neeks would probably make good pets if they weren't so hard to tame.

Most travel in small herds, searching for food in the Ambrian wastes. Groups of them can also be found in the Meditative Canyon, drawn by its more pleasant surroundings. Of course, food is no more plentiful in the canyon than elsewhere, despite its protection from the harsh weather of the region.

Terrestrial Neek: Desert scavenger 1; Init +1 (Dex); Defense 14 (+1 natural, +2 size, +1 Dex); Spd 20 m; VP/WP 3/5; Atk +0 melee (1d3, bite) or +0 melee (1, 2 claws); SQ Low-light vision; SV Fort –1, Ref +2, Will +1; SZ T; Face/Reach 1 m by 1 m/0 m; Str 10, Dex 13, Con 5, Int 2, Wis 10, Cha 6. Challenge Code A.
Skills: Climb +1.

Although not present in the canyon itself, Ambrian staga can be found in surrounding areas. These large herd beasts possess green reptilian skin and long, thick tails. They also have a mat of thick "hair" on their broad shoulders. This hair is actually a collection of thin scales that grow from the staga's skin and protect it against the desert environment. Though not dangerous, the scales are sharp, which makes it painful for most humanoid creatures to touch them. The staga also possess a pair of long horns for defense against predators. Humanoids may ride these beasts, but they are unruly mounts at best.

Staga: Desert herd animal 2; Init +0; Defense 14 (+5 natural, –1 size); Spd 20 m; VP/WP 12/15; Atk +3 melee (1d8+4, gore) or +3 melee (1d6+4, bite); SV Fort +5, Ref +0, Will –1; SZ L; Face/Reach 2 m by 4 m/2 m; Str 16, Dex 10, Con 15, Int 8, Wis 9, Cha 10. Challenge Code B.
Skills: Listen +4, Spot +4.

Adventure Hooks

The Meditative Canyon may seem an unlikely place to set adventures. It's located on a remote and largely uninhabited planet, far from most events in the galaxy. These same reasons make it an excellent spot for stories. Before the days of Master Thon, Ambria is a seething cauldron of dark side corruption, with all manner of Sith mutants and other creatures present on the world. For Jedi who visit this world, the canyon is a welcome oasis of the light side. It could easily serve as a citadel in the battle against the dark side.

During and after Master Thon's time, the same holds true, except that the Hutts become prominent players in the Stennes Node. Great Bogga, for example, considered Thon to be an interloper in his sovereign domain. Later Hutt crime lords took a similarly dim view of any Jedi who dared to visit Ambria and its Meditative Canyon. In such an environment, the characters may come into conflict with the Hutts and their minions, making the canyon an important launching pad in a war against illicit activities.

During Palpatine's reign, the canyon takes on even greater significance as a safe haven for Jedi and other Force-users fleeing the Emperor's pogrom. Because the Empire does not know about its existence, the canyon becomes a perfect spot for a team of heroes wanting to strike a blow for justice in the galaxy. Of course, an Imperial Inquisitor might learn of its existence and attempt to unleash the festering evil of Lake Natth once more, thereby destroying the canyon's value to the forces of good. Defending it, whether during the time of the Empire or the New Republic, could easily become a rewarding goal for ambitious Force-users.

The Oracle at Pelgrin

The Force encompasses several aspects, all of which are valued by the Jedi Order. One is the "unifying Force," which places emphasis on the ever-changing future as a means of understanding both the present and a Jedi's place within it. Some Jedi devote their entire lives to meditating upon the unifying Force, hoping to discern not merely the motions of the future, but also the course they should take to achieve their highest ideals. In this quest, the Jedi make use of various aids to divination, such as crystals and scrolls, or even locations. One such site was the remarkable clockwork device known in the Old Republic as the Oracle at Pelgrin.

History

The planet Pelgrin is an Outer Rim world whose native species died out millions of years before the Republic's scouts discovered it. Like so many other extinct species, the Pelgrins left behind evidence of their civilization in the form of buildings and other structures, as well as innumerable artifacts of various sorts. These artifacts showed a high degree of craftsmanship and aesthetic sensibility. Such remarkable traits made the loss of the Pelgrins all the more poignant to the archaeologists who collected relics for transport to museums across the galaxy.

The Pelgrins had an uncanny ability to reproduce advanced technological items by means of less advanced methods, as if they possessed a remarkable drive to overcome the limits to their own progress. Archaeologists found evidence of steam-powered vehicles, mechanical communication systems, and more. The most impressive of these items came to be known as the Oracle. Standing ten stories tall and composed of countless gears, switches, and pendulums, the Oracle seemed to function as a gigantic clockwork computer. Phenomenal effort must have been needed to construct its constituent parts. Its discovery took the scientific community by storm.

The renowned archaeologist Ermin Phin-Mar visited Pelgrin some three thousand years before the rise of the Empire and spent close to a decade examining the Oracle. He was accompanied by several Jedi Knights sent by the Council because of a tremor in the Force emanating from Pelgrin. Phin-Mar concluded that the Oracle was in fact an astrological device, perhaps a type of orrery used to track the movement of the heavenly bodies above Pelgrin. He likewise surmised that the device probably played an important role in Pelgrin religion and spirituality. He even went so far as to suggest that the Oracle was, as its popular name suggested, intended to divine future events.

Phin-Mar and his team were unable to restore the Oracle to a functioning state. Despite the intricacy and care with which it had been constructed, it appeared wholly inoperable, perhaps due to its advanced age and the wear and tear from millennia of neglect. The Jedi who accompanied

Phin-Mar, most notably Shannur Darkstar, were not so certain. They too sensed an unusual tremor in the Force. As they examined the Oracle, the tremor grew stronger and more distinct. Indeed, Darkstar came to believe that it was not a tremor at all, but rather a ripple like that created by powerful Jedi or Sith artifacts. She felt that the Oracle was more than a mere mechanical device, that it was also a relic from a Force-using culture.

Phin-Mar found Darkstar's notion intriguing. He encouraged her to find evidence to support her theory. The Council sent additional aid, hoping that if she were correct, her discovery might shed further light on the fate of the Pelgrins. Several Jedi Knights skilled in science and technology arrived on Pelgrin to assist Shannur Darkstar's team. In time, they realized that the Oracle did not function because it had no means of motive power. Phin-Mar had mistakenly assumed that dozens of Pelgrins worked in concert to move the clockwork gears and screws of the Oracle. However, even so great an effort could not have operated the Oracle. The machinery required the presence of a Force-user of some power to meditate in an upper chamber of the Oracle. When Darkstar did exactly that, the Oracle sprang to life for the first time in untold ages.

Shannur Darkstar reported having a vision of the future while the Oracle chugged and churned. She never deciphered the nature of the vision in her lifetime. Centuries later, scholars would determine that she had seen the rise of the Brotherhood of Darkness under Lord Kaan. In any event, Darkstar's experiences electrified both the scientific community and the Jedi Order. Though Phin-Mar cooperated with the Jedi in examining the Oracle further, other scientists did not, leading to a dispute that reached the halls of the Senate. The Council argued that the Order should retain guardianship of the Oracle because of its obvious connection to the Force. Scientists argued that the Jedi could not be trusted, especially because of the possibility that the Oracle did indeed grant visions of the future. In the end, the Senate agreed with the Council but continued to permit scientists access to the structure over the centuries.

Over time, some of the greatest Jedi Masters in the Republic paid visits to the Oracle at Pelgrin. Many of them also reported strange visions of the future when they entered the upper chamber of the clockwork computer. However, it soon became clear that the events shown in these visions nearly always took place decades or centuries later, and that they involved only the most catastrophic events. The fates of individual worlds and persons were almost never revealed. Instead, the visions pointed toward great upheavals and disasters. The Oracle gained a sinister reputation for heralding only death and destruction. Popularly, it came to be believed that the Pelgrins had seen their own demise in the Oracle, despite the complete lack of evidence to support this theory. Nevertheless, even the Jedi came to view the Oracle as a harbinger of doom.

Even so, small groups of Jedi worked with the Oracle for centuries, carefully cataloguing visions and recording them for posterity. These records were transported to the Jedi Temple on Coruscant and to other important Jedi libraries and archives across the galaxy. In a few instances, these records provided the Jedi with sufficient warning to act to save millions of lives. In others, it was only after the fact that the Jedi realized that the Oracle might have provided them with the clues they needed to stave off disaster.

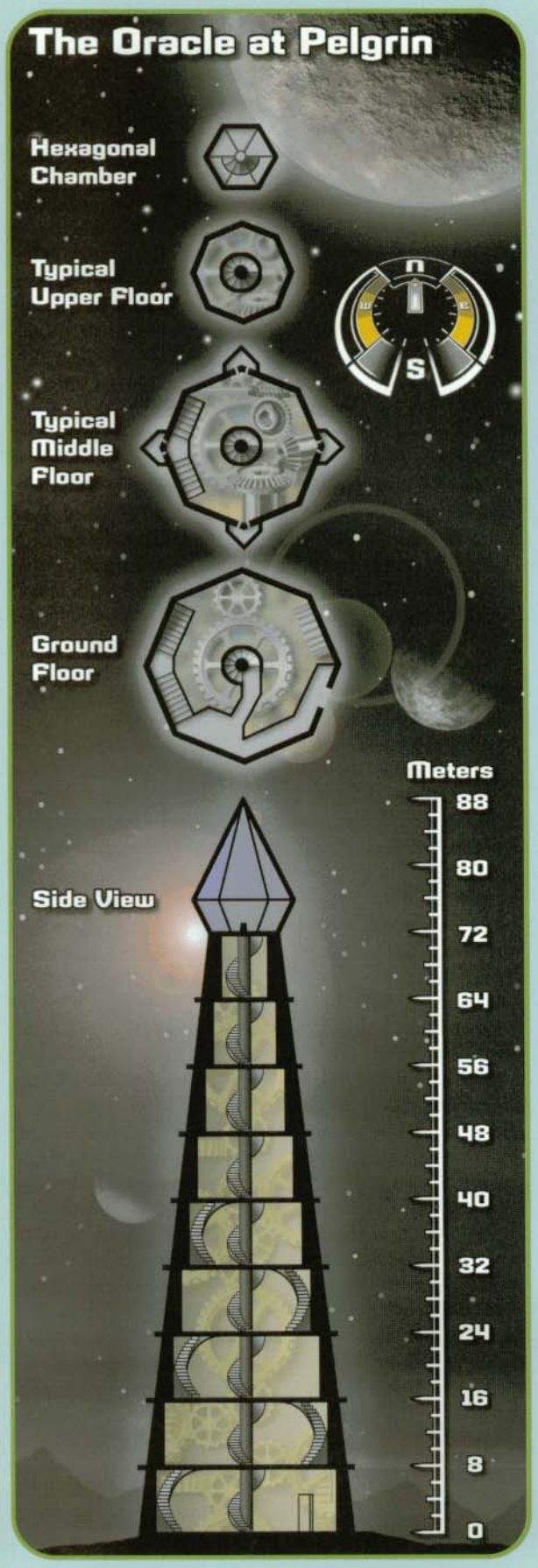
Things continued in this fashion for hundreds of years until sometime after Senator Palpatine ascended to the Chancellorship of the Republic. At that point, Pelgrin came under attack by a well-armed pirate band, which targeted the Oracle for destruction. Using their ship's weapons, the pirates destroyed the Oracle and killed several of the Jedi who maintained it. Although Palpatine decried this massacre, using it as an example of how order must be restored to the galaxy, dissidents later learned that he secretly funded the pirates to wreak the terrible destruction. Those who uncovered this fact concluded that the Chancellor feared the Jedi might somehow learn of his plans to transform the Republic into an empire under his iron-fisted rule and stop him before he could complete his quest for domination. In fact, the Oracle might have already predicted his rise to power centuries before—since the Jedi often misread the omens they had in their possession.

Description

The Oracle at Pelgrin stood ten stories tall. It was constructed from the wood of the dieuw tree and reinforced with metal. On the outside, the Oracle was a relatively unremarkable tower, lacking significant markings or symbology. It had few windows or doors, although each story included a large ledge that was inaccessible except through holes too small for all but the smallest creatures to enter. No one was able to ascertain the purpose of these ledges, leading most archaeologists to suggest they were purely decorative. The uppermost story of the Oracle appeared different from the lower nine, hexagonal in shape and smaller in size than the stories beneath it. In addition, the upper story may once have had windows, since its walls included large open areas containing elaborate metal frames.

Inside the Oracle was a different matter altogether. Entering through a large ornate wooden door, visitors were greeted by a vast and elaborate clockwork device, looking something like an arcane windmill. A huge central shaft made of metal-reinforced wood sat in the center of the tower and extended all the way to the top story. Looking upward, visitors saw balconies and staircases, each located on a different story. Countless wheels, cogs, screws, and other turning devices had been painstakingly constructed of metal. The devices all interlocked expertly and remained in astonishingly good condition, considering the number of centuries since the Pelgrins first built the Oracle.

Each level of the Oracle showed no evidence of switches or operating levers of any sort. Indeed, there was no obvious way to operate the various elements of the Oracle at all, at least until the Jedi investigated the tower's pinnacle. The upper story consisted of a smaller hexagonal room atop a large wooden shaft in the center of the entire building. The center of this room held a short wooden pedestal upon which rested a metallic mesh in the shape of a globe. Like the rest of the metalwork in the Oracle, it showed a hide degree of sophistication and artistry. In the presence of a Force-user, the Oracle hummed at an almost inaudible level, although beings with excellent hearing, such as Sullustans,



could detect the sound. Powerful Force-users could also perceive it, even from several kilometers distant.

The globe resonated in the presence of beings with the ability to manipulate the Force. This resonance caused the gears to begin turning slowly, gaining greater momentum over time. As long as a Force-user occupied the top story, the gears and motors rotated. Besides the obvious turning of wheels and screws, several mechanical arms moved about the inside of the tower. Globes and cubes of various sorts adorned the ends of these arms. Sometimes the globes and other objects had additional arms and features of their own, which likewise moved in concert with the Force. While in use, the entire Oracle hummed with motion, creating an undulating but precise arrangement of movements. Watching these movements was almost hypnotic for most intelligent beings.

Jedi and other Force-users who remained in the upper story while the globe hummed experienced an inexplicable sense of calm, as if the world around them had suddenly disappeared. While some found this experience strangely disconcerting, others found it conducive to deep meditation. Of these, a small number saw visions of the future. Visions tended to be vague and distant, focusing on people, places, and events whose significance remained unclear to the Jedi experiencing them. Unlike more traditional forms of Jedi prophecy, the Jedi himself was never a subject of them. Jedi speculate that the Oracle tapped into a greater historical sense that used the Jedi merely as a conduit rather than as the focus.

Surrounding the Oracle, a number of smaller structures failed to weather the millennia as well as the tower did. These small and squat buildings formed a ring around the Oracle itself. Most had but a single story, containing open rooms without any evidence of their purpose or original contents. Researchers surmised that they might have served as meditation or observation chambers. Alternatively, they might have housed pilgrims or priests who came to the Oracle as part of a religious duty. During the Jedi occupation of the site, the buildings became barracks where visitors lived and slept when not actively involved in investigating the tower.

Inhabitants

Pelgrin is a barren world devoid of life, even down to the microscopic level. Republic scientists can only guess the nature of the catastrophe that wiped out all living creatures on the planet, not even leaving behind fossilized evidence. Though people speak of the Pelgrins as if they knew that they existed, the planet offers no evidence of their presence besides the buildings that dot the planet, including the Oracle. This central mystery contributed to the planet's—and the Oracle's—dark reputation among the citizens of the Republic.

Though nominally under the jurisdiction of the Republic, Pelgrin was largely controlled by the Jedi Order. At any given time, three to five Jedi Knights (sometimes more) were on the planet, meditating, investigating, and recording any visions they experienced while inside the Oracle. These Jedi also explored the planet's other structures, looking for evidence of what might have happened to the Pelgrins. In

this effort, they were joined by a much larger number of scientists and researchers who were allowed on Pelgrin by permission of the Council on Coruscant. They engaged in activities similar to those of the Jedi, although some of them adopted a more skeptical attitude toward claims of prophetic visions.

Occasionally Pelgrin hosted visitors from other worlds, primarily journalists and artists seeking inspiration among the ruins. The Jedi tolerated these individuals as long as they didn't interfere with their own work or the work of the scientists. Otherwise, they were forbidden from approaching the Oracle or the surrounding buildings. More rarely, fugitives and criminals made their way to Pelgrin, hoping to hide from the law in its barren wastes. The mad and the spiritually challenged sometimes journeyed to the planet, falsely believing that the Oracle could somehow heal them of their mental deficiencies or otherwise set their lives in order. When their misplaced dreams failed to come true, these individuals could become violently despondent. Over the centuries, such incidents added to the sinister reputation of the Oracle.

Adventure Hooks

The Oracle exists only during the days of the Old Republic, but its influence extends far beyond its destruction during the Rise of the Empire era. Consequently, adventures involving the Oracle can occur during multiple time periods. In the early days, characters might be involved in the investigation of Pelgrin and its mysterious monuments, including the Oracle. They need not be Jedi, since scientific researchers also throng to the planet. If they're so inclined, the characters could challenge the Jedi's claim to possession of the Oracle. Alternatively, they might be agents of corporations or other groups who seek to learn about the tower for their own purposes.

Naturally, the obvious adventures are those that revolve around prophecies and visions of the future. Jedi characters might seek to have such visions themselves, or they may be there to catalogue and research visions experienced by others in the past. Characters might become involved in puzzling out the meanings of a vision. They needn't even be present on Pelgrin to do this, because knowledge of the Oracle-inspired visions becomes widespread during the Republic. Even after the Oracle's destruction, research into the validity of the visions continues, sponsored by both the Empire and Rebel groups. The New Republic likewise takes an interest in the Oracle's supposed prophecies. A resourceful GM can thus introduce the Oracle and its history into almost any type of game, particularly if he wishes to emphasize the unifying aspect of the Force.

The School of Hidden Wisdom

Since the rise of the Emperor's New Order, much of the learning and culture of the Old Republic has been lost or abandoned. Lost knowledge included the wisdom of the dueling academies, ancient fighting schools that taught their students how to perfect both mind and body through the medium of weapons training. Dueling academies could once be found in every corner of the Republic. In the Republic's latter days, most ceased to exist, seen as relics of a bygone age of chivalry. Once Palpatine became Emperor, only one survived—the School of Hidden Wisdom on Baltimn. Viewed as a quaint holdover from a simpler age, few suspected it was one of the few remaining places where Force-sensitives and Jedi fugitives could hone their skills to fight against the Empire.

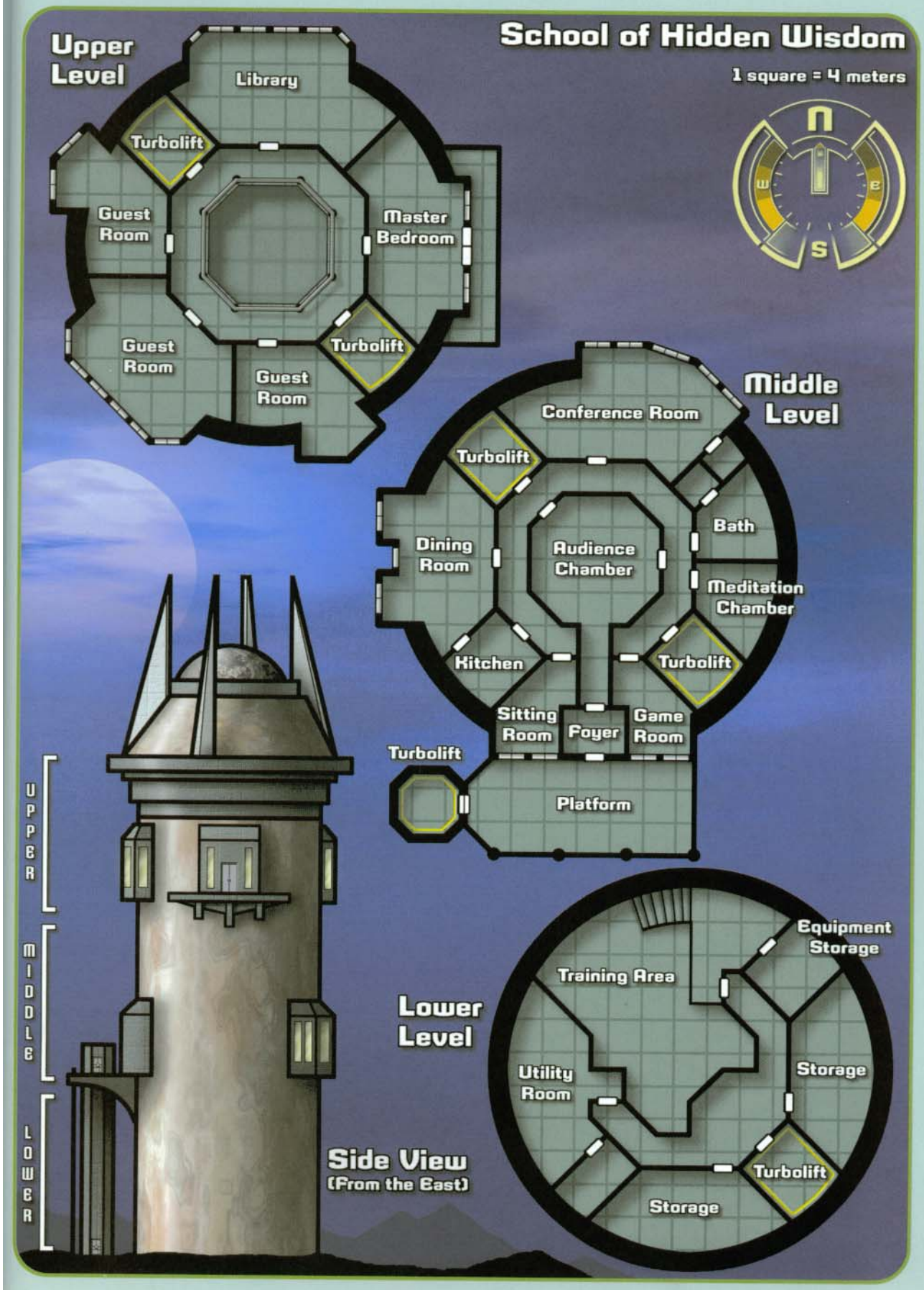
History

Dueling academies have a long and respectable pedigree in the galaxy. Some historians claim that they predate the Old Republic itself, remnants of elaborate fighting schools from the era of Xim the Despot. Indeed, some schools, such as the Way of Vhallis and the Hundredfold Scepter, asserted such ancient lineage. They also offered little evidence to support their wild claims. Nevertheless, verifiable historical records show the ubiquity and popularity of dueling academies in the Old Republic, especially in regions such as the Colonies. In the period leading up to the Battle of Ruusan, the Tapani sector hosted two dozen different fighting schools in its territory.

Although initially designed to teach fighting skills as a method of self-defense, dueling academies eventually became much more than that. They espoused particular philosophies and perspectives, often tempered by the character of their masters and the types of weaponry they employed. In time, the academies became more like social clubs and literary salons than fighting schools. They still taught methods of self-defense, but these became adjuncts to their real business—personal perfection. Dueling masters viewed physical fighting as merely the basest manifestation of the spiritual growth they offered their students. In the Old Republic, identifying with a particular academy was thus tantamount to identifying with an outlook on the universe.

The popularity of dueling academies eventually brought them to the attention of the Jedi Order. The Council officially had no position on the matter except to discourage Jedi from openly sanctioning these schools. While the Jedi Code said nothing about becoming involved with secular philosophies, the Council nevertheless felt it inappropriate for Jedi to appear to endorse them. This didn't stop failed Jedi hopefuls from opening schools supposedly based on Jedi principles, or for imitators to claim to instruct their students in "ancient Jedi arts." After all, the Jedi Order might be described as the premier example of a dueling academy, complete with its own unique philosophy and path to enlightenment. The Council considered such a view a gross simplification, but that point escaped those who hoped to profit from the Jedi's reputation.

In the waning days of the Republic, when the Jedi came to be seen as ineffectual and weak, the popularity of dueling academies plummeted. Palpatine subtly encouraged this decline through skillfully arranged propaganda campaigns that painted the academies with the same faults as the Jedi themselves. By the time he became Emperor, most of the academies, even the most ancient ones, had closed forever. The public hardly noticed. The only one to survive was the School of Hidden Wisdom on the Outer Rim world of Baltimn.


School of Hidden Wisdom
1 square = 4 meters
N
W
E
S
Upper Level
Library
Turbolift
Guest Room
Master Bedroom
Guest Room
Turbolift
Guest Room
Middle Level
Conference Room
Turbolift
Bath
Dining Room
Audience Chamber
Meditation Chamber
Kitchen
Turbolift
Sitting Room
Foyer
Game Room
Turbolift
Platform
Lower Level
Equipment Storage
Training Area
Storage
Utility Room
Turbolift
Storage
Side View
(From the East)
UPPER
MIDDLE
LOWER

The School had never been particularly well favored during the days of the Republic. Baltimn was a pleasant enough world, but its location far from the Core Worlds made it unattractive to the dilettantes and nobles who usually patronized academies. Likewise, the School's Master, Ephaan Kenzon, was an eccentric old man who preferred to use his academy as a platform for his campaign to aid the indigent. Kenzon took in street urchins and destitute drifters and taught them self-discipline. He felt it was his duty to educate them so that they might become productive members of society. While this approach appealed to some of the less reactionary supporters of the New Order—allowing the school to survive under the Empire—it was anathema to the up-and-coming nouveau riche who wanted to gain access to the inner circles of Imperial politics.

No one, not even Imperial agents, realized that the School of Hidden Wisdom was a front for an organization of former, secret, and would-be Jedi. Ephaan Kenzon was a Force-sensitive who had been identified early in his life. He grew up in the Jedi Temple on Coruscant and was chosen as a Padawan learner by Master E'koth Tassjun. Kenzon proved to be an unruly apprentice who frequently quarreled with his Master over numerous matters, not least of which was the Order's unwillingness to intervene in what it considered political issues. Kenzon wanted the Council to authorize more direct action against injustice. The trend culminated in his disobedience while on a mission to the Zeemacht Cluster. Rather than waiting to be expelled, Kenzon abandoned the Jedi Order and retired to life on his homeworld of Baltimn.

There he established the School of Hidden Wisdom—a move that seemed odd at the time, given the growing dissatisfaction with the idea of the dueling academies. Nevertheless, Kenzon set up shop and went about his business, saving the homeless and destitute while attracting a small and eccentric clientele that shared his beliefs. When the Jedi Purge came, Kenzon did nothing overt. Privately, he made it known that he would protect the Jedi, providing them with a safe haven and transport into the Outer Rim Territories. Kenzon viewed this as his duty, both as a former Jedi and in keeping with his own beliefs about becoming involved when justice is threatened.

As the years dragged on and the Empire's authority grew stronger, Kenzon became bolder. He not only protected and transported Jedi through his school but also began to train Force-sensitives in the Jedi arts. Some of the hidden Jedi he protected aided him, largely because he felt they owed the old man a debt. By the time of the Battle of Yavin, Kenzon had given several of his students the rudiments of a Jedi education, including very basic instruction in the use of the Force.

Because Kenzon knew he was no Jedi Master, he happily accepted the assistance of any hidden Jedi who would give it. During the latter part of Palpatine's reign, the school became a nerve center of resistance against the Emperor's rule. Force-sensitive warriors fanned out across the Outer Rim, waging a covert war against Imperial forces. Few could be called Jedi in any sense of the word, but Kenzon's tales of the Jedi's exploits inspired these warriors, and they hoped to carry on that proud legacy. Aided by a handful of true Jedi, the school had several notable successes in its time. By the time of the Battle of Endor, Imperial forces had begun to suspect the school's involvement and were planning to close it down. They never had the chance.

The dawn of the New Republic and the establishment of Luke Skywalker's academy saw the end of the School of Hidden Wisdom. Its purpose was fulfilled, and Ephaan Kenzon was glad to see a new and vigorous Jedi Order taking shape. He was likewise pleased to see that a number of his former students who petitioned for training under Master Skywalker were accepted—a testament to the strength of the ideals he had instilled in them, as well as their connection to the Force.

Description

The School of Hidden Wisdom was located within a residential area of Murmamn City on Baltimn. Following local architectural practice, the School was a cylinder several stories tall, an edifice constructed of metal and faced with ferrocrete. The building had several lower levels that Kenzon used for the dueling academy, in addition to his other more secret activities.

The upper level held rooms for students and guests, along with Kenzon's private quarters and a small library. Not all the School's students stayed with Kenzon, but those whose safety would be threatened if they spent much time outside the academy's precincts were encouraged to live there. Though Kenzon carefully kept any potentially dangerous reading materials out of public view, the library often hosted late-night discussions about the ways of the Force.

The ground floor of the School consisted of an open area where Kenzon received visitors and the general living areas of the school. Kenzon made a point of cultivating the local authorities of Murmamn City, holding social functions to promote the school's good work there. His status as an upstanding citizen helped protect him from Imperial investigation on several occasions.

The lower level of the building was the School's official locale. Consisting of several training and instruction rooms, the lower level also held storage areas of various sorts. Some of these rooms contained hidden compartments shielded from ordinary detection devices. Individuals and contraband equipment were occasionally hidden there, especially when Kenzon's social functions brought too many inquisitive Imperial officials into his residence. The lower level also contained an independent power and water supply, in addition to enough food to last for six months.

The entire School was connected to a sophisticated computer and communication system, which Kenzon used to make contact with other Rebel cells in Outer Rim Territories. He rarely exploited these devices, though, since he worried it would draw too much attention to his activities. Moreover, he saw his work in training students in the ways of the Force as so dangerous to other resistance groups that he preferred to act alone. He knew that if the School's true nature were uncovered, retribution would be quick and cruel. Kenzon did not wish that fate to befall others who shared his goals.

Inhabitants

The School of Hidden Wisdom was usually occupied by Ephaan Kenzon and three to six students. These students were mostly Humans, but the occasional non-Human could be found there.

Kenzon was not a shy and retiring man. His work in lifting urchins and indigents out of the gutter earned him a reputation as a solid citizen of Murmamn City. While some of these "unfortunate people" were simply his students in disguise, others were local vagrants he had taken under his wing. As the school became more involved in the struggle against the Empire, Kenzon took in fewer indigents and concentrated primarily on his Force-sensitive students. At any time, local dignitaries could be found there, among them the occasional Imperial Security Bureau agent or Imperial minion seeking to find evidence of Kenzon's treason.

More notably, the School sometimes hosted Rebel agents and Jedi on the run from Imperial pursuit. These individuals remained in the lower levels until they were ready to move on to their destinations. Kenzon tried to encourage Jedi and other Force-users to cooperate with his efforts. His failure to become a Jedi Knight weighed heavily on him, especially as some of his students grew stronger in their own abilities. He felt that it would be better if his students completed their training under the guidance of "true" Jedi. Unfortunately, few took him up on his offer, knowing that their continued presence would compromise the school's ability to function. Kenzon knew this too, but it didn't prevent him from making the offer whenever possible.

Adventure Hooks

The School of Hidden Wisdom operates only during the Rebellion era, meaning that its role as a site for adventures is restricted to that period. Nevertheless, the Gamemaster can use it in a wide variety of ways. The obvious one, of course, is as a safe house for Force-users fleeing Imperial justice. Ephaan Kenzon is committed to the protection and preservation of the Jedi traditions, even if he disagreed with their application in his own youth. Jedi or Force adepts who make their way to the Outer Rim may learn of the school and call upon it for protection while being pursued by the Empire.

The characters may wish to visit the school to support its mission, either as instructors or as agents. Kenzon always welcomes individuals who are willing to risk their lives to fight against the Empire. Those who have Force abilities and are willing to teach are especially well regarded, particularly in light of Kenzon's own doubts about his connection to the Force. Characters can also work as bodyguards and defenders of the school, protecting it against constant threats to its continued existence. An interesting series of adventures might be constructed around waging a covert war of public opinion in Murmamn City that dispels any suspicions local officials have about Kenzon's loyalty to the New Order.

Finally, characters might come to the school to seek training. Force-sensitive heroes could petition Kenzon for help because they cannot find mentors capable of teaching them. Alternatively, the characters may have no idea of the School's true nature, seeking only the unique fighting skills that Kenzon claims to offer. If this is the case, Kenzon might discover Force sensitivity in one of the characters and begin his slow and careful initiation into the mysteries of the Jedi. In this way, the GM has the means to introduce new Jedi characters into a Rebellion era campaign, as well as an explanation for characters who acquire the Force-Sensitive feat after the start of the campaign.

The Valley of the Jedi

Located on the world of Ruusan, the Valley of the Jedi is an unusual example of a light side site. Its association with the defeat of the Sith probably explains how the valley evaded the notice of darksiders for a millennium. The valley is unusual in that it once manifested a significant dark side presence. Despite this, it remains a light side site of immense power, proof perhaps that the natural—and preferred—state of the Force is one of balance between opposites.

History

A thousand years before the fall of the Old Republic, a Sith Lord named Kaan survived the best efforts of the Jedi Order to destroy the dark side cult to which he had devoted his life. Kaan gathered twenty thousand devotees and attempted to establish a new Sith empire, one that would challenge the Republic as its predecessor had under Exar Kun. Unsurprisingly, the Republic recognized Kaan as a threat to galactic peace and assembled its forces to do battle with the Sith Lord.

Under the command of Jedi Master Hoth, the Army of Light struggled against Kaan's Brotherhood of Darkness, culminating in a series of battles on Ruusan in the Mid Rim. Hoth proved a wily opponent, taking advantage of Kaan's belief that the Jedi were weak and unwilling to pay the price necessary to defeat him. The Army of Light was victorious in five of the seven battles fought on Ruusan. After the last victory, the Brotherhood of Darkness was approaching defeat.

A man of peace, Hoth awaited word from Kaan, whom he believed would see the wisdom in surrendering to a superior foe. Kaan did not believe his Brotherhood was finished. Deep within the recesses of his underground citadel, the Sith Lord turned to alchemy and dark sorcery to find a way to turn the precarious situation to his advantage. Kaan created a weapon that used the spirits of the fallen Sith warriors to fuel its infernal magic—a "thought bomb." Kaan was so consumed with hate that he did not consider his own demise or that of the Sith warriors under his command. His only thoughts were of destroying Hoth and the Army of Light, even if that would mean his own destruction.

Eventually, Master Hoth decided that he had waited long enough for Kaan's surrender. He ordered the Army of Light to take the Brotherhood's base and destroy the remaining Sith. The Army made its way into Kaan's lair, passing by the grisly sight of dismembered and butchered Jedi warriors, disgusting trophies of the Sith Lord and his minions. Before the battle could be fully joined, Lord Kaan set his monstrous plan into motion and triggered the thought bomb he devised.



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The bomb's explosion was immensely powerful, drawing as it did on the violent energies of the dark side. The resulting vacuum destroyed both the Brotherhood of Darkness and the Army of Light. Not a single being remained alive, including Hoth and Kaan. The bomb's blast trapped the spirits of the Jedi and the Sith within the canyon where the last battle had taken place. Somehow, the mixture of light and dark side energies created a remarkable equilibrium, one that gave the canyon an overwhelming light side character despite the presence of Sith spirits among the larger number of Jedi.

The canyon became known as the Valley of the Jedi, in honor of the brave beings who had given their lives to seemingly defeat the Sith forever. Hoth's former Padawan learner, a Jedi named Johun Othone, petitioned the Senate and the Jedi Council to erect a fitting memorial to the Army of Light on Ruusan. The Senate happily obliged, providing Othone with the funds to do so. The Council, however, denied his request, arguing that Hoth and the Army had simply done their duty and did not expect to be celebrated after their deaths. The Council went on to say that a permanent memorial to such a dreadful event might draw attention to it, when it might be better forgotten.

Othone was incensed at what he saw as the callousness of the Jedi Council, as were others, both within the Order and outside it. The media of the Old Republic criticized the Council's decision, which it called "an insult to the memory of those who died bravely defending the Republic." With funds the Senate provided, Othone undertook the construction of a vast mausoleum, complete with statues and appropriately solemn iconography. He hoped Ruusan might become a site of pilgrimage for Jedi and ordinary citizens alike. Othone saw the powerful light side presence he felt in the Valley of the Jedi as proof of his convictions.

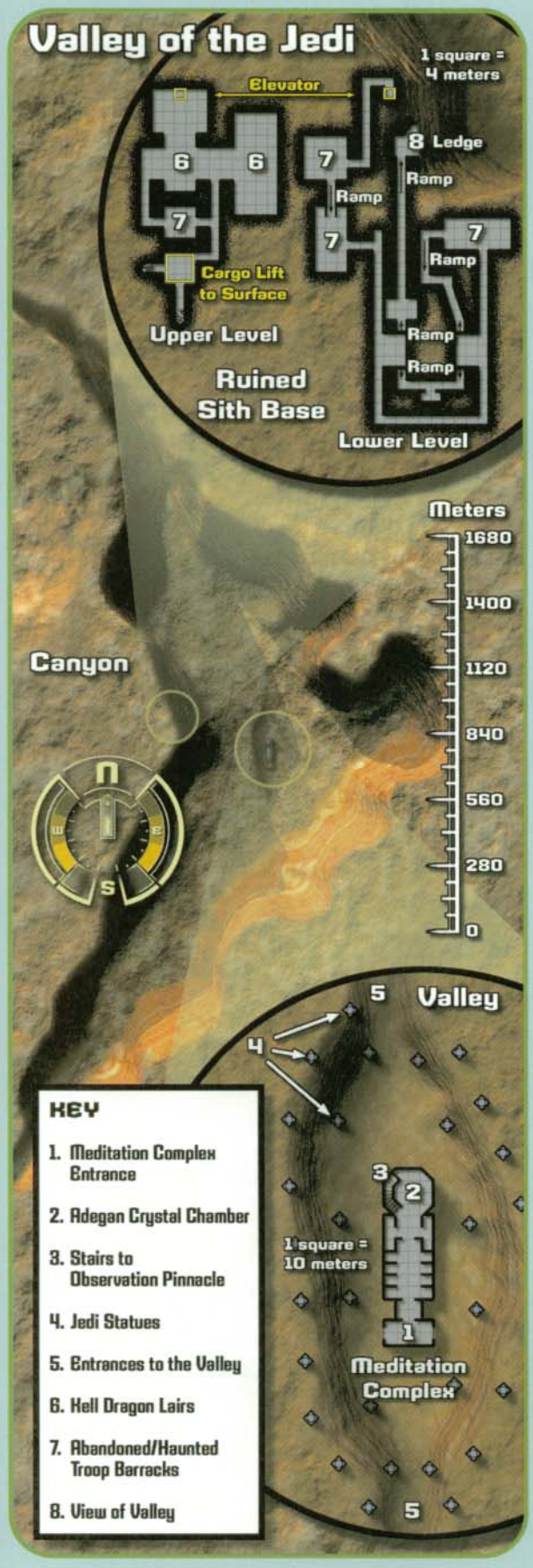
Unfortunately for Othone and his supporters, Ruusan's celebrity was fleeting. Within a decade of the Battle of Ruusan, the Republic had turned its attention inward, focusing on the petty squabbles that signaled the hidden rot at its core. Like so many memorials before it, the Valley of the Jedi was forgotten, remembered only by historians and devotees of Jedi lore. The Council conveniently forgot Ruusan, sticking to its belief that it should not be lauded above any other world, no matter what events had transpired there. Ironically, this stubborn belief protected the valley from those who would despoil it for hundreds of years.

During the reign of Emperor Palpatine, dark side adepts and fallen Jedi labored to find places strong in the Force. Minions of the Emperor corrupted them for their master's foul purposes, making the likelihood of the return of the Jedi ever more improbable. One of them was a man named Jerec, who had searched for Ruusan for years, even before his fall to the dark side. He had heard the legends of Ruusan's powerful connection to the Force and believed he could seize it for Palpatine.

Jerec never succeeded in his efforts to find the valley. Upon Palpatine's death at the Battle of Endor, Jerec attracted corporate backers to fund his own bid for power. He worked with a handful of other Dark Jedi to locate Ruusan and wrest the secrets of the valley for himself. He would have succeeded except for a novice Jedi named Kyle Katarn. The young Jedi stopped Jerec and, in doing so, freed the Jedi and Sith spirits trapped there. Katarn relayed the location of Ruusan to Luke Skywalker, who has not yet decided what to do with the information. He felt he should inform the New Republic of the planet's whereabouts, but worried that other darksiders might attempt to use the valley for evil ends. Until he can be certain the information will not be misused, Skywalker and Katarn are among the few individuals in the galaxy to know about Ruusan and its connection to the Force.

Description

The Valley of the Jedi consists of two distinct areas, the valley proper and the larger canyon in which the fateful Battle of Ruusan took place. The canyon is a naturally hewn opening in the rocky terrain of the planet. Once a mighty river flowed through the canyon, but it has since dried up, leaving behind the canyon itself as the only proof of its existence. The canyon is extremely deep (over a kilometer in some places) and quite unstable. The devastation wrought by Lord Kaan's thought bomb lingers even today, with innumerable rockslides, crevasses, and other dangers. In addition, a large number of caves line the interior of the canyon. The native Ruusanians sometimes mine these areas for ores to use in their manufacturing processes, but most visitors to the caves are treasure-hunters looking for artifacts from the Battle of Ruusan. The caves are also home to the native fauna, some of which can be quite dangerous to the unwary.



The actual valley is a smaller portion of the canyon, located at its deepest level. Here Hoth and Kaan squared off before the Sith Lord destroyed both assembled armies in a torrent of hatred. Shaped like a crater, the valley stands out from the rest of the canyon because it's entirely covered with worked stone and other artificial materials. This is the legacy of Johun Othone's attempt to memorialize the Battle of Ruusan. Everything in the crater, including the floor and the walls, is covered by stonework crafted by some of the greatest artisans of the Old Republic. The stones come from a hundred worlds, a testament to the diversity of Hoth's Army of Light. The valley thus has an oddly artificial appearance, seemingly at odds with the sense of serene majesty visitors feel upon entering it.

Ringing the walls of this natural amphitheater are a large number of statues in the shape of Jedi Knights. While iconic in appearance, several bear the likenesses of Jedi who died at Ruusan, including Master Hoth himself. The statues lend solemnity to the site, which is exactly what Othone intended for its status as a monument to fallen heroes.

At the heart of the valley is a thin, elongated building built of the same impressive stonework as everything else in the crater. The building rises to a pinnacle, which overlooks a circular area roughly in the center of the valley. This building was constructed as a meditation complex, where pilgrims and travelers could reflect upon the mysteries of the Force and the sacrifice of the Army of Light. A series of winding stairs allowed visitors to reach the pinnacle, which served as an observation tower from which pilgrims could survey the entire valley. In the centuries since the building was first constructed, it has fallen into disrepair. The stairs no longer exist, and the pinnacle is impossible to reach without technological or Force-related aids.

At the far end of the meditation complex is a polished Adegan crystal of immense size intended as a focus for reflection. Kyle Katarn reported to Master Skywalker that the crystal pulsed with Force energy during his battle with Jerec. This phenomenon may have been the result of Jedi or Sith spirits making an effort to manifest themselves through it. The truth remains hidden—yet another reason the New Jedi Order may send a team to investigate mysteries in the Valley of the Jedi. If nothing else, the presence of so large an Adegan crystal may draw the attention of less scrupulous characters.

Inhabitants

Ruusan was only sparsely settled during the days of the Old Republic. Its few inhabitants numbered only in the tens of thousands, and they eked out a relatively simple existence as miners and resource extractors. A proud and spirited people, some Ruusanians claimed to feel the "rhythm of the planet" through meditation and mental discipline. The Jedi who investigated these claims found no evidence the Ruusanians had any unusual connection with the Force, but could not discount the possibility.

The Battle of Ruusan wrought horrendous damage to the planet, killing scores of the settlers despite the best efforts of the Army of Light to contain the carnage. This won the Jedi the respect of the locals, a respect that continued more or less uninterrupted due to the isolation of the planet. Yet

the Ruusanians never gave up hope that the Jedi would return to their world. After the defeat of the Brotherhood of Darkness, they spoke of a prophecy: "A Knight shall come, a battle will be fought, and the prisoners shall go free." This prophecy seems to refer to Kyle Katarn's battle with Jerec and the freeing of the Jedi spirits from the valley, but it could just as easily refer to some other future event—or none at all. Not all prophecies come true.

Ruusanians are near-Humans who have adapted well to their planet's unpleasant environment. They are excellent hunters and fine miners. Although they have no true Jedi among them, occasional Force adepts appear in the populace. Small numbers of Ruusanians visit the Valley of the Jedi to honor the memory of those who defeated the Brotherhood of Darkness a thousand years ago—an ironic echo of Johun Othone's original intentions.

Ruusanian Commoner: Male or female; Init +0; Defense 10; Spd 10 m; VP/WP —/8; Atk +1 melee (1d3+1, unarmed) or +0 ranged (3d8/19–20, blaster carbine); SV Fort +1, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 9; Challenge Code A.

Equipment: Blaster carbine, light overcoat, variety of personal belongings.

Skills: Knowledge (Ruusan) +2, Profession (hunter or miner) +2.

Feats: Weapon Group Proficiencies (blaster rifle, simple weapons).

Ruusan boasts a large number of hardy creatures, the most dangerous of which is the kell dragon, a close relative of the krayt dragon found on Tatooine. No one is certain if the kell dragon is native to Ruusan or was brought here by the Sith centuries ago. Now, they are most commonly encountered near the Valley of the Jedi, posing a threat to archaeologists and would-be pilgrims alike. Kell dragons are rare creatures, but they are certainly more memorable than the malun rat or abismee, however interesting these creatures might be to a biologist.

Kell Dragon: Desert predator 8; Init –2; Defense 8 (+8 natural, –8 size, –2 Dex); Spd 15 m; VP/WP 150/320; Atk +17 melee (2d8+15, claw) or +12 melee (4d6+15, bite); SV Fort +21, Ref +4, Will +1; SZ C; Str 44, Dex 6, Con 40, Int 3, Wis 8, Cha 14; Challenge Code G.

Skills: Intimidate +13, Survival +1.

Feat: Power Attack, Track.

The only other inhabitants of note in the valley were the Jedi and Sith spirits who were trapped here before Kyle Katarn's liberated them. Rumors abound that one or more of these spirits linger in the valley, despite the fact that their compatriots have been freed. Gamemasters interested in using Sith spirits should consult *The Dark Side Sourcebook*. Jedi spirits are discussed in this book.

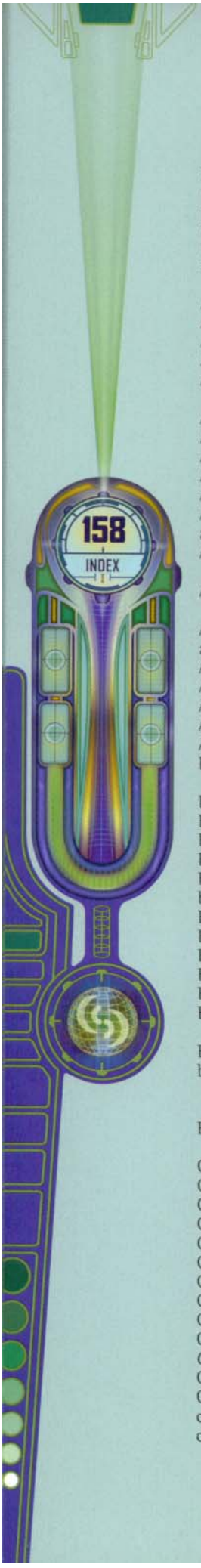
Adventure Hooks

The Valley of the Jedi offers adventure possibilities both before and after Kyle Katarn's visit to Ruusan. After the defeat of the Brotherhood of Darkness, the valley is a pilgrimage spot for Jedi and their admirers. Johun Othone's dream of a memorial to Jedi sacrifice may not have met with approval from his superiors, but the Republic relished this notion for a time. A thousand years before the rise of the Empire, a visit to the site suggests the belief that the Order deserved more than selfless duty to others. During this time, Ruusan becomes a galactic tourist attraction, serving as an excellent place to meet beings—Jedi or otherwise—from faraway worlds.

In the latter days of the Old Republic and during the Empire's reign, the Valley of the Jedi fades into the mists of history. Eccentric archaeologists seek it out, but have only the most vague notions of its locale. Ruusan remains a difficult world to reach by hyperspace (the very reason why Lord Kaan chose it for his stronghold). During these eras, the valley can be used as a plot device in adventures focusing on Jedi lore and history. What it is and what it represents is powerful enough to drive several adventures.

After Kyle Katarn rediscovers the valley, it becomes even more suitable as a setting. Although Kyle and Luke Skywalker are supposedly the only people who know of its existence in The New Jedi Order era, that might not be the whole truth. Jerec may have left notes, or another enterprising darksider might follow in his footsteps. Likewise, New Republic or independent agents could find out about the valley as well. Yuuzhan Vong operatives could use Skywalker's protection of the knowledge as "proof" to fuel anti-Jedi sentiment in the galaxy. Finally, tales of lingering Jedi or Sith spirits could prompt Master Skywalker to send a team to Ruusan to prove their existence.





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The Planet of Twilight

A Web Enhancement for the Power of the Jedi Sourcebook

Lying quietly in the Chorios system, Nam Chorios is a deeply conflicted world. It was a prison colony, then a planet for political exiles, and still later a despot-controlled mining planet. Ruled by a seemingly endless parade of petty warlords and vile dictators, kept isolated by its own native religious fanatics, and infested with tiny, disease-carrying insects, Nam Chorios is a highly unpleasant world to visit. People live there nonetheless, and with the end of Imperial rule, powerful corporations have begun to take an interest in exploiting the planet's vast mineral wealth.



History

Nam Chorios was largely uninhabited until just over 750 years before the Battle of Yavin. A few settlers -- mostly political refugees from the infamous Grissmath Dynasty -- arrived to eke out a living by gathering and exporting minerals. Calamities and misfortune befell them at every turn. Some fifty years later, the Grissmath Dynasty set up a penal colony on Nam Chorios, though this didn't require much more than installing gun stations on the planet's higher peaks to prevent unauthorized ships from leaving. The already-scarce water supplies became even scarcer as Nam Chorios was forced to support more inhabitants and the Grissmath kept sending more prisoners.

Generations came and went on Nam Chorios as the Grissmath Dynasty faded away. Supply ships came less and less often. Many were infested with horrible black insects known as drochs. The prisoners and even the guards of Nam Chorios were slowly dying. However, the former penal colony became a real settlement as the children and grandchildren of guards and prisoners cooperated to ensure their mutual survival. Widely spaced farms drew together to form villages and towns. Though the people of Nam Chorios had bested their environment, they still only managed to endure at a subsistence level.

Everything changed when a lone farmer named Theras declared that he had a vision. He had dreamt that the crystal formations of Nam Chorios spoke to him, warning him not to allow ships to leave the planet under any circumstances, lest the drochs escape. Most people thought that Theras, who had always been a crackpot, had finally snapped. The green-and-purple crystal spires that dotted the landscape were curious, even beautiful -- and perhaps a little dangerous, considering the occasional electrical arcs that shot between them -- but obviously, they were only rocks.

Even so, Theras attracted a few followers. Like him, they believed that something was wrong with the odd little black insects. In time, the Therans had become a major cult, but it wasn't until they seized the old Grissmath gun stations that the populace really took them seriously.

Power Struggles
Shortly after this event, a young Hutt named Beldorian journeyed to Nam Chorios, ostensibly to investigate the Theran movement. When he arrived, Beldorian (who had trained as a potential Jedi) sensed that Nam Chorios itself was a potent nexus for the power of the Force. After his own relatively meager abilities were increased tenfold, he decided to stay and seize power. He became Beldorian the Splendid, ruler of Nam Chorios -- though, for a Hutt, he was a relatively benign dictator.

Beldorian's rule only lasted a few years. At the onset of the Clone Wars, Supreme Chancellor Palpatine used special emergency powers to send political rivals into exile around the galaxy. One of these was Seti Ashgad, a charismatic hyperdrive designer with political aspirations. Seeing that Beldorian the Hutt had no real interest in ruling Nam Chorios -- as long as his desires were satisfied -- Ashgad seized control of the planet, becoming its unofficial ruler. But Ashgad soon realized that Beldorian had only been a figurehead for a more insidious figure, an evolved, humanoid droch that called itself Dzym. Before long, he too was under its control.

Much like Beldorian, Ashgad was willing to allow Dzym a certain amount of control in return for temporal power. Both he and Dzym wanted to leave Nam Chorios -- Ashgad to step into the power vacuum created by the death of his old foe, Palpatine, and Dzym to spread the droch across the galaxy. Ashgad soon learned that the droch carried the extremely potent Death Seed plague, the disease that had wiped out the Grissmath Dynasty. The Death Seed plague was, in reality, the effect of several droch feeding off the life-energies of a single host all at once. It was usually fatal within a few minutes. Dzym had learned how to feed through the droch. He knew that if he managed to send

droch to every planet in the New Republic, he could become immensely powerful.



See, That Farmer *Wasn't* Crazy
The droch had no effect on the people of Nam Chorios, because light weakened the tiny insects. Thanks to the power of the mysterious crystal formations all over Nam Chorios, the world was bathed in a constant dusky light, even at night. This had been the source of the vision that Theras had experienced so long before. Intelligent crystals called tsils were trying to keep the evil droch from spreading throughout the galaxy.

Unfortunately, Seti Ashgad's political ambitions were slowly killing off the crystalline lifeforms. Ashgad, a brilliant technician, had learned that the "spooks" or "smokies" (as the locals called them) made excellent hyperconducting computer chips. These could be used to operate pilotless starships, such as the deadly "needle fighter," or act as processors for humanlike synthdroids. Both of these technologies were developed and manufactured by the Loronar Corporation, which desperately wanted to mine the tsil. The gun stations of the Theran faction constantly repelled them until Ashgad offered to take over the gun stations and give Loronar free access to strip-mine the smokies. In exchange, he wanted control of the Meridian sector -- the sector in which the Chorios system lay.

Ashgad delivered on his promise by creating the so-called "Rationalist Party" to oppose the isolationist Therans. He even arranged a diplomatic meeting with Leia Organa Solo, ostensibly to discuss bringing Nam Chorios into the New Republic. Instead, he brought along Dzym and handful of synthdroids and released the Death Seed plague on Organa Solo's ship, killing the crew and allowing him to abduct her. Ashgad took Leia back to Nam Chorios as insurance against New Republic military interference. Meanwhile, the Death Seed plague spread to nearby Nim Drovis and a handful of other worlds. Ashgad hoped that would keep the New Republic busy long enough for the Imperial fleet under Admiral Daala's command to seize the sector. Once Daala was in control, she would hand over the Meridian sector to Ashgad, and he could make good on his promise to give the Loronar Corporation access to Nam Chorios.

Unfortunately for Ashgad, Leia Organa Solo was not the only Jedi on Nam Chorios. Leia's brother, Luke Skywalker, had arrived on the planet seeking his lost love Callista, who had come to the twilight world in hopes of regaining her lost Jedi powers. With Leia fighting him from within his stronghold and Luke and Callista challenging him from outside, Ashgad's plan was doomed to fail. He managed to capture and disable one of the gun stations, cutting a path for his ship to escape with a cargo hold full of tsils and drochs, but Ashgad didn't consider that Skywalker could use the Force to communicate with the tsil aboard his ship. Convinced of the danger the droch posed to the galaxy, the tsils exercised the only defense available to them. The electrical storms they generated when the Force flowed through them were powerful enough to ionize electronics. They sacrificed themselves to destroy Ashgad's ship, with Dzym and the drochs aboard.

Description

Nam Chorios is a bleak, gloomy planet, composed mostly of barren deserts and rocky mountains with little in the way of arable land. Most of its scarce water lies underground. The only resources in abundance are the tsil, but even those were off-limits after they were known to be sentient.

The largest settlement on Nam Chorios is the town of Hweg Shul, where Seti Ashgad kept his stronghold (as did Beldorian the Hutt before him). Hweg Shul is only a few kilometers in length and has a population of just over eight thousand. Much of its population actually dwells underground, working or living along the subterranean water seams that enable them to grow their own food. The other settlements of Nam Chorios - including Ruby Gulch, Thurmik, and Salvation Point -- operate on a similar scheme, with anywhere from 10 to 25 percent of the population established below ground along the water seam that brought the settlers to the area.

Scattered across the landscape at a distance of perhaps 250 kilometers apart is a grid of gun stations, built on the planet's highest natural mountain peaks or located in artificial towers constructed long ago by the Grissmath penal system. These stations house just over twenty people and are always manned, though the weapon systems are usually computer-controlled. Only when the weapons crews are not busy elsewhere do they actually take direct control of the surface-to-orbit laser cannon batteries. A ship no larger than a B-wing (size Tiny and smaller) can generally make it down to the surface and back up into space with a better-than-even chance of survival. Bigger ships (Small-size or greater) are quickly targeted and destroyed.

The crystal formations comprise the only other interesting feature of Nam Chorios. Resembling short green-and-purple chimneys, the tsils form together in clusters all across the planet, periodically emitting sparks or (occasionally) great arcs of electricity. The sparks are mostly harmless, but the larger electrical discharges can stun a fully grown Human. This occurrence happens so infrequently and with so much warning that the populace has learned how to avoid the explosions.

Force Storms of Nam Chorios

The tsils are natural Force amplifiers, magnifying the energy of life along with the light of Nam Chorios. While this feature makes them attractive to Force-users seeking more power, it also makes them dangerous because they exercise no control over their effect on the Force.

Whenever a Force-user employs a Force power anywhere on Nam Chorios (or even up to two kilometers from its surface), the Force-user gains a +20 bonus to his die roll, and damage rolls are doubled. However, the use of the Force on Nam Chorios creates such a strong reaction in the tsils that they are unable to contain all the energy and must vent the excess in the form of sudden, violent electrical storms.



These "Force storms" spread away from the nearest concentration of tsils (1d4+1 km away, determine direction randomly), traveling across the surface of Nam Chorios for a number of kilometers equal to the Force-user's total skill check (or twenty kilometers, in the case of Force feats). The spread is relatively slow, however -- only about 50 meters per round. The effect passes in 2d4 rounds.

Force storms take the appearance of a "crawling" wave of electrical energy, traveling along the ground at a height of no more than a meter. Wherever the energy touches a living being, the affected victim must make a Fortitude save (DC 15) or suffer 1d4+1 points of Strength damage. "Old-timers" who have lived on Nam Chorios all their lives gain a +5 situation bonus on this check. Most others quickly learn to seek high ground. (If a storm actually manages to kill someone in its path, the GM may decide to give the character who set it in motion a Dark Side Point.)

More disturbingly, Force storms randomly redistribute the power of the Force as a kind of Force Whirlwind (see Chapter Five: Feats, in the *Star Wars Roleplaying Game*). Though these most often occur in desolate areas, the GM can simulate the random nature of this effect by ruling that whenever someone rolls a "1" on a Fortitude save against the Strength damage effect, a brief Force Whirlwind appears, centered on that person. Everyone within 4 meters of that person suffers a -4 penalty on attacks, skill checks, and ability checks for one round and takes 3d4 points of damage (Reflex save, DC 20, for half damage).

Few beings on Nam Chorios realize that the "electrical storms" are in fact generated by use of the Force. The few Force-users who come to Nam Chorios quickly learn not to use the Force except in dire emergencies, since they cannot control the subsequent storm. The unleashed energy can be deadly to those unlucky enough to be in its path.

Adventure Hooks

During the Rise of the Empire era, the heroes might come to Nam Chorios to investigate rumors of highly valuable programmable crystals illegally mined for use in droid starfighters. Unless the heroes arrive separately in Tiny or smaller ships, they come under fire from the Theran-operated gun stations. Even if the heroes arrive in ships small enough to evade the automated laser cannons, the Therans respond with deadly force against ships that linger too long in the atmosphere. Once on the ground, the heroes must avoid roving Theran fanatics and salvage gangs, as well as the "security forces" of Beldorian

the Splendid, the Hutt who now rules Nam Chorios from his stronghold in Hweg Shul. Eventually, the heroes discover that heavily armed mining droids are covertly dropping down to the surface in pods to gather spooks, then firing loaded pods back into space. Is the Trade Federation collecting the pods in orbit over Nam Chorios, or is someone else pulling the strings on this operation?

In the Rebellion era, the heroes might be sent by the Rebel Alliance to seek out a potential ally. He's an old enemy of the Emperor, a former politician named Seti Ashgad. The Emperor exiled Ashgad to Nam Chorios for the crime of disagreeing with him. Again, the heroes must avoid the gun stations, the Theran fanatics, and the salvage gangs. If they make it to Hweg Shul, they discover that the original Seti Ashgad has died. His son, also named Seti Ashgad, has no interest in opposing the Empire if it means that his people suffer the Emperor's wrath. However, if the heroes can arrange to ship people off Nam Chorios, Ashgad agrees to turn his own considerable leadership abilities to the task. He also can supply several tons worth of highly valuable spooks.



"Hey, don't blame us for everything!"

This story has a twist, however. The heroes should realize that the Ashgad they encounter is too old to have been born after his father was sent into exile. Instead, the person posing as Ashgad's son is Ashgad himself, and he has discovered a way to restore his youth. This is secretly the work of Dzym, who feeds some of his own essence to Ashgad to keep him young and vital until Dzym's plans come to fruition.

Ashgad has a secret agenda to deliver the Death Seed plague to Imperial Center in hopes of crippling the Empire, and perhaps even killing the Emperor. He then plans to step in and seize control of the Empire -- not for the Rebel Alliance, but for his own ambitions. If the heroes have already agreed to help, can they stop Ashgad before he manages to infect all Coruscant with the Death Seed plague? And even if they do stop him, can they discover the true villain behind Ashgad's plans and stop Dzym in time?

Tsil

The tsil of Nam Chorios are a mineral-based lifeform that appear as green and purple crystals and grow in large chimney formations. Called smokies and spooks by the world's Human and humanoid settlers, the tsil are sentient and strongly attuned to the Force. This allows them to instigate electrical discharges and accounts for the high Force-sensitivity of the organic natives of the planet.

Most tsil have a peaceful, inert life, adding to the Force-enhanced nature of the ecology of Nam Chorios. There are exceptional tsil with additional Force-related feats and skills, though nothing that would rely on physical abilities they lack.

The sentient tsil were mined by the Loronar Corporation, as their crystalline matrix made them versatile components in synthdroids and needle starfighters. In the early years of New Republic, both the sentient nature of the tsil and Loronar's atrocities were revealed. Under the auspices of the New Republic, the harvested tsils have been, for the most part, returned, but there are still tsils in the greater galaxy waiting to be sent back to their home planet.

Tsil Commoner: Init +0; Defense 12 (+2 natural); Spd 0 m (immobile); VP/WP 0/12; Atk special; SQ Species traits (see below); SV Fort +1, Ref +0, Will +1; SZ S; FP 0; Rep +0; Str -, Dex -, Con 12, Int 10, Wis 12, Cha 10. Challenge Code A.

Equipment: None.

Skills: Knowledge (any two) +2.

Feats: Force-Sensitive (bonus).

Species Traits: +2 Con, +2 Wis; +2 natural armor bonus to Defense; electricity/ion resistance 15; immune to poison, disease, and radiation; electrical discharge (see below); telepathy (see below); light amplification (see below).

Electrical Discharge: Once every 1d4 rounds, a tsil can discharge electricity in a 10-meter-radius blast, dealing 4d6 points of electrical damage to all creatures in the area; a successful Reflex save (DC 15) halves the damage.

Telepathy: The tsil communicate by placing images into the minds of other intelligent creatures. A "target" can resist the tsil's attempt to place images in his mind with a successful Will save (DC 15). A new save can be made each round.

Light Amplification: The tsil store, reflect, and intensify sunlight such that the areas around them are usually brightly lit

regardless of the position of the sun in the sky. Creatures that suffer penalties in bright light have those penalties doubled when within 10 meters of a tsil.

Special Features: Tsil are immobile and inert. They have no effective Strength or Dexterity.

Automatic Languages: Tsil have no written or spoken language.

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