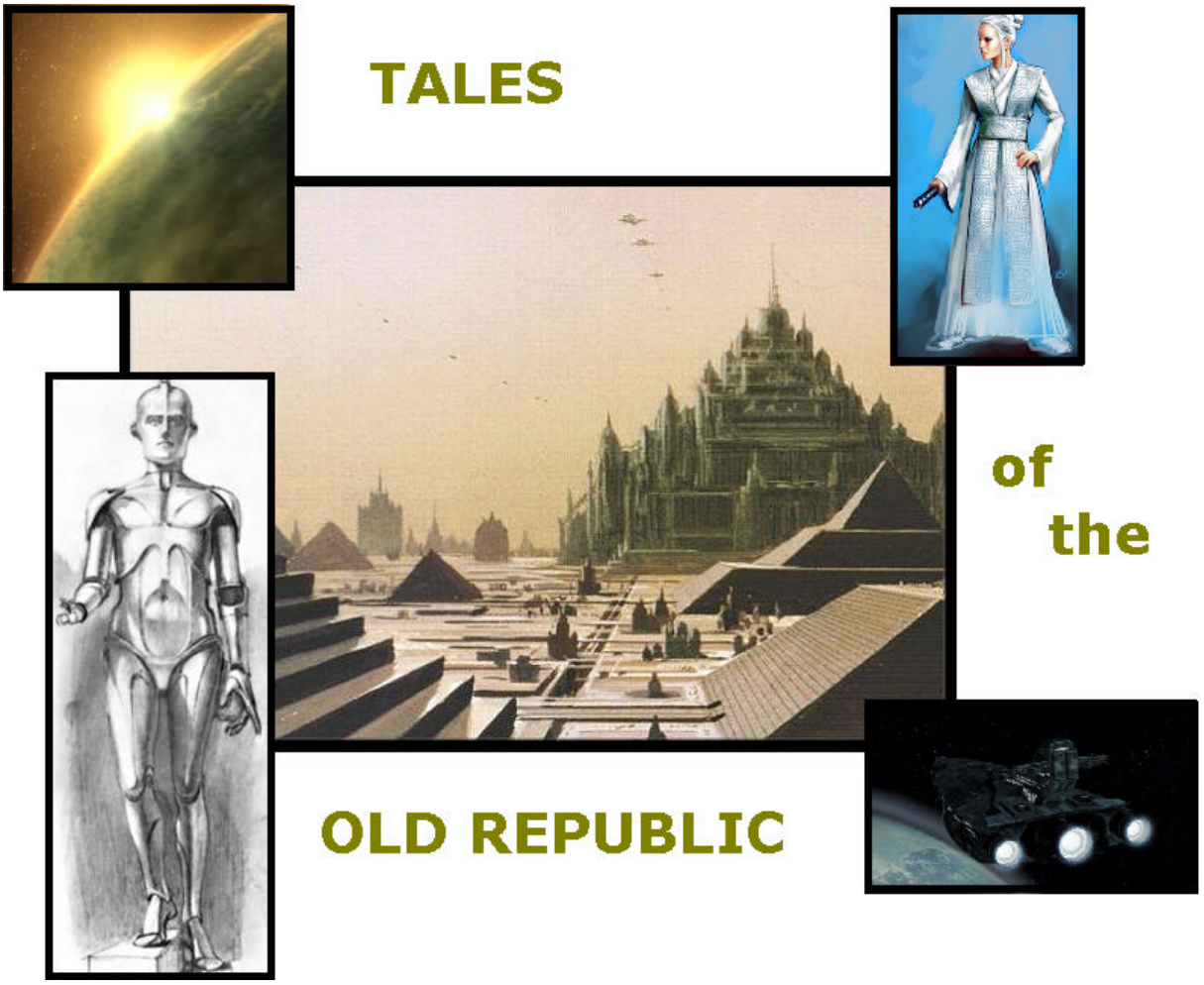


-A STAR WARS RPG Supplement-

Content

1. The Republic: Government, Military, Diplomatic Relations, Republic Principles, Jedi

2. The Galaxy: Regions, Planetary Systems, Alien Species

3. Equipment: Weapons, Droids, Misc

4. Starships: Capital, Transports, Fighters

5. Appendix: Generic characters

Chapter I: The Republic

The Republic as depicted here already existed 21500 years and will exist another three and a half millennia before it is taken over by the Empire. But already at this time the origins of the planetary alliance, which is called Galactic Republic, are forgotten and hidden within the fog of long ago ages.
Life differs not too much from that of the centuries to come, with the difference that the people have seen years of war all over. The Sith-War was not yet forgotten when Exar Kun and his followers actually started it all over again. And forty years later conflict arose again when Darth Revan and Darth Melek, once Jedi-Knights themselves, returned from their victorious battle against the Sith only to wrack havoc among the systems of the Republic another time. However words spread that Darth Revan actually redeemed himself and defeated Melek with the help of heroes like Bastilla Shan and Carth Onasi.
To remind the citizen of the Republic what a dangerous place the galaxy actually is the Mandalorians made raids upon its planets for years before the Republic was able to stop them as well.

Government

The government of the Republic is typical for that form of state. The legislative is entrusted to the Republic Senate, one of the oldest institutions of the Republic and its conference halls are among the most ancient buildings on Coruscant.



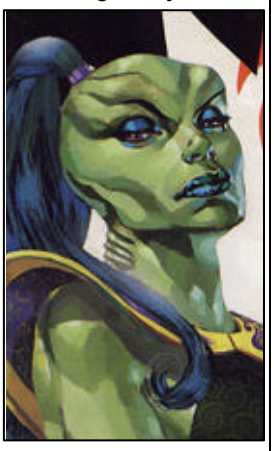
The large dome of the Galactic Senate is almost two kilometres in diameter and gives room not only for the actual meeting hall of the senate but also smaller bureaus, space for negotiations and guest quarters for ambassadors and other envoys.
How a senator comes to power depends on her origin. While most are elected, some are appointed by their local governments or by other means, depending on the culture. Additionally there is a difference in the number of star systems one senator represents. The vast majority represents several star systems but exceptions are given as well. Some very rare officials speak for whole sectors and some individuals only have responsibility over one planet. Mostly this depends on both time of membership and size of the given people. Relatively young members tend to be represented by one senator who already is experienced in politics and thus often has several if not hundreds of worlds under his leadership. Whereas strategically or economically important locations are the sole field of work of one senator. Like Coruscant whose senator has only that one planet as his task to administrate.
Currently there are 856 seats in the senate, each of which is taken by one senator or of course his aides.

Head of the senate is the Supreme Chancellor elected by the whole of the senate, one official period takes five years. The number of periods a candidate may take is not limited. The senate can also make a vote of no confidence to take the post away from the chancellor. The task of the Chancellor is primarily administration and restoration of order. In case of emergency she may be entrusted with emergency powers, which immediately give her all military power – in difference to peacetime, where large-scale operations have to be agreed upon by the senate.
Several committees have sub-functions in the senate. Some work to ensure everything is legally done within the galactic administration others are responsible for research and education while some make sure the military works efficiently. The heads of these

committees are called ministers and usually have the last words in decisions and are appointed directly by the Chancellor-.
These committees together with the Chancellor form the executive of the Republic, to which of course all administrative officials and security personnel adds as well.
The judicative power is represented by several courts, among which the Republic Court is the highest ranking. Consisting of five judges which are appointed by the Chancellor for life-time, this court guards the constitution of the Republic and watches new laws passed by the senate. It ensures that the sentinents' rights are granted everywhere within the boundaries of this galactic union.
Below it there are several lower courts, mostly senatorial courts, which bear that name because every senator has one of these court present in her district of administration. There are planetary and even more local courts as well and some cultures of course have a completely different and alien judicial system.

Supreme Chancellor Xiaszi Par

The current head of state is the Falleen Xiaszi Par. She was elected to that position fourteen years ago and has not disappointed her followers since. She is headstrong and determined, willing to do what is necessary despite the fact that it may be uncomfortable and believes the Republic to be the best thing to happen to the galaxy.



Xiaszi Par was born as daughter to two Falleen nobles and holds the title High-Baron, although her brother currently does the administrative work at home. Par's career begun As diplomatic aide, went on to a senator office and finally concluded at the Chancellor's post.

Military

The Republic military primarily consists of three branches. First there is the Republic Army, ground forces, which defend planets, are responsible for planetary shield generators and gun emplacements.
Second there is the Space Force. It takes care of fighter defence of planets and is responsible for pilot training. Since smaller transports also belong to this branch, it is approximately the same size as the army, which it was part of in earlier times. Usually pilots on Navy ships still belong to this branch, which means Space Force is responsible for all fighter operations onboard, although of course a ship's CO is always commanding any such actions.
The largest branch still is the Republic Navy. All starship personnel belong to this part of the military and since the fleet, which is the medium that connects the galaxy here most soldiers are to be found. Usually the Chief-in-Command has her origins within this branch although this is not a necessity. However the Navy also takes most of the fame and glory of space travelling since without it no fighting would take place and no exploration would further the galaxy. Hence the other two branches are more regarded as subordinate to the fleet which is not wrong altogether.
Due to the success of the military in the past conflicts, it currently has quite a good reputation and there are many volunteers in its ranks.
Enlisted crewmembers usually volunteer for a tour of three years but are able to do so several times. Non-Commissioned officers are obliged to be part of the military for five years whereas officers must agree to ten years of service.
However for reserve personnel one third of the time suffices and thus many young men and women like the idea of using the reputation of the military to further their professional careers in whatever field that may be, especially politicians use this method to prove their commitment to the Republic.

The highest post in the military is the Chief-in-Command, only answering to the Chancellor and the senatorial committee. Depending on the service branch of the current office holder the rank is equivalent to a five star general. If the CiC is a member of the Army the rank is Field Marshal, if a member of Space Force it is Star Marshal and if the post is hold by an officer of the Navy it is Grand Admiral. There is always only one officer holding any of these ranks.

Directly below the CiC in the hierarchy and acting has her deputies in case the CiC is not available the Board of Joint Chiefs is situated. This board consists of the head of each service branch, the Chief of Research and Development, Chief of Strategic Operations and the Chief of Intelligence. All of these officers have four-star general ranks, i.e. General in both Space Force and Army and Admiral for Navy officers.
The board oversees all the work of the military and reports on a daily basis to the Commander-in-Chief, i.e. the Supreme Chancellor.
Below the board there are several divisions in administration, with several offices responsible for different fields of work such as inner security, military training and the like.

Military Ranks		
Space Force	Army	Navy
Enlisted		
Starman	Private	Starman
Starman First Class	Private First Class	Starman First Class
Senior Starman	Lance Private	Lance Starman
Corporal	Corporal	Petty Officer Third Class
Non-Commissioned Officers		
Sergeant	Sergeant	Petty Officer Second Class
Staff Sergeant	Staff Sergeant	Petty Officer First Class
Star Sergeant	Master Sergeant	Chief Petty Officer
Star Sergeant Major	Sergeant Major	Master Chief Petty Officer
Commissioned Officers		
2nd Lieutenant	2nd Lieutenant	Ensign
1st Lieutenant	1st Lieutenant	Lieutenant junior grade
Captain	Captain	Lieutenant
Major	Major	Lt. Commander
Lt. Colonel	Lt. Colonel	Commander
Colonel	Colonel	Captain
Flag Officers (also Commissioned Officers)		
Wing General	Brigadier General	Commodore
Major General	Major General	Rear Admiral
Lieutenant General	Lieutenant General	Vice Admiral
Star General	General	Admiral
Star Marshall	Field Marshall	Grand Admiral

The uniform of the military differs in colour depending on the service branch, although the general design is almost the same. Basically the uniform consists of heavy jackets with the rank insignia visible on the shoulders, for flag officers at the cuffs of the jacket.



Flag officers always wear dark grey jackets together with white uniform pants, marked with red stripes. Symbols at the collar designate the service branch of the officer.
Uniform jackets of the Space Force are brown, the Navy wears blue uniforms and the Army usually has green ones. Officers are obliged to wear white pants as well, where as enlisted personnel is equipped with black fibres.
However in combat the uniform usually is replaced with more suitable clothes, which enables the soldier to hide better and store necessary equipment in the different pockets and have it easily accessible.
As an example pilots of Space Force usually wear short brown jackets instead of the almost coat like ones due to the space restriction given in a cockpit.

Which uniform is actually worn is up to the commander of a unit but usually the further you go from Republic core the scarcer become standard uniform and the more common it is to encounter soldiers in combat dress.

The Republic's military has several tasks among which defence is of course the most important one. That counts for countering foreign aggression as well as patrolling space lanes to oppose smugglers, pirates and other criminals. It also protects sensitive public buildings as embassies, the senatorial estates and offices and the residence of the Supreme Chancellor. While police tasks are take care of by local security large scale operations are at least coordinated with the military.
Traditionally Republic Intelligence is a military organization and besides collecting data on foreign powers and protecting the Republic from spies it also is responsible for guarding important personalities like the Chancellor or senators – although most of them prefer their private bodyguards.

But besides solely martial tasks the military is also responsible to safeguard emergency procedures in case of natural catastrophes, i.e. prepare and conduct evacuations, give medical and humanitarian aid and so on. Additionally a large amount of research and exploration lies in the hands of the military – here are most of the civilian employees to be found – not rarely working together with companies or non-military organizations of the Republic.

Grand Admiral Crix Antilles, CiC

Crix Antilles, born on Corellia, is a Navy officer out of tradition. Eight generations of his family have served the Republic in more than one war. Although Antilles began his career as a pilot, due to the excitement it offered, he later transferred to the Navy when he earned a recommendation after he took command of his cruiser when the bridge was hit and the senior officers were killed.
He won the skirmish with the pirates and started a second career as a Navy officer. Since that time he fought in several skirmishes and battles and protected the Republic.
Antilles is a calm, analytic man, never rushing into action. He inspires respect in all his subordinates and manages to stay in contact with even the lowest rank. Although a potent warrior Antilles has seen enough combat, knows its cruelty and only fights when no other alternative is left.
He is a patriot and believes in the Republic and its principles.



Diplomatic Relations

There are several more entities in the galaxy with which the Republic keeps up diplomatic relations or not in some cases.

Since the Republic defeated the Mandalorians in war not much is left of this old empire. Most of its possessions are now part of the Republic and to speak of a unity among the remaining clans would be drastically exaggerating. Since the Mandalorians were never that interested in negotiations no official relations exist between these two nations – not at least because no clan would allow another clan to represent it if not in wartime. So up to now the Mandalorians make a name as mercenaries and pirates but nothing official.

Things with the Hutts are not much better. While there is officially an envoy in the Republic and a Republic representative can be found on Nar Shadaa – it is forbidden for her to set foot on Nal Hutta – no one pays to much attention to this lip service. Most agreements the Hutt do are very vague and influence of the Republic within Hutt Space actually does not exist. There are some trade arrangements but from most the Hutts exclusively benefit and the better part is only made with one single clan and not with all Hutts together.

Since the Jedi freed the Hapes cluster from its pirate dominators and the matriarchy was officially declared as form of state, there is not relation to speak of. Occasionally patrol vessels face each other at the border but usually no radio contact is established.

Relations with the Corporate Sector are friendly since it actually is only a part of the Republic. While private companies in fact own it the Republic always has a watching eye on it to make sure everything works according to Republic law. The Corporate Authority is subject only to the committee of economics and the Chancellor and there are of course no ambassadors exchanged between the two entities. However usually the committee has an envy send there who supervises the CSA's actions while the CSA usually sends an official that reports to the committee and the Chancellor and makes suggestions and claims.

With the Sith there are no official relations at all. The territory, which these people took from the Republic in earlier conflicts, is again part of the galactic union and no trace is left of its archenemy. However rumours still exist about them and few believe the Republic saw the last of them.

Republic Principles

The Republic is built upon certain principles which most of all ensure a peaceful community. First of all there is equality. No matter what rank in society, what species, what gender or the origin of a sentient being, everybody has the same rights and privileges. Nobody is discriminated for whatever reasons. Of course this is a theoretical rule. There are conflicts between species and other social groups, which regard themselves superior to others and especially people who ask for lenient actions against enemies of the Republic usually are met with suspicion and often resentment.
Additionally to equality freedom is very important to the Republic. Everybody is free, slaves are illegal and everybody is meant to participate in politics through elections, trade unions and the like to make the leaders hear their demands. Additionally everybody may travel and live where they want, meat the people they would like to and general develop their personality as they see fit.
Peace is the primary virtue the Republic uses in its foreign policy. The idea of the Republic sees the galaxy in a peaceful union which ensures happiness for all beings since all have the right to seek it no matter if they are actually part of the Republic or not. However in recent times this virtue is sometimes forgotten to deep have treason and mistrust craven into the Republic's mind. Treason by Jedi and others who fought with the Sith and conflicts in general made clear that many wish to take what the Republic built and thus there are many which question if a more aggressive state would not stop others from attacking in the first place.

The Jedi Order

The Jedi are the protectors of the Republic since it foundation or so it is said. The Order is lead by the High Council situated on the temple on Coruscant although structure is far less formal than in later times. However there are other Jedi enclaves as the Praxeum on Dantooine that also is headed by a Jedi Council. While no official hierarchy exists titles as Jedi Knight and Jedi Master still cause obedience in lower ranks since usually members of the order with such ranks are regarded wiser and experienced in the ways of the force.
The Jedi primarily serve the Republic but unlike in later years there is no official affiliation and the order is not included in the Republic's jurisdiction. However the Chancellor or other officials may ask the Jedi for intervention if needed which is usually granted since the Jedi regard the Republic as deserving protection.

Chapter II: The Galaxy

A difference of four thousand years does not change a galaxy dramatically – physically speaking. Politically speaking it may change a lot. Alliances break and are reformed in far shorter time spans. .

Galactic Regions

As in later eras the galaxy is divided up into several regions that make it easier to classify a position of a star system. Generally the further one goes from the core towards the less advanced a world is and the shorter the time it has been a member of the Republic. However there are exceptions and especially along trade routes the worlds tend to be more industrialized and older – in terms of colonization.

The innermost region of the galaxy is the Deep Core. Here the star systems are far denser than in the more distant regions, which makes hyperspace travel dangerous and difficult. As a consequence relatively few worlds are inhabited here and only marginally belong to the Deep Core, such as Khomm, Ruan and the Empress Teta System.

The pulsating heart of the galaxy however still is the core region. Coruscant the capital of the Republic is located here as is Corellia, Alderaan, Kuat and Duro. Most of these systems have a High-Culture and more than one claims to be the mystical homeworld of the humans, although nothing is certain. Several trade routes as the Corellian Run, the Corellian Trade Spine, the Perlemian Trade Route run through this region, connecting it with the rest of the galaxy and being spearheads in its exploration.

Next come the Colonies. In the early eras of the Republic settlers travelled here to begin a new living and the colonies were founded to provide the industry and cultures of the Core with the resources it needed. However since that time is long gone, most colonies are almost as rich and developed as the Core worlds as such. Balmorra and Neimodia are perfect examples.

Beyond the Colonies one finds the Inner Rim. Once the frontier of the Republic it no longer is that. While not as developed as the Core worlds, simply due to a lack of such a long tradition and history, one still can find all the luxury and accommodations of the richer counterparts in the more central regions of the galaxy – just at a higher price. Many less fortunate companies have their seats here and starships and technology tends to be less advanced than in the Core.

The Expansion Region is the last regions which is mostly part of the Republic. Once a frontier again that shifted away and the pioneer status when living here was lost centuries ago. However, the living standards are significantly lower than in the Core.

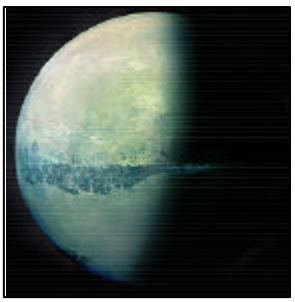
Last comes the Outer Rim. While in later eras this part of the galaxy is subdivided into two rim regions at this time it only is scarcely settled. Along the trade routes settled worlds tend to reach rather far into the edges of the galaxy but at the more isolated areas, settlements can only be found close to the Expansion Regions. The Outer Rim is the real frontier of the galaxy providing scouts and traders with opportunities to make fortunes and holding the resources more coreward regions need for their industry.

Planetary Systems

Besides the already well known systems like Corsucant and Tatooine, on which one should find data in every good library there are worlds which are less popular – undeserving however. They will be presented in more detail here.

Taris

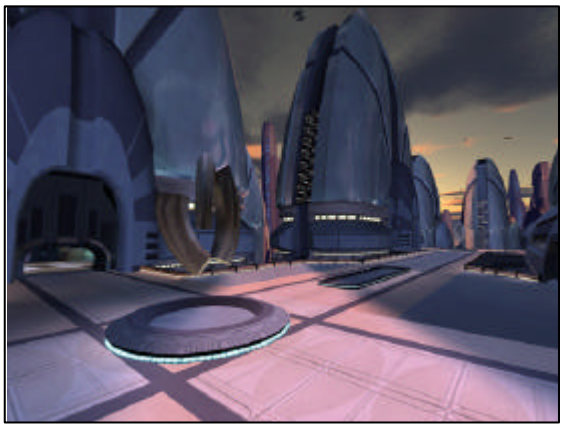
Once said to rival Coruscant, that status was lost due to several reasons. However it began to recover in the past and some say it even is more glamorous than the capital – less corruption and intrigue is found here. Taris' history is long since it was one of the first planets to be settled that much outward and is located at the Hydian Way and due to its pioneer position soon the centre of exploration in the region.



However due to the economical success and regional importance Taris' inhabitants soon became arrogant and those who were rich and powerful separated from the lower classes. Soon the different social status was reflected by the position one lived in and the lower one went the lower became social influence. Criminals and their families were banished into the Undercity, a village on the ancient surface of the planet, dangerous. However it no longer exists as Carth Onasi and his companions helped those people to find a better place to live. Soon after Taris changed drastically.

Type: Terrestrial
Temperature: temperate
Atmosphere: Type I
Hydrosphere: dry
Gravity: .98 standard
Terrain: urban, mountain, caves
Length of Day: 24.3h
Length of Year: 421 local days
Sapient Species: none
Starport: 5 Republic Class, 10 Standard Class
Population: 5 billion
Planet Function: Industrial Center
Government: City Council
Tech Level: Space
Major Exports: High Tech, Luxury Items
Major Imports: Food, Resources

The Sith fleet bombarded the planet and destroyed large portions of at least the upper city parts. Economy broke down immediately, wounded and casualties filled the streets many lost their homes and possessions. The rich and powerful soon became equal to the less well-off and realized that. The people had to work together as every class had skills and possessions needed for a rebuilt and for surviving. That spirit of working together is still present today – Tarisians have learned of their past mistakes. While the classes still exist, they became more equal in front of the law and even the lower city parts have a say in local politics, thanks to the creation of the City Council. Each City level sends a number of envoys derived from the size of the community and decisions about the laws and changes on Taris are made democratically in that institution.



The centuries of rebuilt again made Taris the beautiful place it once was. Crime rate is low due to the equality and there is a lively exchange between the different levels of the city.

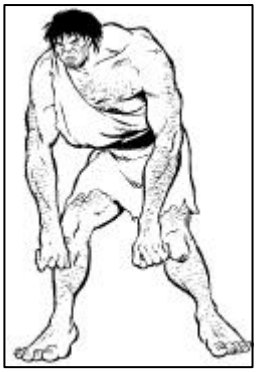
However the younger people tend to forget about the importance of the community and discrimination again flourishes. People are no longer allowed to enter certain parts of the cities if they do not belong to an appropriate social group.

However although most parts of Taris are covered with cityscapes unlike Coruscant this counts not for all parts. Large mountain ranges are still free of artificial constructions as are the two largest seas. Those spots are primarily used for recreation by the richer people. The fauna on Taris is heavily damaged, aerial animals and scavengers dwelling in the lower city parts have survived the most.

Dantooine

Dantooine is a low developed planet near Yaga Minor and Dubrillion. Since the system is not near any trade route, population density is very low and that is how the inhabitants like it.

Most of the settlers that have arrived on Dantooine in the past founded farms of some kind. Some breed cattle while others harvest crops of any sort. The farms usually are part of large family estates – land is cheap on Dantooine so it is not unusual to find large possessions there.



Although a native species, the Dantari, exist, contact is hardly made with them. They are a tribal species, looking almost human and living mostly at the coastline of the many oceans.

Dantooine's climate is mild and large savannas of grass as well as forests are lit in the night by two moons.

The most civilized region on the planet is the spaceport, raised by Aratech Corporation in the past, it was taken over by native settlers in the last Sith War – after a bombardment left it heavily damaged.

Dantooine was once home of a Jedi Praxeum founded centuries ago by Master Vodo-Siosk Baask. Since Dantooine offers a tense connection with life, the Academy is especially useful to learn more about the Living Force. Many records about the teachings of Master Baask were to be found in the library. However the catastrophe came when Darth Melek decided to erase the academy, which once had been home to the would-be traitor Exar Kun as well. He attacked the planet and destroyed the Praxeum and heavily damaged the starport by orbital bombardment.

Type: Terrestrial
Temperature: temperate
Atmosphere: Type I
Hydrosphere: humid
Gravity: .99 standard
Terrain: savannah, grassland, seas
Length of Day: 25h
Length of Year: 342 local days
Sapient Species: Dantari
Starport: 1 Standard Class
Population: 200.000 Dantari, 1.5 million settlers
Planet Function: Farming
Government: Democracy
Tech Level: Space
Major Exports: Food
Major Imports: technological and luxury items

No Jedi training was committed the next decades but sixty years later, Jedi Master Ruonshaar, a Wookie, refounded the Praxeum, where he had trained and which he deemed worthy to the lessons of the Jedi due to the calm atmosphere of the training area.



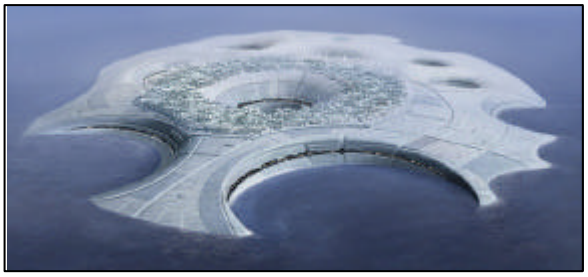
He settled down on a farm, which was left vacant by its former owners. He and some of his friends worked the place all over and repaired the damage done by the course of time. The farm has a round form and is around forty metres in diameter. There is a large courtyard at the centre of the ring and there are four entrances, shaped like half-circles, provide access to both the courtyard and the farm itself. A small tower of almost ten metres across gives room to an assembly hall and training hall. There is also a library in the cellar. Quarters are located in the main-bullding, the ring. Plenty of gardens and exotic plants surround the Praxeum.

Manaan

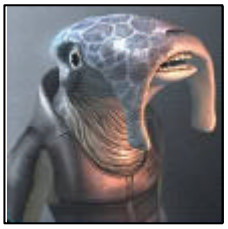
Located in the Outer Rim, not so far from the former Sith Empire but still near the Republic lies the planet Manaan, part of the Pyrshak-System. The planet's surface consists solely of an ocean, which makes the planet attractive to many amphibious species – besides its natives, the Selkath. The only 'dry land' on Manaan is to be found in Ahto City, a artificially created island-construction which is essentially spaceport and home to almost all offworlders who cannot breath under water. Large, open places and white alleys dominate Ahto City's upper levels; there are many balconies and terraces as well as several open water sources like artificial rivers and lakes. The lower levels are enclosed but at the outer hull there are large panorama windows that grant a spectacular view on Manaan's sea life.

But what makes Manaan really remarkable is kolto. The healing agent, harvested from the ocean's underwater surface is unique in the galaxy, almost as powerful as bacta in later eras. Kolto can be used in several healing procedures, it is turned into medicine, during surgery and in large tanks, which drastically enhance the bodies own healing capacities.

The Selkath know very well how to use this to their advantage. Since production and harvesting of kolto is done in secret, no one outside the Selkath society knows how to access that highly valuable resource. As a consequence the natives were able to maintain a status of independence in the galaxy that only makes them more well-off. Although profit rises in times of war, wealth is also granted in peacetime. There is always some emergency in the galaxy and there are always sick people who need medical treatment.



As a consequence there are several embassies on Manaan with ambassadors who constantly work to ensure that their access to kolto is granted and try to improve the share they get from it. As an agreement caused by the many conflicts the Republic had to cope with, the Selkath have granted the Republic the privilege to maintain a clinic in Ahto City.



The Selkath are for obvious reasons an amphibious species and in fact share a common progenitor with the fauna of the ocean. It is rumoured to still dwell within Manaan's depth, which is probably a myth – how could such a creature survive that long?

Ahto City is governed by a board of judges that supervises the off-worlders and make sure everything is done according to Selkath tradition.

The Selkath themselves decide upon politics altogether by elections held in the ocean after certain periods while the eldest and thus wisest appoint officials who actually do the administrative work.

Type: Terrestrial
Temperature: temperate
Atmosphere: Type I
Hydrosphere: humid
Gravity: 1.05 standard
Terrain: Ocean
Length of Day: 26,3h
Length of Year: 412 local days
Sapient Species: Selkath
Starport: 1 Republic Class
Population: 500.000 Dantari, 5000 off-worlders
Planet Function: Homeworld
Government: Democracy
Tech Level: Space
Major Exports: Kolto
Major Imports: Food, High-Tech



Materaan

Materaan is a planet in the Outer Rim territories, not that far from Kashyyyk. A force sect of women from Hapes Cluster settled the planet not too long ago, around one century. They did not believe in isolation since that would rob the galaxy from the opportunity to embrace their teachings.

The planet consists primarily of large deserts, although there are oceans that separate the three continents. What is remarkable about Materaan is that there is no life on the whole planet. However from unknown sources the atmosphere continually regenerates. The female inhabitants have created several smaller settlements, towers which raise into the sky – to touch eternity how the citizen of Materaan say.

However these settlements are only to be found in the northern continent, in the sand desert. There are more rocky ones and large seas of ash, volcanoes as well.

Type: Terrestrial
Temperature: hot
Atmosphere: Type I
Hydrosphere: dry
Gravity: 1.0 standard
Terrain: desert
Length of Day: 22,6h
Length of Year: 289 local days
Sapient Species: -
Starport: 1 Limited Services
Population: 1000 sect members
Planet Function: cloister
Government: Monarchy
Tech Level: Space
Major Exports: -
Major Imports: -

Materaan society is clearly structured like a religious order. The head of it is the Lady Mother, she decides upon all governmental issues and rules in a monarchical manner.

The order believes that females are the source of life and therefore can understand the force best, since it is created by all life. They regard males as violent and proud, which causes them not to listen carefully enough to what the force says. However they do not condemn males for that it is just a truth in the universe. The Materaans are subdivided into ranks of ascension, student, priestress, ascendent and Lady Mother. The higher the rank the more experienced a member is and the more responsibility she carries around. While the Materaans do accept the division of the force into two sides, Light and Dark, they do not forbid emotion not even love as the Jedi do. In fact they believe that true feelings can be a source of power and thus help a being to turn things to a better outcome. The embrace emotion and reason and firmly believe there is use for both of them. To ignore or either one of them would mean ignore life and thus ignore the will of the force.

The fact that Materaan is not home to any native life was the reason why it was chosen to become the settlement of the order. The lack of native live guaranteed that the Materaans would not be distracted and could concentrate on the needs of the galaxy.

Contact to the outside is not regular and while it is nor forbidden – in fact even encouraged – the rare visitors are even rarer males – most simply distrust the completely female society. With the help of technology the Materaans are able to breed the food they need and thus do not depend on trade.

However since the colony exists for more than a hundred years now and only few of its members are non-humans, the question arises how the population regenerates, since at least currently there are no male Materaans known of. Rumors says there are males but they are treated like slaves and are never shown to the outside others tell that the Materaans actually hunt for males for reproduction in the surrounding system just to kill them when they are no longer needed. What's true about that may time tell, but some remarks of the Materaans themselves indicate that the males are isolated to prevent them being spoiled by prejudices of how to act and live and to be able to fully understand the teachings of the Materaans.

Once a year, the Materaans call for contests in combat skills, which they are proud and very capable off. In these competitions they hope to draw attention to their philosophy as well as learn more about foreign combat styles and maneuvers.

Viantha Sanarr, Lady Mother

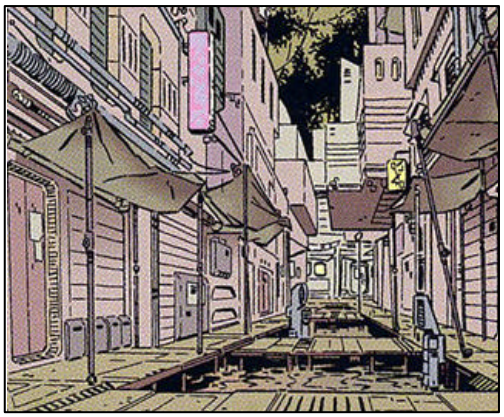
Viantha Sanarr is the current leader of Materaan. She is relatively young woman – the youngest to eve hold this post in the planets short history. The steadfast and very emotional as well as sensitive woman is highly intelligent and intuitively knows how politics works in the galaxy.

She is a rather tall and besides her leadership skills is a potent force user and a warrior who should not be underestimated. She uses a double bladed vibro - sword during combat and maneuvers quickly around an opponent. Sanarr treats others politely and has a charming behaviour.



Karania

The planet Karania is located in the Mid-Rim and is a terrestrial planet. Karania has a moderate temperature and a bit below standard gravity. The planet is governed by local district-chiefs and the Major-chief. The district-chiefs are the heads of parliament in the different regional districts, numbering 245. Among these a Major-Chief is elected, actually the District-Chief of the whole planet.



Most of the planet is covered with swamps and the few parts which are not, hold grassland. Due to a high moisture in the atmosphere, the swamps are often very foggy.

Contact with the planet was established around five hundred years ago shortly after the Sith-War. Since that time the Karanians became valuable members of the Republic. Due to enhanced senses they are not only very able scouts but also potent warriors. Both were needed at that time by the Republic.

Type: Terrestrial
Temperature: warm
Atmosphere: Type I
Hydrosphere: humid
Gravity: 0.98 standard
Terrain: swamps, grassland, Forests, hills
Length of Day: 24,3h
Length of Year: 377 local days
Sapient Species: Karanians
Starport: 1 Limited Services
Population: 500.000 Karanians, 5.000 offworlders
Planet Function: Homworld
Government: Democracy
Tech Level: Space
Major Exports: Food, Crystals
Major Imports: High-Tech

Since the Karanians are rather empathic the Karanians are also very well liked diplomats and politicians and intellectuals. In fact a large library was founded on Karania after their rich philosophical history was discovered.

The capital, Thelaveruun, lies just above the planet's equator. Populated by around 200.000 inhabitants, mostly Karanians it is constructed on large trunks and complete created of wood – with the exception of the planets only starport. The facilities are built upon a heavy duracrete plane but provide only marginal service.

Since the planet is rather moist, most offworlders belong to aquatic species like Mon Calamari and Aqualish. However since quite an amount of diamonds and crystals can be found on the planet, some offworlders try to harvest these, not the least the Jedi, who use the excellent crystals for their lightsabers.

Alien Species

Karanians

Karanians are humanoids originating from the planet Karania, in the Mid-Rim. Due to that fact, the Karanians have developed an advanced sense of hearing. At the back of their head, Karanians have several tentacles, which are actually audio receiving organs and are very sensitive to oscillations. Additionally the Karanians have highly developed eyes, giving them the ability to see even in complete darkness.



Karanians have green skin, large black eyes and a different number of tentacles at the back of their head. Besides that, Karanians resemble humans in their stature and height and personality.

They tend to be calm and understand emotions better than other species since they are used to only slight

signs of emotions. The Karanians are a rather peaceful species and have near to no conflicts in their history, which gave them time to develop many philosophical ideas and ideologies. The Karanians are a people of intellectuals, which does not mean they do not know how to defend themselves, although they tend to be a bit weaker than humans since their homeworld has a below standard gravity.

Attribute Dice: 12D
Dexterity: 2D/ 4D
Mech: 2D/4D
Stärke: 1W+2/ 3D+1
Tech: 2D/ 3D+1
Perception: 2D+1/ 4D+1
Knowledge: 2D+1/ 4D+1
Movement: 9/ 12
Height: 1.5m – 2m

Special Abilities:

Water Environment: Karanians are very comfortable underwater and can hold the breath for one hour x Strength Dice. Additionally they receive a +1D to all swim tests.

Enhanced Senses: The tentacles of the Karanians are audio sensors and thus the Karanians receive a +1D to audio based Perception tests. Karanians can see even in complete darkness and can compensate up to a 2D penalty caused by darkness.

Chapter III: Equipment

Weapons

There are different kinds of weapons. Not only differ they in range but also drastically in technology.

Ranged Weapons

Weapon	Damage	Short	Medium	Long	Ammo	Cost
L5-Hold Out Blaster	2D+2	2-4	6	8	4	250 R
Protector Blaster Pistol	3D	2-6	25	55	10	180
Heavy Blaster Pistol	4D+2	2-6	20	45	40	650 X
Light Blaster Pistol	3D+1	2-8	40	80	50	300 R
DL-2 Blaster Pistol	4D	2-6	35	60	45	400 X
Blaster Carbine	4D+1	2-10	50	100	40	500 R
Blaster Rifle – Republic I	4D+2	3-30	100	250	50	800 X
R-55-4 Repeating Blaster	6D	3-15	300	500	100	1500 X
R-100 Anti-Infantry Cannon	7D	5-50	500	1500	500	4500 X
Thunderbird Grenade Launcher	6D	3-25	200	450	6	1200 X

The L5-Hold Out Blaster is a small pistol, designed to be easily concealed and hard to detect even by sensors (+1D to all rolls to hide it). But since it is easy to hide one has to wear a permission to carry it.

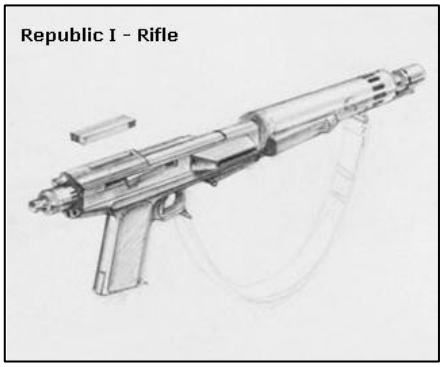
Easier to get is the Protector Blaster Pistol. The republic knows that not all of its regions are as secure as they should be. As a consequence this weapon does not need an official permission to be carried, although this has to be done open. The weapon is rather clumsy and short-ranged but is well enough to defend against wild predators or street thugs.



There is a line of further pistols often found on security personnel or the military they differ in size, range and energy output.

The Blaster Carbine is a short rifle, basically available for the public, although only restricted access is granted. The range is not extraordinary but the fire power is good enough to defeat most opponents with one shot.

The Republic I is the standard weapon of the Republic Army and has an excellent range and energy output. The relative low costs makes and the easy maintenance creates a high demand in all branches, which could use weapons.



In case a blaster rifle is not heavy enough, the military has access to the R-55-4 Repeating Blaster. Internally the blaster bolt is accelerated in three different chambers instead of the usual one – which makes it very damaging if a target is hit and additionally provides a long range. The R-100 is a heavier version, mounted on a tripod, but still is mobile. The range is incredible as is the damage. Additionally an external power source can be used, making reloading unnecessary.

The Thunderbird Grenade Launcher is basically a long tube, which is fired either from the ground or mounting it on the shoulder. The launcher can be armed with any standard grenade making it very useful for the military.

Melee Weapons

Weapon	Damage	Difficulty	Cost
Knife	Str +1D (max 5D)	5	20
Axe	Str +1D+1 (max 5D+2)	10	40 R
Sword	Str +1D+2 (max 6D)	10	100 R
Vibro-Sword	Str +2D (max 6D)	15	300 R
Double Vibro-Sword	Str +2D+2 (max 6D+2)	20	500 X
Vibro-Axe	Str +3D (max 7D)	15	1000 X
Cortosis alloy	Can resist lightsabers	-	+50% of original weapon
Lightsaber	5D	20	-

Besides standard weapons or tools like knives, axes and clubs, there are more traditional armaments like swords. However far more effective due to a vibrating blade are vibro-weapons. Powered by energy cells these weapons can cause severe damage but need training to master or otherwise are more dangerous to the wielder than to the opponent.



Standard vibro-swords can look very differently and in fact may vary in damage and costs as well. Double weapons usually have a second blade on the opposite end of the weapons hilt, and thus can inflict more damage – but are more difficult to master.
As in recent time even ordinary soldiers or security personnel had to counter Sith attacks and such, it became quite popular to use cortosis alloys in the blades creation to prevent lightsabers from simply cutting through it.

Armor

Armor	Physical Protection	Energy Protection	Protected Body Parts	Dexterity Penalty	Cost
Light Armor Parts	+1	+1	Either head, arms or legs	-	100
Light Armor Vest	+1	+1	Torso	-	100
Armor Vest	+2	+1	Torso	-	200
Blast Vest	+1	+2	Torso	-	250
Medium Armor Parts	+1D	+2	Either head, arms or legs	-	200
Light Armor	+2	+2	Torso, Arms	-1	400
Medium Armor	+1D	+2	Torso, Arms	-1D	800
Heavy Armor	+2D	+2D	Torso, Arms, Legs	-2D	1200
Heavy Armor Parts	+1D	+1D	Either arms, legs or head	-1 (cumulative)	400
Light Power Armor	+1D+2	+2D+2	Torso, Arms, Legs	-2D	1500
Heavy Power Armor	+3D	+3D	Torso, Arms, Legs, Head	-3D	4000

Armor enables the wearer to withstand damage caused by either physical means or energy blasts. There are different kinds of armor. Standard vests give basic protection against these attack forms and are easy to wear. Besides the basic armor there are also

single armor parts, like helmets, bracers or greaves which can be worn additionally to other armor – if it does not protect these areas already. The heavier the armor gets the more difficult it is to move with it which results in different penalties on dexterity and the derived skills.



Power armors are different kinds as well. These armor types are actually machines, which provide the wearer with a powered protection. Usually such armor has several built in features like an IFF system or comlinks and the like. The extra heavy protection makes moving with them difficult thus most users upgrade them with servos and the like.

Droids

T-920 Astromech Droid



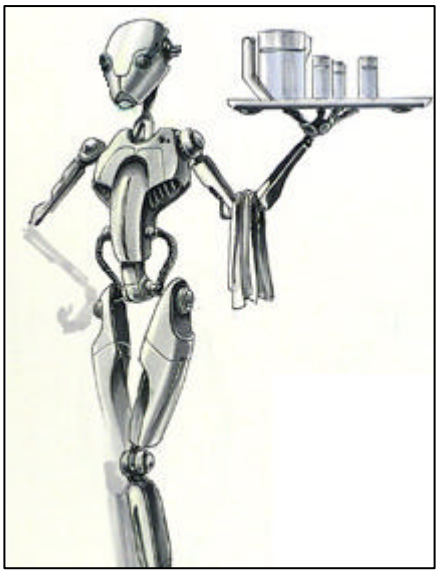
The T-920 Astromech Droid is the best the market has to offer in terms of first-degree droids. The unit is capable of maintaining starships and calculating hyperspace routes. With upgrades, which are easily available, it can also be enabled to operate computer systems and repair them. The T-920 series is well known for its durability and the individuality which makes them excellent when operating alone – however it can be necessary to make a memory wipe more often than with usual droids.
The versatile equipment also helps it to cope with any given condition and perform the owner's order most efficiently. The 910 series is basically the same model but the starship skills can be exchanged with ground vehicle ones, it is simply the same droid for use with vehicles.

Model: T-920
Height: 1.1m
Dexterity: 1D
Knowledge: 1D
Mech: 2D — Astrogation 5D, Starfighter Piloting 3D, Starship Piloting 4D
Perception: 1D — Search 2D
Strength: 1D
Tech: 2D — Comp. Prog./Rep 4D, Starfighter Repair 3D, Starship Repair 4D
Equipment: 2 bendable legs, four wheels; one retractable lifting arm (lifting +2D); retractable working arm, able to hold tools; Head with video recorder and sensors (IR), 360 degrees movable; small arc welder (1D-3D damage), com; computer access port
Move: 5
Cost: 4650
Upgrades:
1.: Security 4D, Computer Programming/ Repair 6D – 1500 Credits
2.: Starfighter Piloting 5D, Starship Shields 4D – 3000 Credits
3.: First Aid 5D, Medicine 2D (with built in Medpack) – 5000 Credits

D-1PL – Unit



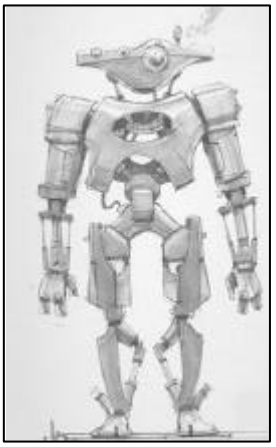
The D-1PL – units are human-droid contact droids. They are translators, diplomatic aides, servants and the like. They are trained in social skills and behaviour and mimic human emotions. They are designed to as closely as possible give the impression of another human being without actually being one. As a consequence they sometimes tend to show eccentric behaviour and tend to develop own personalities.



While the D-1PL has a females shaped body there are other units, like the D-2PL who have a male appearance and some models also have alien – non-human design, while the skills and abilities remain the same. When purchasing such a droid, the customer may choose 5 languages the droid is able to speak fluently without delay.

Model: D-1PL
Height: 1.65m
Dexterity: 1D
Knowledge: 3D — Alien Species 4D, Cultures 5D, Languages 8D, Planetary Systems 5D
Mech: 1D
Perception: 1D — Persuasion: Appear to be Human (or other species) 5D
Strength: 1D
Tech: 1D
Equipment: vocal processor able to record and mimic any received sound; humanoid body complete with legs and hands
Move: 6
Cost: 4850
Upgrades: 1.: Bureaucracy 4D, Law Enforcement 4D – 1200 Credits
2.: Bargain 4D, Business 5D – 2000 Credits
3.: First Aid 5D, Medicine 3D – 4000 Credits

BU-LL Security Droid

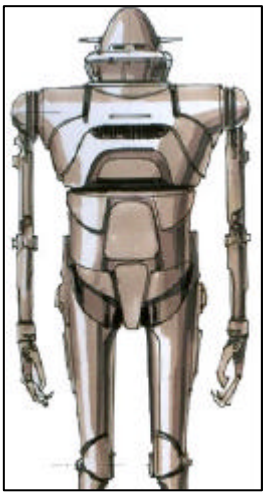


This droid model is used by private companies and the like to ensure security. The droid is built in an enduring way and able to perform patrols, guarding task and if necessary attack raids. Not rarely are they found with special forces of either the military or security units – they charge into buildings, etc when it is to dangerous for living beings. Since the unit has to function under duress and even if heavily damaged its computing capacity is restricted as is its use.

Model: BU-LL
Height: 1.8m
Dexterity: 2D — Blaster 4D+2, Grenades 4D, Vehicle Blaster 4D
Knowledge: 1D — Tactics: Infantry 3D
Mech: 1D
Perception: 1D — Search 4D

Strength: 4D
Tech: 1D
Equipment: Vocal processor; Sensors (+1D to search), IR; Humanoid Body with legs and hands to operate weapons; DL-2 Blaster Pistol in right arm; broadband com
Move: 7
Cost: 4250
Upgrades: 1.: First Aid 5D – 1000 Credits

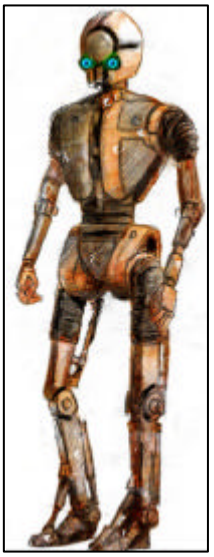
Z-550 Labor Droid



In many different situations heavy loads need to be shifted, dangerous waste has to be taken care of and so on. In that case – if the work is not too complicated - the Z-550 is called for the job. This droid primarily is very strong and thanks to humanoid hands can grapple most containers, and the like. It also can be used for cleaning jobs and other work, which does not justify a living worker or a more expensive droid. The units processor is not very capable and therefore these labor droids are not able to speak and can only store one order at a given time. They can only difference between yes and no, when giving answers, which they perform by performing a beeping sound. Once for yes, twice for a no.

Model: Z-550
Height: 2m
Dexterity: 1D
Knowledge: 1D
Mech: 1D
Perception: 1D
Strength: 4D Lifting 8D
Tech: 1D
Equipment: Humanoid Body with humanoid hands, Servo arms (+2D to Lifting)
Move: 6
Cost: 1050
Upgrades: 1.: Five subsequent orders may be given – 1600 Credits

SC-13-NCE Scientific Aide



The SC-13 series are droids that are programmed with different scientific abilities depending on their field of work. There are medics, astronomers, physicians and others. The processor of the unit enables it to work very independently of living supervisors.
Depending to the specific task, the SC-13 is able to do experiments or even surgery on a patient.

Model: SC-13-NCE
Height: 1,7 m
Dexterity: 1D
Knowledge: 2D
Mech: 1D
Perception: 1D
Strength: 1D
Tech: 2D Computer Prog./ Rep. 4D

8 further D to use with any skill from Knowledge or Tech representing the droids field of work

Equipment: Humanoid Body with humanoid hands
Move: 8
Cost: 3050
Upgrades: -

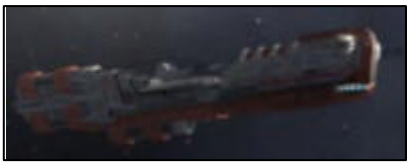
Miscellaneous

Quick-Draw Holster
Especially used with smugglers, gunners or other more individuals who are likely to depend on the speed they can draw their weapons, quick-draw holsters are less confining than standard ones. As a consequence they provide a bonus of +1D to skill tests which resolve who draws a weapon first. However only pistol-sized weapons may be used with a quick draw holster and every weapon type has its own, i.e. heavy pistol holster cannot be used with light ones. Such a holster costs 100 credits.

Makrobinocular / Scope
Makrobinoculars are used to enhance visual data for the user. This usually is achieved by digital recalculating the image data. Some versions also use infrared and light enhancement software, which enables the user to see in different spectrums. When used to search or simply look upon distant objects the Makrobinoculars grant a bonus of +2D to perception. Smaller, onepiece versions exist to be mounted on weapons. If aimed with for one round the scope provides a bonus of +2D to the skill test on medium or long range. The makrobinocular costs 200 credits with an additional 100 for IR or LE modules.

Chapter IV: Starships

Vanguard-Class Cruiser



The Vanguard-Class is the workhorse of the Republic fleet. Being in service for almost thirty years now it went through several upgrades and is a common sight within Republic space. The ship is heavily armed for its size and thanks to a very good power management the weapons' energy output is higher than on most other ships. A hangar enables the cruiser to give room to 12 starfighters and two shuttles.

Craft: Rendili Space-Yards Vanguard-Class Cruiser **Type:** Heavy Cruiser **Scale:** Capital **Length:** 465 m **Skill:** Capital Starship Piloting: Vanguard-Class **Crew:** 2850 **Passengers:** 500 (troops), 100 ordinary **Cargo Capacity:** 5000 metric tons **Consumables:** 2 years **Cost:** not available for sale **Hyperdrive:** x2.5 **Backup:** x20 **Nav Computer:** yes **Maneuverability:** 1D **Space:** 5 **Speed in Atmosphere:** - **Hull:** 5D+1 **Shields:** 2D+2 **Sensors:** *Passive: 30/0D, Scan: 60/1D, Search: 120/1D+1, Focus: 4/3D*

Weapons: Type: 6 H. Double-Turbolasercannonturrets, F. Control: 2D, Damage: 5D
Type: 18 Turbolasercannonturrets, F. Control: 2D, Damage: 3D
Type: 6 Lasercannonturrets (starf. scale), F. Control: 2D, Damage: 4D
Type: 2 Tractorbeams, F. Control: 2D, Damage: 5D

Hammer-Class Cruiser



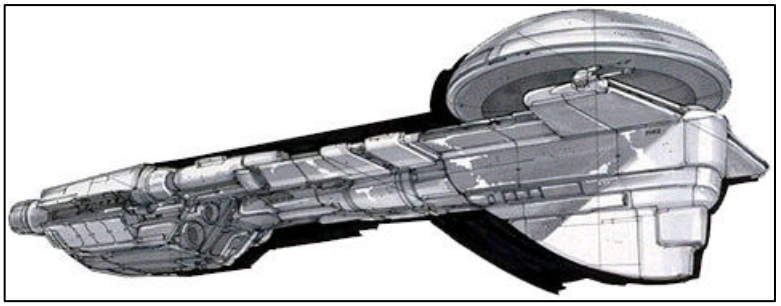
The newest addition to the Republic Navy, the Hammer-Class is a fast ship designed for incursion into enemy territory and as transport for important personalities. Equipped with the most modern communications arrays it can also serve as command post for fleets and ground troops. Other versions serve as medical ships or troop carriers. A small hangar carries two shuttles.

Craft: Rendili Space-Yards Hammer-Class Cruiser **Type:** Light Cruiser **Scale:** Capital **Length:** 238 m **Skill:** Capital Starship Piloting: Hammer-Class **Crew:** 850 **Passengers:** 50 **Cargo Capacity:** 1800 metric tons **Consumables:** 2 years **Cost:** not available for sale **Hyperdrive:** x2 **Backup:** x18 **Nav Computer:** yes **Maneuverability:** 1D+1 **Space:** 6 **Speed in Atmosphere:** - **Hull:** 4D **Shields:** 1D+1 **Sensors:** *Passive: 20/0D, Scan: 50/2D, Search: 100/2D+1, Focus: 4/3D*

Weapons: Type: 1 H. Double-Turbolasercannonturrets, F. Control: 2D, Damage: 5D
Type: 6 Turbolasercannonturrets, F. Control: 2D, Damage: 3D
Type: 4 Lasercannonturrets (starf. scale), F. Control: 2D, Damage: 4D
Type: 1 Tractorbeam, F. Control: 2D, Damage: 4D

Nebulon-A Frigate

The Nebulon-A Class Frigate is an escort vessel introduced into Republic service some decades ago. While at first its efficiency was doubted by many military officers, despite the senate's decision to purchase a series of these ships, it soon became clear that these ships were invaluable in combat. The ship is not only able to maintain operative although suffering heavy damage, it's heavily armed as well for a ship its size. The fact that it carries one squadron of fighters along with three shuttlecraft make it very independent from larger fleets and thus enabling it to patrol space lanes effectively without binding logistics to a specific area.

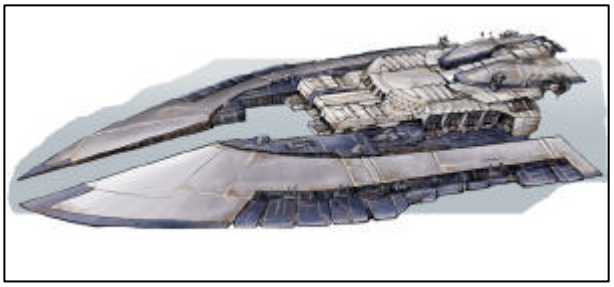


Craft: Kuat Drive Yards Nebulon-A Frigate **Type:** Escortfrigate **Scale:** Capital **Length:** 195 m **Skill:** Capital Starship Piloting: Nebulon-A **Crew:** 480 **Passengers:** 100 **Cargo Capacity:** 1200 metric tons **Consumables:** 1.5 years **Cost:** not available for sale **Hyperdrive:** x2 **Backup:** x17 **Nav Computer:** yes **Maneuverability:** 1D **Space:** 5 **Speed in Atmosphere:** - **Hull:** 3D+1 **Shields:** 1D+2 **Sensors:** *Passive: 20/0D, Scan: 40/1D+2, Search: 80/2D, Focus: 3/3D*

Weapons: Type: 4 H. Turbolasercannonturrets, F. Control: 2D, Damage: 4D
Type: 8 Lasercannonturrets (starf. scale), F. Control: 2D+2, Damage: 4D
Type: 1 Tractorbeam, F. Control: 2D, Damage: 3D

Dragonclaw Destroyer

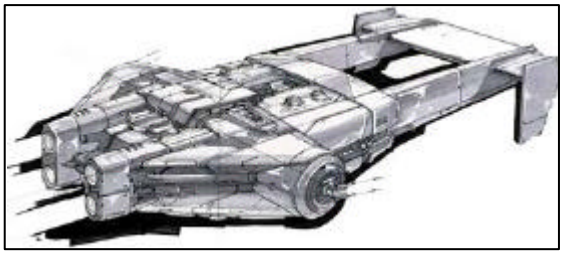
The Dragonclaw was introduced almost a century ago when the galaxy still was haunted by conflicts and wars. As the Republic Navy was to far spread to protect all star systems, pirates and enemy raiders took the opportunity and often attack those defenceless planets or space lanes. Gthroc Industries saw the opportunity to introduce a light combat ship, which would be enough to defend those areas. The Dragonclaw Destroyer was developed. The ship is fast in hyperspace to answer calls for help immediately and is heavily armed so to counter large amounts of opponents. Since Gthroc believed in an offensive strategy shields got far less power and consumables are rather low as the ship was never intended to be part of large scale fleet operations. Nowadays these ships can be found almost everywhere. Crime lords, planetary military forces, the Republic, smugglers all use these ships to different ends. Some converted them to transports others use the offensive capability to attack freighters or protect them. The small shuttlecraft always docked at the top of the ship serves as lifeboat, boarding vessel or simply transport. Additionally the destroyer is able to land on planets, which makes repairs quite easy.



Craft: Gthroc Industries Dragonclaw Destroyer **Type:** Destroyer **Scale:** Capital **Length:** 92 m **Skill:** Capital Starship Piloting: Dragonclaw **Crew:** 84 **Passengers:** 250 **Cargo Capacity:** 200 metric tons **Consumables:** 6 months **Cost:** not available for sale **Hyperdrive:** x1.5 **Backup:** x25 **Nav Computer:** yes **Maneuverability:** 1D+2 **Space:** 6 **Speed in Atmosphere:** 330m/ 950 kp/h **Hull:** 3D+2 **Shields:** 1D+1 **Sensors:** *Passive: 10/0D, Scan: 60/1D, Search: 70/1D, Focus: 2/2D*

Weapons: Type: 3 Double-Turbolasercannonturrets, F. Control: 2D, Damage: 4D+2
Type: 1 Concussion Missile Launcher (starfighter scale) , F. Control: 2D, Damage: 8D

Mace-Class Patrol Vessel

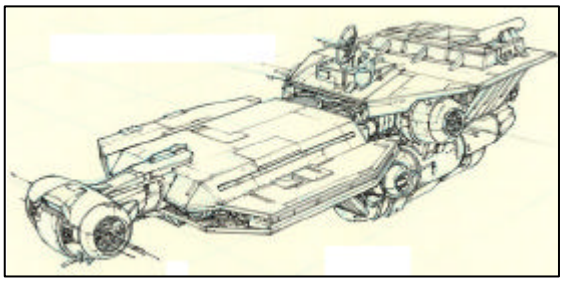


The Mace-Class patrol ship can be encountered almost anywhere in the galaxy. Built by the Corellian Engineering Corporation the small vessel is enduring, easy to maintain and modify as many Corellian designs. The ship is fast and maneuverable although the hyperdive is a bit slow since it is not considered to be a long-range ship. While the basic configuration is only lightly armed to oppose smugglers and pirates, heavier versions exist and are used as escort and reconnaissance vessel by the military. Sometimes the ship is even used as transport in more dangerous regions of the galaxy.

Craft: Mace-Class Patrol Vessel **Type:** Patrolcraft **Scale:** Starfighter **Length:** 38 m **Skill:** Starship Piloting: Mace-Class **Crew:** 2-8 **Passengers:** 12 (troopers), 20 prisoners **Cargo Capacity:** 200 metric tons **Consumables:** 1 month **Cost:** 55000 used/ 190000 new **Hyperdrive:** x3.5 **Backup:** x30 **Nav Computer:** yes **Maneuverability:** 1D+2 **Space:** 6 **Speed in Atmosphere:** 330m/ 950 kp/h **Hull:** 4D+2 **Shields:** 1D+1 **Sensors:** *Passive: 8/0D, Scan: 20/1D, Search: 40/1D, Focus: 2/2D*

Weapons: Type: 2 Double-Lasercannons, F. Control: 2D, Damage: 4D+1
Type: 1 Ion-Cannon, F. Control: 1D, Damage: 3D

Corellian Veloc-II Bulk-Freighter



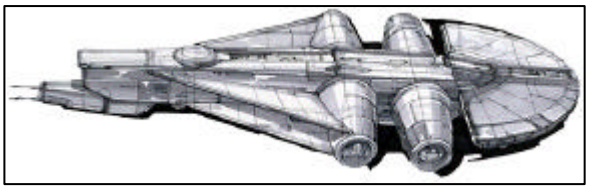
A standard sight throughout the galaxy this cargohauler is one of the most successful products of the corporation. Steadfast and easy to modify the ship is in service since decades. Earlier versions exist even longer and there are thousands of modified ships around. Equally liked by smugglers, pirates, transport companies and governmental institutions the freighter sees much action.

Craft: Corellian Engineering Corporation Veloc-II Bulk Freighter **Type:** Heavy Transport **Scale:** Starfighter **Length:** 75 m **Skill:** Space Transport Piloting: Veloc-II **Crew:** 4-6 **Passengers:** 6 **Cargo Capacity:** 50.000 metric tons **Consumables:** 6 months **Cost:** 155000 used/ 500000 new **Hyperdrive:** x3 **Backup:** x25 **Nav Computer:** yes **Maneuverability:** - **Space:** 4 **Speed in Atmosphere:** 280m/ 800 kp/h **Hull:** 5D+2 **Shields:** 1D **Sensors:** *Passive: 10/0D, Scan: 25/1D, Search: 50/1D, Focus: 3/1D+2*

Weapons: Type: 2 Lasercannonturrets, F. Control: 1D, Damage: 4D

GT-1000 Medium Freighter

The GT-1000 introduced by Gthroc Industries around thirty years ago. While at the time it strangely resembled one of the newer Corellian Engineering Corporation ships, it was different enough to be more successful. The Corellian product had a significant design flaw – shields and engines were not always working together. However as a consequence the GT-1000 is very slow and although it can carry quite a load for its size. Although the ship has a turret mount it is unarmed when new.

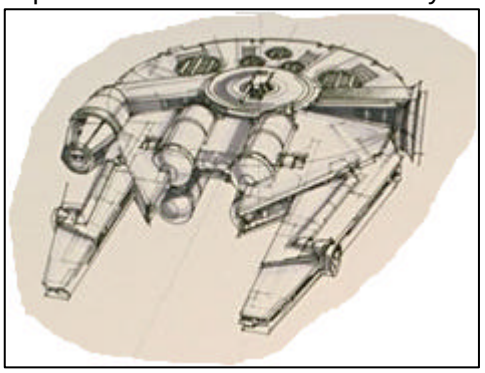


Craft: Gthroc Industries GT-1000 **Type:** Medium Transport **Scale:** Starfighter **Length:** 52 m **Skill:** Space Transport Piloting: GT-1000 **Crew:** 3-5 **Passengers:** 10 **Cargo Capacity:** 10.000 metric tons **Consumables:** 4 months **Cost:** 106000 used/ 320000 new **Hyperdrive:** x3 **Backup:** x28 **Nav Computer:** yes **Maneuverability:** 1D **Space:** 3 **Speed in Atmosphere:** 260m/ 750 kp/h **Hull:** 4D+2 **Shields:** 1D **Sensors:** *Passive: 10/0D, Scan: 20/0D, Search: 30/1D, Focus: 2/1D+2*

Weapons: none

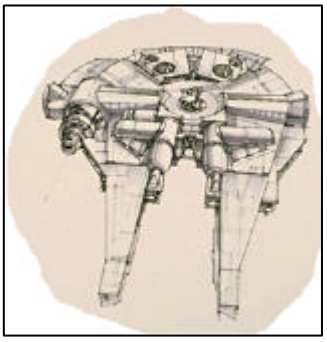
CT-200 Stock Light Transport

This light freighter brought the Corellian Engineering Corporation the fame it has today in the area of light transport. Built four decades ago the CT-200 saw much use especially in the Outer Rim territories. The modular design made it easy to modify (+5 on appropriate skill tests) and the relatively light design resulted in a cheap prize easy to afford for anybody who wanted to become a tramp freighter Captain. Although the cargo load is not too big the ships steadiness still convinced many to take chances with that ship-type. Since it is armed with a gun turret it can also defend against pirates and other attackers.



Craft: Corellian Engineering Corporation CT-200 Stock Light Transport **Type:** Light Transport **Scale:** Starfighter **Length:** 28 m **Skill:** Space Transport Piloting: CT-200 **Crew:** 1-4 **Passengers:** 4 **Cargo Capacity:** 75 metric tons **Consumables:** 2 months **Cost:** 22000 used/ 98000 new **Hyperdrive:** x2 **Backup:** x20 **Nav Computer:** yes **Maneuverability:** - **Space:** 4 **Speed in Atmosphere:** 280m/ 800 kp/h **Hull:** 4D **Shields:** - **Sensors:** *Passive: 8/0D, Scan: 20/1D, Search: 40/1D+1, Focus: 2/2D*

Weapons: Type: 1 Lasercannonturret, F. Control: 2D, Damage: 4D



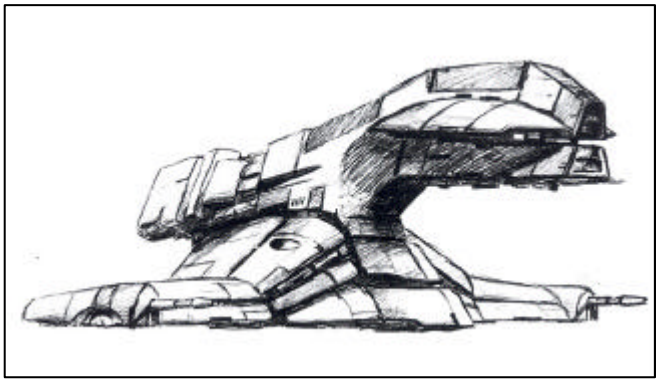
CT-400 Courier

The larger brother of the CT-400 Corellian Engineering Corporation tried to get on the military market with that ship. Designed fast and enduring the ship was intended as reconnaissance vessel and courier into enemy space. Since it is intended to be used behind enemy lines consumables are quite high, but the cargo load is not. However the military never was to fond of the ship and as a result quite a number of them found their way into private companies or tramp captains. It is easy to maintain (+5 to maintenance skill tests).

Craft: Corellian Engineering Corporation CT-400 Courier **Type:** Light Transport **Scale:** Starfighter **Length:** 37 m **Skill:** Space Transport Piloting: CT-400 **Crew:** 1-4 **Passengers:** 2 **Cargo Capacity:** 60 metric tons **Consumables:** 8 months **Cost:** 51000 used/ 174000 new **Hyperdrive:** x2 **Backup:** x18 **Nav Computer:** yes **Maneuverability:** - **Space:** 6 **Speed in Atmosphere:** 330m/ 950 kp/h **Hull:** 4D+1 **Shields:** 1D **Sensors:** *Passive: 12/0D*, *Scan: 40/2D, Search: 75/2D+2, Focus: 4/4D*

Weapons: Type: 2 Lasercannonturrets, F. Control: 2D, Damage: 4D

X-20 Fulcrum Heavy Scout



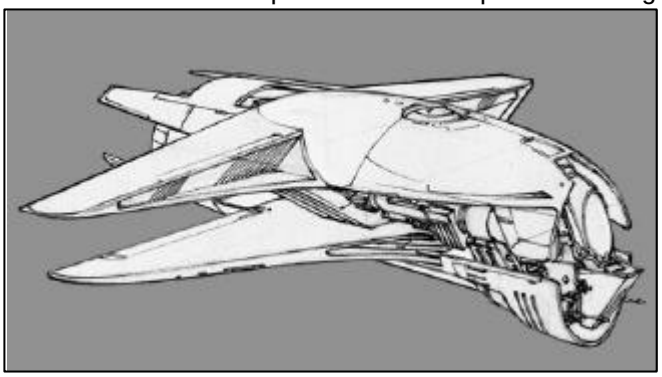
Incom's first design in heavier ships than light starfighters, this vessel became what CEC intended for the CT-400. As fast and enduring the ship primarily convinced due to a brilliant interior design, which enables it to carry much more and use better systems than other ships of its size. It almost is as maneuverable as a starfighter only lacks a gun turret, as a consequence armament is rather light. Now in service for around twenty years several upgrades were already done, especially to sensors. As a consequence there are quite a number of ships that found their way into the free market and into the hand of private persons or companies.

Craft: Incom X-20 Fulcrum **Type:** Heavy Scout **Scale:** Starfighter **Length:** 24 m **Skill:** Space Transport Piloting: X-20 **Crew:** 1-2 **Passengers:** 4 **Cargo Capacity:** 85 metric tons **Consumables:** 12 months **Cost:** 45000 used/ 174000 new **Hyperdrive:** x2 **Backup:** x16 **Nav Computer:** yes **Maneuverability:** 1D+2 **Space:** 6 **Speed in Atmosphere:** 330m/ 950 kp/h **Hull:** 4D **Shields:** 1D **Sensors:** *Passive: 25/0D*, *Scan: 45/1D, Search: 65/2D, Focus: 4/3D+2*

Weapons: Type: 2 Lasercannons, F. Control: 0D, Damage: 4D

Delta-Class Shuttlecraft

The standard personnel transport of the galaxy this ship is used as troop carrier (with less cargo space) or simple personal shuttle by the Republic military and government alike. Due to the efficiency the ship is also used by many well-off businessmen. Depending on prize the interior is rather luxurious and the operational parameters of the ship are quite impressive. However it lacks serious combat ability, which make escort necessary in case such a vessel enters enemy terrirtory.



Craft: Republic Sienar Systems Delta Class Shuttlecraft **Type:** Personal Shuttlecraft **Scale:** Starfighter **Length:** 20 m **Skill:** Space Transport Piloting: Delta-Class Shuttle **Crew:** 1-2 **Passengers:** 8 (24 if troop transporter) **Cargo Capacity:** 35 metric tons (20 if troop transport) **Consumables:** 1 month **Cost:** 40000 used/ 151000 new **Hyperdrive:** x3 **Backup:** x18 **Nav Computer:**

yes **Maneuverability:** 1D **Space:** 5 **Speed in Atmosphere:** 295m/ 850 kp/h **Hull:** 3D+1 **Shields:** 1D **Sensors:** *Passive: 15/0D, Scan: 25/1D, Search: 40/2D, Focus: 3/3D*

Weapons: Type: 2 Lasercannons, F. Control: 0D, Damage: 3D

T-100 Thunder

The T-100 is the most prominent fighter craft of both Republic Navy and Republic Space Force. The fast an agile ship has an unusual design, since its cockpit can be covered by extra armor plates – making it necessary to steer the vessel with computer help completely. Due to wing configuration it is as maneuverable in space as in atmosphere and thus is able to grant ground support if needed. The weapons loadout is quite impressive for such a small vessel as are the shields. It only lacks a decent hyperdrive making it necessary to provide a carrier vessel nearby. However a recon version exists but it lacks all weapon except one lasercannon. To assist the pilot in flying and astrogating there is a room for an Astromech droid at the armoured aft of the fighter.



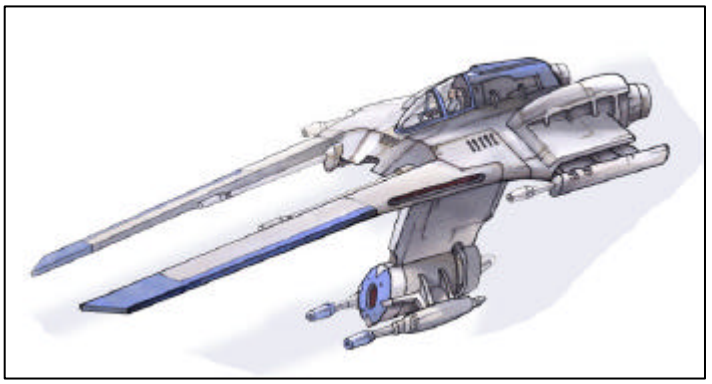
Craft: Republic Sienar Systems T-100 Thunder **Type:** Starfighter **Scale:** Starfighter **Length:** 15 m **Skill:** Starfighter Piloting: T-100 **Crew:** 1, 1 Astromech **Passengers:** - **Cargo Capacity:** 200kg **Consumables:** 5 days **Cost:** - **Hyperdrive:** x3.5 **Backup:** - **Nav Computer:** no (Astromechdroid) **Maneuverability:** 2D+1 **Space:** 7 **Speed in Atmosphere:** 350m/ 1000 kp/h **Hull:** 3D+2 **Shields:** 1D **Sensors:** *Passive: 10/0D, Scan: 20/1D, Search: 30/1D, Focus: 2/2D*

Recon version: Passive 25/ +1, Scan: 40/ 1D+1, Search: 70/ 2D+2, Focus: 4/4D

Weapons: Type: 2 Heavy Lasercannons, F. Control: 1D+2, Damage: 4D+2
Type: 1 Ioncannon, F. Control: 2D+2, Damage: 3D
Type: 2 Missiles under wings, F. Control: 1D, Damage: 8D

T-20 Stinger

The Stinger is a rather well armed heavy fighter designed for heavy attack runs on large amounts of fighters or even Capital ships. Since most of its space is taken by power generators and weapons the vessel completely lacks a hyperdrive and thus has to be carried into the combat area. Along with its quite old age this makes the fighter second choice of the Republic military. However many planetary defence forces still use solely these combat vessels.

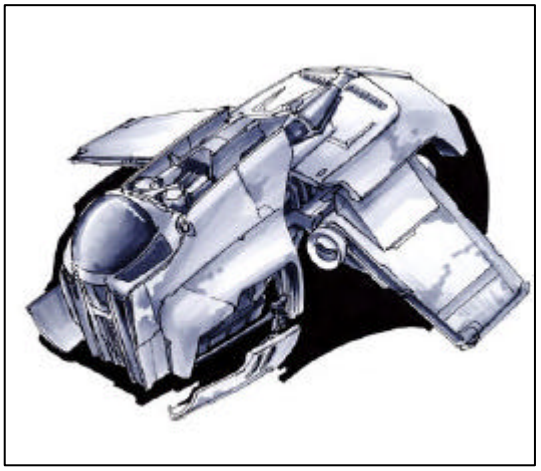


Craft: SoroSuub T-20 Stinger **Type:** Starfighter **Scale:** Starfighter **Length:** 18 m **Skill:** Starfighter Piloting: T-20 **Crew:** 1 **Passengers:** - **Cargo Capacity:** 100kg **Consumables:** 1 day **Cost:** - **Hyperdrive:** none **Backup:** - **Nav Computer:** no **Maneuverability:** 1D+2 **Space:** 7 **Speed in Atmosphere:** 350m/ 1000 kp/h **Hull:** 4D **Shields:** 1D **Sensors:** *Passive: 12/0D, Scan: 25/1D, Search: 35/1D, Focus: 3/2D*

Weapons: Type: 4 Heavy Lasercannons, F. Control: 2D, Damage: 5D+2
Type: 2 Ioncannons, F. Control: 2D, Damage: 4D
Type: Missilelauncher (6 missiles), F. Control: 2D, Damage: 8D

B-78 Nova

The B-78 is the heavy bomber of the Republic arsenal. While difficult to fly especially in atmosphere the vessel has a weapons loadout that is simply intimidating. Used for ground support and runs on capital ships alike the Nova bomber is the perfect addition to the Thunder. However since it is not very maneuverable and only has a gun turret at the aft section and one lasercannon to protect itself from enemy fire, escorts are usually needed to get the mission solved.
While the ship can be flown alone with the help of an astromechdroid, usually the pilot is accompanied by a weapons officer who fires off the armament.

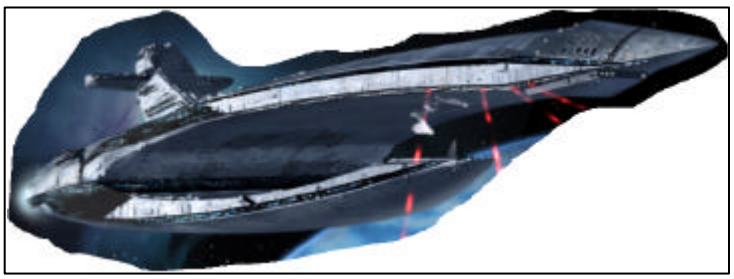


Craft: Koensayr B-78 Nova Bomber **Type:** Bomber **Scale:** Starfighter **Length:** 18 m **Skill:** Starfighter Piloting: B-78 **Crew:** 1-2, 1 Astromech **Passengers:** - **Cargo Capacity:** 500kg **Consumables:** 5 days **Cost:** - **Hyperdrive:** x3.5 **Backup:** - **Nav Computer:** no (Astromechdroid) **Maneuverability:** 0 **Space:** 6 **Speed in Atmosphere:** 330m/ 950 kp/h **Hull:** 4D+1 **Shields:** 1D **Sensors:** *Passive: 10/0D, Scan: 20/1D, Search: 30/1D, Focus: 2/2D*

Weapons: Type: 1 Heavy Double-Lasercannonturret, F. Control: 1D, Damage: 4D+2
Type: 1 Lasercannon, F. Control: 1D, Damage: 4D
Type: 2 Warheadlauncher, F. Control: 2D, Damage: depending on load
Can carry 10 missiles, 8 torpedoes, 40 bombs/ grenades
Type: 1 Missilelauncher (4 missiles), F. Control: 2D, Damage: 8D

Leviathan-Class Sith Battleship

Still one of the most dangerous ships that has been seen in the galaxy, the Leviathan-Class cruise is the mainstay of the Sith fleet. Heavily armed and armored the ship can carry up to 60 fighters which can be deployed to attack ground targets or other starships. Only the size of the vessel is intimidating and one of these ships is enough to control an entire planet and its population.

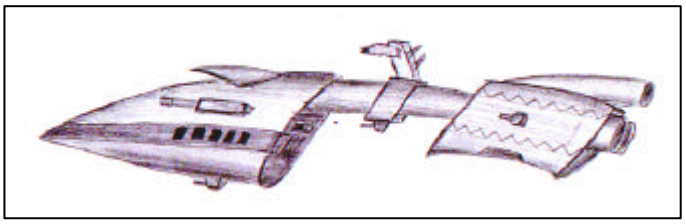


Craft: Leviathan-Class Sith Battleship **Type:** Battleship **Scale:** Capital **Length:** 848 m **Skill:** Capital Starship Piloting: Leviathan-Class **Crew:** 8800 **Passengers:** 10000 (troops), 200 ordinary **Cargo Capacity:** 20000 metric tons **Consumables:** 4 years **Cost:** not available for sale **Hyperdrive:** x3 **Backup:** x22 **Nav Computer:** yes **Maneuverability:** 0D **Space:** 5 **Speed in Atmosphere:** - **Hull:** 6D **Shields:** 3D **Sensors:** *Passive: 40/0D, Scan: 75/1D+1, Search: 150/1D+2, Focus: 3/3D*

Weapons: Type: 20 H. Double-Turbolasercannonturrets, F. Control: 2D, Damage: 5D
Type: 18 Ioncannoncannonturrets, F. Control: 2D, Damage: 3D
Type: 20 Lasercannonturrets (starf. scale), F. Control: 2D, Damage: 4D
Type: 4 Tractorbeams, F. Control: 2D, Damage: 4D

Vulture-Class Sith Cruisercarrier

The Vulture-Class ship was introduced into service to enabled the Sith armada to deploy large amounts of fighters fast without the need to send a Leviathan. While the ship itself could be classified as a light cruiser, it is able to carry up to 96 fighters in its two launch bays, along with several other vessels. Looking quite intimidating the Vulture-Class usually operates in a task force of several ships to defend it against heavier opponent capital ships.

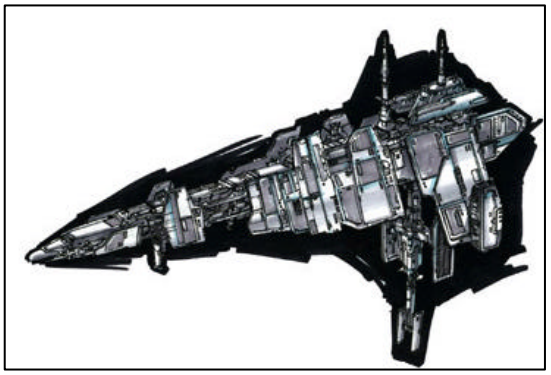


Craft: Vulture-Class Sithcruiser **Type:** Carrier **Scale:** Capital **Length:** 345 m **Skill:** Capital Starship Piloting: Vulture-Class **Crew:** 1850 **Passengers:** 200 (troops), 50 ordinary **Cargo Capacity:** 2000 metric tons **Consumables:** 2 years **Cost:** not available for sale **Hyperdrive:** x3 **Backup:** x20 **Nav Computer:** yes **Maneuverability:** 1D **Space:** 5 **Speed in Atmosphere:** - **Hull:** 4D+1 **Shields:** 2D **Sensors:** *Passive: 25/0D, Scan: 50/1D, Search: 100/2D, Focus: 3/3D*

Weapons: Type: 5 Turbolasercannonturrets, F. Control: 2D, Damage: 4D+1
Type: 12 Lasercannonturrets (starf. scale), F. Control: 2D, Damage: 4D
Type: 4 Tractorbeams, F. Control: 2D, Damage: 5D

Raptor-Class Sithdestroyer

A small patrol and escort vessel of the Sith fleet the Raptor-Class is an enduring weapon and very fast. However as a consequence its shields tend to be weak, which is only partially compensated by its heavy armament. A contingent of six fighters is able to provide cover against fighter attacks. Usually these vessels are encountered in small groups or with heavier ships.

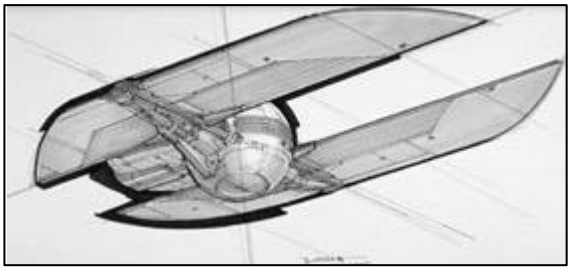


Craft: Raptor-Class Sithdestroyer **Type:** Destroyer **Scale:** Capital **Length:** 125 m **Skill:** Capital Starship Piloting: Raptor-Class **Crew:** 69 **Passengers:** 120 **Cargo Capacity:** 1000 metric tons **Consumables:** 12 months **Cost:** not available for sale **Hyperdrive:** x2 **Backup:** x20 **Nav Computer:** yes **Maneuverability:** 1D **Space:** 6 **Speed in Atmosphere:** 330m/ 950 kp/h **Hull:** 3D+1 **Shields:** 1D **Sensors:** *Passive: 12/0D, Scan: 50/1D, Search: 75/2D, Focus: 3/3D*

Weapons: Type: 6 Double-Turbolasercannonturrets, F. Control: 2D, Damage: 4D+1
Type: 2 Concussion Missile Launchers (starfighter scale) , F. Control: 2D, Damage: 8D

Cloak-Class Sithtransport

These vessels are used by the Sith to transport personnel and equipment alike between planets and to ships alike. Steady and well protected the ships are a bit slow. There is a bomber version in what case the passenger rooms is transferred to a weapon mount. In that case the Cloak-Class carries two Torpedolaunchers with 8 torpedoes each or grenade launchers for ground attacks with each 35 shells.

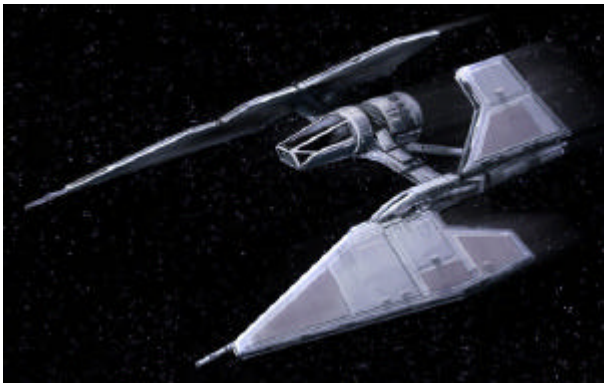


Craft: Cloak-Class Sithtransport **Type:** Transport **Scale:** Starfighter **Length:** 26 m **Skill:** Space Transport Piloting: Cloak-Class **Crew:** 1-2 **Passengers:** 10 **Cargo Capacity:** 55 metric tons **Consumables:** 6 months **Cost:** - **Hyperdrive:** x3 **Backup:** x18 **Nav Computer:** yes **Maneuverability:** 1D **Space:** 5 **Speed in Atmosphere:** 295m/ 850 kp/h **Hull:** 4D+1 **Shields:** 1D **Sensors:** *Passive: 20/0D, Scan: 40/1D, Search: 60/2D, Focus: 3/3D*

Weapons: Type: 4 Lasercannons, F. Control: 1D, Damage: 5D

Shroud-Class Sithfighter

This is the standard starfighter of the Sith. Maneuverable and fast these ships are definitely a match for the Thunder fighters of the Republic. However they lack somewhat in fire power and armor. Additionally there are no hyperdrives installed. While a long-range version exists it only has two laser cannons instead of the full armament of the standard version.



Craft: Shroud-Class Starfighter **Type:** Starfighter **Scale:** Starfighter **Length:** 12 m **Skill:** Starfighter Piloting: Shroud-Class **Crew:** 1 **Passengers:** - **Cargo Capacity:** 100kg **Consumables:** 1 day (4 days with hyperdrive) **Cost:** - **Hyperdrive:** none (x4 if hyperdrive edition) **Backup:** - **Nav Computer:** no (hyperdrive edition has 5 pre-planed routes) **Maneuverability:** 3D **Space:** 8 **Speed in Atmosphere:** 365m/ 1050 kp/h **Hull:** 3D **Shields:** 1D **Sensors:** *Passive: 8/0D, Scan: 18/1D, Search: 25/1D, Focus: 2/1D+2*

Weapons: Type: 4 Heavy Lasercannons, F. Control: 2D, Damage: 5D

Appendix: Characters

In this part there are generic character types like Republic soldiers and Senatorial guards, along with Sith and Jedi. Most stats work for humans since they have average values in attributes. With slight modifications however adaptation to others species is perfectly possible.

Republic Trooper



Since the end of the last large conflict with the Sith the Republic ceased conscription. Therefore all of the military forces are volunteers and work that way. Only few are hardly encouraged and were forced by circumstances to serve in the military – all others are eager to do their duty for different reasons. However since most of the ordinary troopers are relatively young and inexperienced their value in combat varies.

Dexterity: 3D
Blaster 4D+1, Dodge 4D, Grenades 3D+2
Mech: 2D
Strength: 3D
Brawling 4D
Tech: 2D
Blaster Repair 3D, First Aid 3D
Perception: 2D+1
Knowledge: 2D+2
Alien Species 3D+2, Tactics: Infantry 3D+1
Characterpoints: 0-5
Equipment: Blaster Rifle, Light Armor, Blast-Helmet, Com, Medpack

Higher Rank Modifications: Dexterity: 2D, Blaster 4D, Blaster: Blaster Pistol 5D; Perception: 3D, Command 4D+2; Knowledge: 3D, Tactics: *Field of Work* 4D+2

Republic Senatorial Guard



The elite unit of the Republic, these troopers are the best the military has to offer. Directly under the authority of the Chief of the Republic Army, the senatorial guards do not only safeguard the security of the senate and other politicians they are also rapid response units in case of emergency. Their training is hard but efficient. Any member of this group of soldiers is an intimidating opponent.

Dexterity: 3D+1
Blaster 5D, Blaster: Blaster Rifle 5D+2, Dodge 4D+1, Brawling Parry 5D+1, Melee Combat 4D+1, Vehicle Blaster 4D+1
Mech: 2D
Strength: 3D+2
Brawling: Martial Arts 5D+2
Tech: 2D
Blaster Repair 4D, First Aid 4D, Security 4D

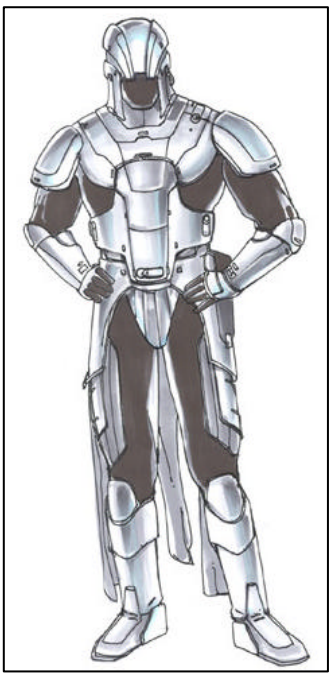
Perception: 3D
Investigation 4D, Search 4D, Sneak 4D+1



Knowledge: 2D+1
Alien Species 3D+1, Tactics: Infantry 4D+2, Willpower 4D
Characterpoints: 1-5
Equipment: Blaster Rifle, Light Armor or Heavy Armor, Blast-Helmet (with IR and Light-Enhancer), Com, Medpack, Blaster Pistol, Knife

Higher Rank Modifications: Dexterity: 3D, Blaster 4D+1, Blaster: Blaster Pistol 6D; Perception: 3D+1, Command 5D+1Investigation 5D; Knowledge: 3D+1, Tactics: Small Unit 5D+1, Tactics: Infantry 5D, Willpower 5D

Sithtrooper
The standard infantry unit of the Sith. Capable and willing to fight for the right cause, meaning their own. Since Sith philosophy centres on strength and domination over others, these troopers tend to be rather brutal and in fact do not work very well together. At least if their superiors are not watching they are more willing to work for their own good than that of the Sith in general and thus are sometimes quite open to bribery or other manipulation.
However since only the most enduring survive the harsh training the troopers tend to be very efficient in combat.

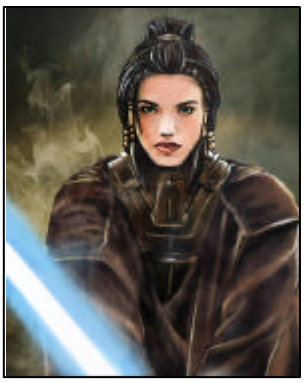


Dexterity: 3D
Blaster 4D+2, Brawling Parry 4D, Grenades 4D, Melee Combat 4D
Mech: 2D
Strength: 3D+1
Brawling 4D+1
Tech: 2D
Blaster Repair 4D+1
Perception: 2D+1
Search 3D+1
Knowledge: 2D
Intimidation 4D, Tactics: Infantry 3D+2
Characterpoints: 0-4
Equipment: Blaster Rifle, Heavy Armor with helmet (built in Com and IR sensors)

Higher Rank Modifications: Dexterity: 3D+1, Blaster 5D+1, Perception: 3D, Command 4D+2, Con 4D; Knowledge: 2D+1, Tactics: *Field of Work* 5D

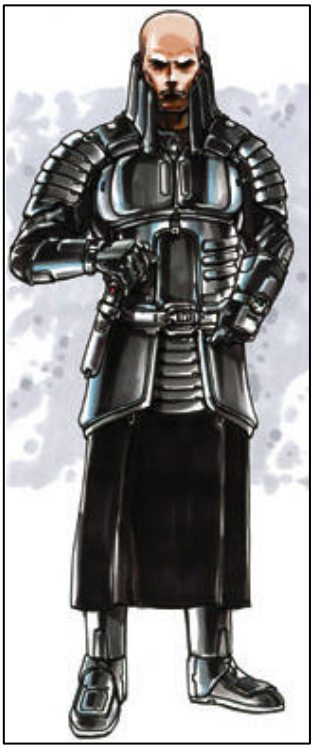
Jedi-Knight
The servants and especially the protectors of the Republic since its founding, the Jedi are a order of Force users. Believing in a Dark and Light Side of the force, they favour the

latter and are therefore the arch-enemies of the Sith, who are attuned to the Dark Side. Their philosophy is unique and by no means universal but generally they tend to defend those who are weak and need protection and try to keep their emotions at bay since they can lead to the Dark Side. The skills of a Jedi vary since there are warriors, diplomats healers and those who do a little bit of all.



Dexterity: 3D
Blaster 4D, Dodge 4D, Lightsaber 7D+2, Running 4D+1, Melee Parry 6D
Mech: 2D
Astrogation 4D, Space Transport or Starfighter Piloting 4D
Strength: 3D
Brawling 4D+2
Tech: 2D+2
First Aid 4D, Lightsaber Repair 5D
Perception: 2D+1
Command 4D+1, Persuasion 5D, Search 4D
Knowledge: 3D
Alien Species 4D+1, Cultures 4D, Lore: Jedi Lore 5D, Willpower 5D
Characterpoints: 2-6
Force Points: 2
Equipment: Robes, Com, Medpack, Lightsaber (5D damage)
Force Skills: Control: 6D; Sense 5D+2, Alter 5D+1; Accelerate Healing, Control Pain, Hibernation Trance, Life Detection, Combat Sense, Sense Life, Passive Telepathy, Telekinesis, Lightsabercombat, Control Another's Pain, Accelerate Another's Healing, Affect Mind

Sith-Warrior
The complete opposite of the Jedi, the Sith believe that the weak must perish and the strong have the right to rule over the remaining ones. Since the Force grants abilities others cannot achieve, the Sith regard themselves superior to others and decided they have to rule the galaxy. As the ordinary trooper Sith tend to be rather competive, even more so, they are at time real enemies. Only their hatred against the Jedi and the Republic is greater than their hate for each other.



Dexterity: 3D
Dodge 4D, Lightsaber 8D, Melee Parry 5D+2
Mech: 2D
Strength: 3D+1
Brawling 5D+1
Tech: 2D
Lightsaber Repair 6D
Perception: 2D
Command 5D, Search 4D
Knowledge: 2D
Intimidation 5D, Lore: Jedi Lore 3D, Lore: Sith Lore 5D
Characterpoints: 2-6
Force Points: 1
Equipment: Medium Armor, Com, Lightsaber (5D damage)

Force Skills: Control: 6D+2; Sense 5D, Alter 5D; Accelerate Healing, Control Pain, Dissipate Energy, Life Detection, Combat Sense, Sense Life, Telekinesis, Injure/Kill, Telekinetic Kill, Lightsabercombat, Control Another's Pain, Accelerate Another's Healing, Affect Mind, Force Lightning

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