

STAR WARS

THE OLD REPUBLIC



AN ERA SOURCEBOOK

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In the thousands of years before the rise of the Empire, the OLD REPUBLIC withstood assaults from mighty foes. It was an era of great light and great dark.

Through the eons, the stories of heroes and villains alike survive as lessons and warnings to all. The JEDI ORDER held as a bulwark of good against the evil forces of the SITH EMPIRE and the vicious MANDALORIANS for generations.

Between these great powers, the galaxy struggled to survive, seeking a living out amongst the stars...

Credits

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A Long Time Ago...

The era before the rise of the Empire spans tens of thousands of years, ending at the Ruusan Reformations of 1,000 BBY. This period saw the might of the Republic tried again and again against the forces of many enemies, including several Sith Empires and the might of the Mandalorian Clans.

This period saw many a great hero and villain, including the Qel-Dromas, Cay and Ulic, Exar Kun, Revan, and Malgus. It also saw great navies vying for power in an unknown galaxy, where the edges of the map could hold unlimited riches. To blaze new paths could be a dangerous job, but could yield magnificent riches for a faster route.

To live and thrive in the Old Republic is to decide your own fate against all odds and to become a legend.

Light and Dark

Welcome to the Old Republic, a bygone era of shining wealth and dark unknowns. Founded in the wake of the fall of the Rakatan Infinite Empire and the reinvention of Hyperdrive, the Republic began small, in the Core Worlds only and expanded slowly over thousands of years along major trade routes. They were soon joined by the Jedi and formed a symbiotic relationship wherein the Jedi would protect the Republic's far-flung colonies in the vast reaches of the galaxy.

But those unknown regions hid many hidden horrors, notably the Sith Empires, founded by fallen Jedi who follow the Dark Side of the Force and the Mandalorian Clans, a warrior tribal society founded by Coruscant's ancient castoffs, the Taung. The Republic and the Jedi Order would fight these enemies eternally as they would rise and rise again.

Worlds, New and Old

The galaxy is new during the Old Republic and many planets that are now unknown or missing were newly discovered in this era. This era saw the rise of Coruscant, the great city world, capital of the Republic, only to be countered in over a dozen conflicts by Alsakan, its aristocratic cousin. The other two Core Founders, Corellia and Alderaan, began their rise in this era, with Corellia becoming the ship-building behemoth for which would be famous and peaceful Alderaan would be racked by internal civil wars between royal families.

In the dark reaches, the Sith Worlds began to take shape. As the Sith homeworld of Korriban was trans-

formed in a tomb world, filled with great mausoleums to fallen Sith Lords, the icy world of Ziost would serve as their capital. After the disastrous Great Hyperspace War, exiled Naga Sadow would begin to build his temples in the great jungles of Yavin IV and a new Sith Emperor would claim the jungle world of Dromund Kaas.

The Mandalorian clans would form on Mandalore, first by the remaining Taung, banished from Coruscant. These clans would soon accept non-Taung, becoming the fearsome horde that would plague the Old Republic.

So What's in this Book, Anyway?

Chapter I: Timeline

This section covers the over 24,000 years of Old Republic history, including the pre-Republic era, the Pius Dea era, and the eras of major Sith conflicts. It outlines the major galactic powers in each era and a few campaign ideas for running a game in each period.

Chapter II: Galactic Factions

The galaxy of the Old Republic is new, but hosts many factions and powers. This section details each key power described in the Timeline section, key events in that faction's history, notable worlds and sites, along with creatures and challenges.

Chapter III: Player Options

This chapter includes details on new options for players to make characters in the Old Republic, including species such as Cathar and Sith. Additionally, new equipment, weapons, and ships are detailed, including Protosabers, Dynamic Class Freighters like the Ebon Hawk, and the backbone of the Republic Navy, the Hammerhead-class Cruiser.

Chapter IV: Old Republic Campaigns

Finally, this section includes information about running a campaign in the Old Republic. This includes living in the Old Republic, how to chart new Hyperspace routes, and how to capture the feel of the Old Republic. Additionally, since a game in the Old Republic could have historical consequences, this section includes tips on changing the existing timeline and suggestions on running a campaign in ill-defined eras to minimize player impact on the timeline.

Chapter I

Timeline

*"The history of the Old Republic would fill a thousand libraries.
But some events, some sacrifices, have become
legend, passed from generation to generation..."*
- Jedi Master Odan-Urr

Pre-Republic Era

Before 25,053 BBY

The era before the founding of the Republic is nearly lost in time, only the names of some civilizations survive, others leave behind tantalizing clues to their nature. First amongst these lost civilizations are the Celestials, who built great wonders including the Corellian system, the Maw, and the Hapes Cluster. Other civilizations that lie in the distant past were the Gree, the Columi, and the tyrannical Rakata.

Rakatan Infinite Empire

The Rakatan Infinite Empire spanned a large region of space, but very few planets. They were driven by Force-powered Hyperdrive engines that drew them to planets rife life, which the Rakata soon enslaved. Many major species fell under the grip of the Rakata, including Humans, Niktos, Duros, Hutts, Selkath, and many more. They are also suspected of devastating Tatooine, turning its lush surface to glass.

Weakened by civil war, the Infinite Empire soon fell prey to a plague (which may have been engineered by one of their slave species). Those who didn't fall to the deadly disease found that they were unable to access the Force, making their terrifying technology worthless in their own hands. Using the opportunity, around 25,200 BBY, the slave species rose up and overthrew their masters. The Rakata were driven to their mysterious homeworld and disappeared from the Galaxy.

Je'daii Order

In 36,453 BBY, mysterious vessels called the Tho Yor gathered Force-sensitive beings from a dozen or more species from around the galaxy and deposited them on Tython. These mystics formed the Je'daii Order, devoted to understanding the mysteries of the Force.

By 25,793 BBY, the Order had fractured into two groups, one that followed the Light Side, known then as the Ashla, and those who followed the Dark Side, called the Bogan. Ten years later, a devastating civil war broken out called the Force Wars.

With the victory over the forces of the Bogan, the Je'daii who followed the Ashla reformed their order, renaming it as the Jedi Order.

Xim's Empire

After the fall of the Infinite Empire, one of the first civilizations to rise from the ashes was that of the Kingdom of Crom in the Tion Cluster under Xer VIII. His successor, Xim, soon turned the Kingdom from a regional power to the major power outside of the Core.

Xim (later known as Xim the Despot) would go and conquer a large swath of territory from 25,130 BBY to 25,096 BBY using reverse engineered Rakatan technology, advanced battle droids, and his Geno-Haradan secret police. His army was only stopped by a new rising power, that of the Hutt Empire in the Third Battle of Vontor. With the capture of Xim, his empire shattered without his presence, ending the threat from Tion for centuries.

Coruscant

Originally named Notron, Coruscant was originally split between two species, the Zhell (ancestors of modern Humans) and the Tuang. The two species fought bitter wars, with the Battalions of Zhell victorious over the Tuang's Dha Werda Verda (the Warriors of Shadow). The Tuang were driven from the planet, eventually relocating to the planet Roon, at the edge of the Galaxy.

Expansionist Period

25,053 BBY - ca. 20,000 BBY

In the wake of the collapse of the Infinite Empire, the former Rakatan slave species (notably Corellia and Duro) began reverse engineering the amazing technology that run the Empire. Key amongst these was a functioning Hyperdrive, one that didn't require a connection to Dark Side.

This new technology triggered a period of expansion and increased communication between planets. Several Core Worlds, including Coruscant, Alderaan, Alsakan, Corellia, and Duro, banded together to create a new interplanetary government, the Galactic Republic.

Intrepid astrogators used the Hyperdrive discover new worlds and to blaze two major hyperlanes: the Perlemian Trade Route and the Corellian Run. With these new routes, the Republic expanded into new regions, the Colonies and the Inner Rim, bringing it into contact (and conflict) with several groups, including the Honorable Union of Desevro & Tion, the Hutt Empire, and the Jedi Order on Ossus.

Major Powers

Galactic Republic, Honorable Union of Desevro & Tion, Hutt Empire, and the Jedi Order

Campaign Ideas

Games run in this period of time would allow for players to be the first to discover worlds, especially major worlds near to the core.

Great Manifest Period

ca. 20,000 BBY - 17,018 BBY

Bridging the time between the creating of the Metellos Trade Route and the First Alsakan Conflict, the Great Manifest period saw continued expansion

into the Slice (a region bounded by the Perlemian Trade Route and the Corellian Run).

The expansion saw two major changes in the Republic. The first is the creation of the Rule of Fifty to limit the size of sectors in the Senate to fifty planets each and the founding of the Bureau of Ships and Services, which assigned transponder codes and managed astrogation charts for the galaxy.

Major Powers

Galactic Republic (with Alsakan power growing to compete with Coruscant), Bureau of Ships and Services, Jedi Order

Campaign Ideas

Similar to the Expansionist Era, this time period leans to more exploration-based campaigns, mostly based on the Slice region.

Indecta Era

17,018 BBY - ca. 15,000 BBY

The start of the Indecta Era was onset of the First Alsakan Conflict, a war that pitted Coruscant versus Alsakan for rights to colonize in the Expansion Region of the Slice. This civil war lasted from 17,018 BBY to 16,700 BBY, only ending when the Bureau of Ships and Services threatened to withhold access to hyperspace beacons.

The brokered compromise between the two parties saw changes to the Republic's structure wherein the unwieldy size of the Senate was reduced, making two classes of members: Seated and Unseated (which needed petitioning for rights to address the Senate).

This era came to a close with the end of the Hutt Cataclysms, a civil war that saw the devastation of their homeworld of Varl and their relocation to Evocar (renamed Nal Hutta).

Major Powers

Galactic Republic (Alsakan, Coruscant, Corellia, Duros), Hutt Empire, Jedi Order

Campaign Ideas

A period of war, this era yields campaigns that could take place within the first two Alsakan conflicts or the Hutt Cataclysms.

Another type of campaign could be the mapping of new hyperlanes under the auspices of the BoSS.

Kymoodon Era

ca. 15,000 BBY - 11,987 BBY

Spanning the period between the end of the Hutt Cataclysms and the rise of the Pius Dea, the Kymoodon period was a similar period of expansion to the earlier Great Manifest Period. This expansion into Wild Space drew conflict with the Hutts, who proceeded to raid these colonies for slaves.

Major Powers

Galactic Republic (Alsakan, Coruscant, Corellia), Hutt Space, Jedi Order

Campaign Ideas

Campaigns in this time period lean towards expansion or defense of Wild Space. Commonly, Jedi would defend new colonists from Hutt slave raids.

Pius Dea Era

11,987 BBY - 10,966 BBY

The Pius Dea Era is a period in galactic history like none other. It started with the impeachment of Chancellor Pers'lya and the election of the anti-corruption Contispex to the seat. A devotee to the Pius Dea religion, Contispex gave the religion's adherence broad power and it soon controlled the entire Republic.

Ruled by a line of Chancellors who took the name Contispex, the now humanocentric and religious fanatic Republic started a series of crusades upon the non-humans in the galaxy, starting with the Hutts, and later Zabraks, Ithorians, and Herglics.

Only an alliance of Pius Dea Renunciates, Alsakan, the Caamasi, the Jedi and the apolitical Bureau of Ships and Services brought down the Pius Dea Republic. Known as the Seventh Alsakan Conflict, a year-long struggle that ended with the Jedi capture of Contispex XIX and the scrambling of the great Cathedral Ships' navicomputer by BoSS.

Major Powers

Galactic Republic (Pius Dea), Renunciates, Jedi Order, Bureau of Ships and Systems, Hutt Space

Campaign Ideas

An era of religious and interspecies warfare, this era gives campaigns new options for warfare without regard to the Force. The fanatic Pius Dea Republic

waged 34 Crusades against non-humans, only to be brought down by the largest war the galaxy had seen since the defeat of the Infinite Empire.

Ductavis Era

10,966 BBY - ca. 9,000 BBY

An era named for the first post-Pius Dea Supreme Chancellor, Grand Master Biel Ductavis of the Jedi Order, the Ductavis era was a time of rebuilding of both the Republic and the galaxy as a whole.

Several new planets joined the Republic in this era, including Ryloth (home of the Twi'lek) and Kinyen (home of the Gran).

Major Powers

Republic, Jedi Order

Campaign Ideas

Campaigns in this era can play to the rebuilding of the galaxy, with many species still wary of the human-dominated Republic that waged so many wars in the prior era.

Riantius Era

9,000 BBY - ca. 8,000 BBY

The Rianitus Period is most remembered for the 275 year reign of Blotus the Hutt and was generally seen as an era of prosperity for the Republic.

Major Powers

Republic, Jedi Order

Campaign Ideas

A calm era, campaigns in this period lean towards peacekeeping for the Jedi and general commerce for non-Force users with the addition of several new mining colonies into the Republic.

Subterra Period

ca. 8,000 BBY - 7,000 BBY

The Subterra period was an era of expansion, mostly to the southern region of the galaxy. This expansion strained the ability of Coruscant to maintain order in the Outer Rim, and the ability of the Jedi Order to contain the power of the Dark Side.

In 7,003 BBY, the Second Great Schism tore the Jedi Order asunder creating Dark Jedi and three years later ushering in a period known as the Hundred-Year Darkness.

Major Powers

Galactic Republic, Jedi Order, Dark Jedi

Campaign Ideas

With the Republic stretched so thin, this era leads towards a more lawless, Outer Rim based game.

Manderon Period

7,000 BBY - 5,000 BBY

Bookended by the eternal conflict between the Jedi and the Dark Side, the Manderon Period begins with the onset of the Hundred-Year Darkness. This galaxy-wide conflict pitted the Jedi versus dissidents, commonly named Dark Jedi.

The Hundred-Year Darkness ended with the defeat of the Dark Jedi, led by Ajunta Pall, at the Battle of Corbos. Instead of executing the remaining Dark Jedi, the Order decided to exile the dissidents, bereft of armor and weapons, to the edge of the known galaxy. The Dark Jedi discovered the planet of Korriban, conquering it and the local species, called the Sith.

It would be nearly two thousand years later when the exiles would return, spearheading the Sith Empire, in a conflict known as the Great Hyperspace War.

Major Powers

Galactic Republic, Jedi Order, Dark Jedi

Campaign Ideas

The Manderon Period is best known for the battles between the Jedi Order and the Dark Jedi, so campaigns in this period learn towards Force- and combat-heavy.

Post-Manderon Period

5,000 BBY - 4,000 BBY

The start of one of the largest wars to affect the Galactic Republic since the fall of Pius Dea started in an unlikely place. In the recently united Koros System, brother and sister hyperspace explorers Gav and Jori Daragon blazed a new route, the longest hyperlane yet discovered, later known as the Daragon Trail. This

route took the intrepid explorers to Korriban, home of the Sith Empire, now governed by the descendants of the Dark Jedi exiles from the Second Great Schism two thousand years before.

The arrival of the surveyors came at a time when the Sith Empire was choosing its newest leader. Ludo Kressh led the conservative faction, while Naga Sadow pushed a more aggressive and expansionist agenda. He used the Daragons to outmaneuver his competitors by claiming they were the vanguard of a Republic invasion and was chosen to be the next Dark Lord of the Sith after the death of Marka Ragnos. He then forged the Empire into an expansionist war machine and blazed a path down the Daragon Trail, assaulting Koros and Coruscant in a surprise attack.

Empress Teta gathered the power of the Koros System along with the Galactic Republic to defend against the army of monsters Sadow dropped on their planet, driving the Sith Empire back into their own space.

Naga Sadow secretly escaped the final battle and fled to Yavin IV, burying his massive flagship under the stone temples raised by his loyal Massassi.

After the defeat of the Sith Empire, the Galactic Republic waged a campaign of destruction on the remaining outposts of the Sith Empire, in a bloody genocide more characteristic of the vanquished Empire.

Major Powers

Galactic Republic (Coruscant, Koros System), Jedi Order, Sith Empire

Campaign Ideas

Campaigns in the Post-Manderon Period lend to the two types: the short Great Hyperspace War, or the general expansion and admission of new planets into the Galactic Republic. Jedi would travel to newly discovered worlds to assist these governments with problems, garnering good faith for the eventual entry into the Republic.

Old Sith Wars

4,000 BBY - 3,950 BBY

The fifty year period between the end of the Onderon Beast Wars and First Jedi Purge is a complex time for the Republic and the Galaxy as a whole.

Beast Wars of Onderon

While the Best Wars of Onderon itself was no great event on a galactic scale, it set the seeds for later conflicts that would nearly shatter the galaxy and end the Jedi Order. Onderon was a planet split between the massive walled city of Iziz and the great expanse of primordial jungle inhabited by great beasts and exiles who trained and rode them. Iziz was led by a monarchy that, unbeknownst to the Jedi who came to broker a deal between the parties, was founded by the fallen Jedi, Freedon Nadd.

Freedon Nadd left the order 400 years earlier sought the hidden knowledge of the Sith. He soon rediscovered Yavin IV and sprit Naga Sadow. With this learning, Nadd destroyed the spirit of Naga Sadow, declared himself Dark Lord of the Sith, and established himself as the king of Iziz.

He continued to train his decedents in the way of the Dark Side, even after death. On the arrival of the Jedi, the true king, Ommin, was gravely ill and hidden from public view, so his wife, Queen Amanoa ruled in his stead.

The Jedi, Tott Doneeta and brothers Ulic and Cay Qel-Droma came to the planet at the bequest of the Republic and their master, Arca Jeth. After a confusing fight, the Jedi ended the war with a marriage of the Princess of Iziz and the son of the Beast Lords.

However, Queen Amanoa rejected this peace deal and attempted to destroy the Beast Riders once and for all. Seeing the power of the Dark Side in her, Arca Jeth defeated her and her army with the use of Battle Meditation and Freedon Nadd withdrew the power that kept her alive, killing her instantly.

Freedon Nadd Uprising

While Queen Amanoa and the Dark Side monarchy of Iziz was defeated, the Nadd cultists still remained, hidden. Orchestrated by king Ommin, the cultists attacked the funeral of Queen Amanoa and stole her sarcophagus along with Freedon Nadd's.

Unlike the Beast Wars, the Jedi now had the backup of Republic armed forces and quickly defeated the cultists. In the final battle, Arca Jeth defeated King Ommin, who, like his wife, was abandoned by the spirit of Freedon Nadd, killing him.

The Krath

Before the fall of King Ommin, Aleema and Satal Keto, two nobles from the Empress Teta System (renamed in honor of the woman who united them) dis-

covered a book of Sith magic in a library on Coruscant. They stole the book and fled to Onderon to seek out Ommin for his help in translating the ancient book.

The two returned home and orchestrated a coup against their parents using their new Sith sorcery. They formed a secret society to learn more about the Dark Side, called the Krath.

Rise of the Mandalorians

In the years since they were expelled from their home planet of Coruscant, the Tuang banded together in a clan-based nomadic group they called Mando'ade, but were known to the galaxy as The Mandalorians. They were to be known as some of the most formidable fighters in the galaxy with a strict code of honor. Originally content with controlling their own sector, they started to spread out slowly in the Post-Manderon period, fighting skirmishes with several planets including Ordo and Basilisk. The latter providing the Mandalorians with their famous Basilisk War Droids. Hearing of the destabilization of the Empress Teta System, the Mandalorians captured nearby Kuar in preparation of attacking at the heart of the Republic.

Krath Holy Crusade

Though the Krath took the capital of the Empress Teta system, Koros, easily, it proved harder to capture the rest of the system. The last holdout, Koros Major, sought help from the Republic and the Jedi Order to fight these Dark Side forces. A fleet was sent, headed by Nomi Sunrider and Ulic Qel-Droma to strike at the Krath war fleet.

The Republic fleet was defeated at the disastrous Battle of Koros Major when Aleema summoned hideous Force illusions, shattering the Republic's navy. A counter attack by the Republic was again halted by the Krath, then using suicide runs at the bridges of capital ships. Humiliated, the Republic retreated from the system.

To plan their next action, the Jedi held a conclave at Deneba, headed by Odan-Urr. At the summit, Ulic submitted a plan to infiltrate and destroy the Krath from within instead of attacking the Krath fleet again. While his master, Arca Jeth, warned him of the dangers of even falsely joining the Dark Side, a Krath capital ship slipped by the Republic fleet and dropped thousands of war droids on them.

The Battle of Deneba was a victory for the Jedi, but at the cost of Arca Jeth's life. Without the restraint of his master, Ulic's plan was approved and he left to infiltrate the Krath.

Rise of Exar Kun

While the Krath and the Mandalorians rose in one part of the galaxy, a young Jedi named Exar Kun slowly slipped towards the Dark Side. Kun rebelled against his teacher and learned from the old Sith Empire and began to crave for more knowledge.

Hearing of the Freedon Nadd Uprising, Kun left his master and went to Onderon, looking for Nadd's tomb. Finding it and smashing open the Mandalorian Iron sarcophagus, he found several scrolls and unleashed the lingering spirit of Freedon Nadd. Nadd advised him to head to the ancient tomb world of the Sith, Korriban.

While on Korriban, Nadd orchestrated a collapse of one of the tombs, grievously injuring the young Jedi. Nadd offered Kun a choice: die or accept the Dark Side. Kun accepted and was healed, but at a great cost to him. Kun kept exploring the ruins and was tested again and again, slipping further and further into the darkness. Kun was left unsatisfied on Korriban and follow the trail of Naga Sadow to Yavin IV. There, he was captured by the descendants of Sadow's loyal Massassi and taken to one of the temples. Chained to a pillar, Kun was forced to fight one of the great Sith beasts created by Naga Sadow.

Kun defeated this monster with the help of an ancient Sith Amulet, fully embracing the Dark Side. Pleased with his pupil's destruction, Nadd ordered Kun to create him a new body so he could live again. Annoyed at the spirit's heavy hand, Kun used his newfound power and destroyed Freedon Nadd once and for all.

Exar Kun spent the next few months rebuilding the overgrown temples and learning more about Naga Sadow and the Sith. He began to thirst for more and discovered Naga Sadow's cruiser, the ancient ship that took the Dark Lord of the Sith to Yavin IV a thousand years before. Having sensed the rising power of the Krath, Exar Kun readied his new ship and headed towards the Empress Teta System.

Foundation of a New Sith Empire

On arriving in the Empress Teta system, Ulic Qel-Droma was taken captive by Krath forces. The Jedi professed that he had fallen out of the Order, but was tortured using Sith poisons by Satal Keto. Slowly but surely, the seductive Aleema drew him closer and closer to the Dark Side and it was in the defense of her against Satal's jealous assassination attempt he truly fell, killing the young lord and taking his place by Aleema's side.

After the assassination attempt, Exar Kun arrived on Koros, seeking out the other students of Freedon Nadd. He dueling a wounded Ulic Qel-Droma, only to be stopped by the spirit of Marka Ragnos, the Dark Lord of the Sith whose death precipitated Naga Sadow's power grab and the Great Hyperspace War a thousand years before.

The ancient Sith Lord then declared Exar Kun as the new Dark Lord of the Sith and Ulic as his apprentice. The two were given great power by the spirit and vowed they would conquer the galaxy for their new Sith Empire.

The Mandalorians attempted to take advantage of the chaos in the Empress Teta system and launched an invasion. Instead of wholesale war, the great Mandalore challenged Ulic Qel-Droma to single combat on Kuar. In a vicious duel, Ulic destroyed the great warrior's Basilisk War Droid and defeated him. Ulic spared his life on the condition that the Mandalorians join the Sith Empire's war on the Republic. Mandalore agreed and the Great Sith War began.

Assault on Coruscant

Using these new forces, Ulic revealed his treachery to the Republic swiftly took their major shipyard at Ferost. From, their, the Sith Lords spearheaded a two prong assault on the Republic: Kun would create his Brotherhood of the Sith from former Jedi apprentices and have them assassinate their old masters while Ulic struck at the capital, Coruscant.

As is common in the Sith Empires, Aleema then betrayed Ulic, retreating and leaving him behind to be captured. In a trial before the Senate, Ulic was sentenced to death by the Supreme Chancellor.

Kun, hearing of Ulic's capture from Mandalore himself, headed to Coruscant to save his apprentice from execution. Kun proceeded to kill the Supreme Chancellor in the Senate Chamber and was challenged by his old master. Kun struck him down with a new deadly weapon - a double bladed lightsaber. The Sith then departed the Chamber, leaving the Republic to mourn their dead.

The Sith Onslaught

Emboldened, the Sith Empire expanded down the Perlemian Trade Route and spun south, splitting the Republic from much of the Outer Rim. At the same time, Kun's plan came to fruition and many Jedi Masters were struck down by their trusted apprentices. However, this only emboldened the Jedi Order, who redoubled their efforts to defeat the Sith Empire.

Devastation of Ossus

It was at the Battle of Kemplex IX where Ulic and Kun got their revenge for Aleema's betrayal on Coruscant and struck at the core of the Jedi Order. Kun gave Aleema the powerful battle ship of Naga Sadow, which had the ability to rip the cores from stars, causing them to go supernova. She triggered this within the Cron Cluster, a tight chain of stars. When triggered, the suns exploded in a cascade, killing Aleema and the Republic fleet that were chasing them.

The Cron Supernova had a second target: the library planet of the Jedi, Ossus. The Jedi attempted to gather as much of their knowledge as they could before the wave of destruction would raze the planet's surface. It was here where Ulic would face his brother Cay once more. Cay attempted to reason with his brother, to turn him back to the light, but it was for naught, Ulic struck him down with his lightsaber. Ulic collapsed at the sight of his dead brother, feeling the depth of how far he had fallen.

Seeing what he had done, Nomi Sunrider reached out into the Force and stripped the Sith Lord of his ability to use the Force. In his grief, Ulic recanted his allegiances and offered to help the Jedi defeat the Sith, once and for all.

The End of the Great Sith War

With the Republic advancing on all sides and the collapse of the Krath without Aleema, Exar Kun sought for a way to escape defeat. In a large gathering, Kun sacrificed his Massassi slaves in a ritual intended to free his soul and allow him to run free through the cosmos.

The Jedi Order arrived in orbit around Yavin IV during this ritual and attempted to unite their power and use the Light Side to cleanse the Sith temples. However, when this wave hit Kun's ritual, a conflagration began on the surface, destroying much of it. The Order believed that Kun was wiped out in this devastation and left the ruins, returning to the Republic to rebuild.

Mandalorian Wars

It was not long before the new Mandalore regathered the clans to assault the Republic. In 3,976 BBY, the Mandalorians began raiding one more, gathering arms and materiel along with valuable experience in the Outer rim. By 3,964 BBY, Mandalore declared his army was ready and struck at the Republic at Vanquo, seizing it easily.

Over the two years, the Mandalorians defeated Republic navy after Republic navy. The Jedi Order professed neutrality, declaring that they needed time to rebuild the Order after the Great Sith War 30 years earlier which saw the destruction of their ancient capital planet of Ossus.

The Revanchists

Rejecting the Order's declaration of neutrality, a Jedi Master named Revan gathered like-minded Jedi to form the Revanchists. His forces soon joined the Republic's and won victory after victory for the beleaguered Republic. In 3,962 Revan was named Supreme Commander and with his apprentice Malak drove the Mandalorians back. During one battle on Dantooine, the pair discovered ancient Rakata relics, leading to an ancient cache of weapons on a space station known as the Star Forge.

Revan's campaigns took him to other planets that gave more clues to the enigmatic station in the form of Star Maps. His curiosity took him to Malachor V and a temple of Sith learning, leading him down the path to the Dark Side.

It was on Malachor V where the war finally ended. Like his processor, Mandalore challenged his opponent to a final duel. Revan accepted and struck down the mighty warrior, taking his mask. Without this symbol, the clans would not unite and cause another war that would devastate the Republic.

While greeted in the Republic as heroes, Revan and his followers were rebuffed by the Jedi Order, who saw them as defying the will of the Jedi Council. They demanded the Revanchist face judgement for joining the war against the Mandalorians. Revan and Malak refused and left the order for parts unknown.

Jedi Civil War

A complex war in a complex era, the Jedi Civil War can also be called the Second Sith War as it marked the second time a Sith Empire invaded the Republic in a generation.

In the period of time after being expelled from the Jedi Order, Revan and his apprentice Malak journeyed the galaxy, finding more Star Maps which lead them to the dread Rakata station, the Star Forge. Post power by and a nexus of the Dark Side, the two used the station to create a massive navy and loyal battle droids to found a new Sith Empire. The new Empire drew from loyal followers in both the Revanchist Jedi knights and the Republic Navy, who thought of Revan as some sort of savior from the Mandalorian Wars.

The former Jedi revealed themselves to the galaxy, now calling themselves Darth Revan and Darth Malak and declared a war of conquest. The Republic, already weak from the Mandalorian Wars two years earlier was nearly defenseless against the massive Sith fleet headed by the genius of Darth Revan. In a fitting echo of the conflict forty years earlier, the first battle of the Jedi Civil War was fought on Foerost, where Ulic Qel-Droma had started the Great Sith War.

Within two years, the Sith Empire controlled over a third of the Galaxy and was fighting its way down the major hyperlanes. To hopefully stop this onslaught, the Jedi took it upon themselves on a secret mission: capture Revan. The Jedi, led by Bastila Shan, a master of Battle Meditation and a key figure in the Republic's defense against the Sith Empire, set a trap for Revan and boarded his flagship. Sensing the attack, Malak fired upon Revan's ship, eager to usurp his master and become the Dark Lord of the Sith. Unbeknownst to Malak, Revan and the Jedi survived the assault and secreted the unconscious Dark Lord to the Jedi Council. There they attempted to wipe the memories of Revan, to turn him back to the Light so he could use his tactical prowess for the Republic once more.

Now the leader of the Sith Empire, Malak desired the power of Bastila Shan whose mastery of Battle Meditation threatened his Empire. He attempted to capture the Jedi in a trap around Taris, but during the battle she managed to escape to the planet surface along with the amnesiac Revan. The enraged Sith Lord had his forces scour the ecumenopolis of Taris, but to no avail. He then ordered the complete razing of the planet, using his might fleet to rain fire and death upon it. But luck was not with Malak and Shan escaped with Revan.

Heading to Dantooine, the Jedi Council retrained Revan in the way of the Force, declaring him a Jedi Knight once more. Revan began having visions - memories - about the Star Maps and he gathered a force to follow the trail and get to the Star Forge to stop the terrifying station once and for all.

Revan, and his party, including Shan who was actually there to make sure he didn't fall back into the Dark, ventured from planet to planet, gathering pieces of the map that would take them to the Star Forge. After gathering the second to last piece, they were captured by Malak, who revealed Revan's true identity. The party managed to escape the Dark Lord's dungeon, but Shan was unable to flee, staying behind to distract Malak.

The party continued on and finally found the Star Forge in orbit around the ancient Rakata homeworld's

star. The Republic navy engaged the Sith with Revan and his team infiltrated the Star Forge. There, Bastila Shan revealed herself as Darth Malak's new apprentice, being tortured by the Dark Lord into turning against her friends.

Revan dueled his friend, and growing love, defeating her and pulling her back to the Light. In the Star Forge's main command center, Revan faced his old apprentice for the last time. The redeemed Jedi defeated Malak and deactivated the station, letting the navy pummel it to destruction.

The Jedi Civil War was a victory for the Republic, but a costly one. With many key figures leaving to join the Sith, both naval and Jedi, both the Republic Fleet and the Jedi Order were nearly decimated. It is estimated that the Order had no more than a hundred Jedi left at war's end.

As both the villain and the hero of the Jedi Civil War, Revan retreated from the Jedi Order and galaxy as a whole, taking his wife, Bastila Shan with him for parts unknown. Without Revan as a rally point, the Jedi Order slowly splintered and many lost their faith in the way of the Jedi Order itself.

First Jedi Purge

In the vacuum of leadership in the remnants of the Sith Empire, three lower Sith lords took command forming a Triumvirate. Darth Traya, Darth Nihilus, and Darth Sion reformed the Sith Empire and waged a secret war with the Republic, assassinating key targets, weakening planets, and most importantly eliminating Jedi.

Over a three year period, nearly all of the Jedi were killed. A lone exiled Jedi, Meetra Surik, who had spent most of her time in the Outer Rim after leaving the Jedi Order, gathered the remaining Jedi, known as the Lost Jedi to strike back at the Sith Empire, defeating each Dark Lord one-by-one, culminating in the final battle of Malachor V, which saw the unleashing of a terrifying new weapon, the Mass Shadow Generator and the destruction of the planet.

Major Powers

Galactic Republic (Revanchists), Jedi Order, Sith Empire (Krath, Exar Kun's, Darth Revan's, Sith Triumvirate's), Mandalorians, Exchange

Campaign Ideas

Possibly the most complex period of time of the Old Republic, the period between the Old Sith Wars and the First Jedi Purge can lead to all sorts of campaigns.

A Jedi-focused campaign would best be suited up to and including the Jedi Civil War and a war-based campaign would work in nearly any era. There is little exploration in this time of war due to the nearly permanent state of conflict. For those not involved in the wars, there is profit to be made everywhere, as every army or navy needs supplies and wares and the battle lines shifting constantly. To a non-soldier or a Jedi, the Sith or the Mandalorian Empires are just governments like all of the others.

Inter-Sith Wars Period

3,950 BBY - 2,000 BBY

The years between the Old Sith Wars of Exar Kun and Darth Revan and the New Sith Wars of Darth Ruin and Darth Bane started as an era of rebuilding, but with the surprising return of a resurgent Sith Empire, soon devolved into a bloody war like so many eras before it.

Reforging the Empire

After their defeat in the Great Hyperspace War in 5,000 BBY, fractured elements of the Sith Empire gathered around the enigmatic Lord Vitiate, Sith Lord of Nathema. More than 8,000 Sith Lords escaped the Republic's purge of the Sith space and rallied around the reclusive scholar, only to be betrayed and subjected to a profane Sith ritual, sacrificing not only their life force, but that of all life on Nathema to make Vitiate immortal.

The undying Sith Emperor then retreated far into the Unknown Regions to rebuild his Sith Empire on his new capital, the jungle world of Dromund Kaas. This Empire would be unlike the others, with the Emperor in permanent seclusion and the day-to-day operations handled by a 12-member Dark Council. Instead of having an approachable, single leader, having the Council command the Empire allowed for an unprecedented level of stability within the Empire.

The Empire never forgot nor forgave the Republic for the Great Hyperspace War and began a policy of gearing towards an inevitable war. This preparation massively accelerated following the Jedi Civil War, with spies and infiltrators taking key positions in the Republic. This isolation came to an end in 3,681 BBY with a massive assault on the far-flung Tingle Arm, the edge of Republican space. The Great Galactic War had begun.

Great Galactic War

The Sacking of Coruscant

Peace & the Cold War

Renewed Hostilities

Death of the Emperor

Rise of the New Empire

Major Powers

During the Great Galactic War

Republican Alliance (Galactic Republic, Jedi Order), Imperial Alliance (Sith Empire, Chiss Ascendancy, Mandalorians)

During the Cold War

Galactic Republic, Jedi Order, Imperial Alliance (Sith Empire, Chiss Ascendancy), Mandalorians

During the Galactic War

Republican Alliance (Galactic Republic, Jedi Order, Rift Alliance), Imperial Alliance (Sith Empire, Chiss Ascendancy, Mandalorians), New Empire

Post-Galactic War

Galactic Republic, Jedi Order, Mandalorians

Campaign Ideas

Draggulch Period

2000 BBY - 1,000 BBY

It has been said that the Republic ceased to exist during this time period and while not accurate, it is close to the truth. A Jedi Master named Phiantus discovered a Sith holocron and learned the ways of the Dark Side. He renamed himself Darth Ruin and created the New Sith Empire. The Republic, accustomed to a millennia of peace collapsed under the pressure, shrinking to only the Core Worlds, abandoning nearly all of the galaxy.

As is wont to happen in a Sith Empire, Darth Ruin was assassinated throughout the thousand year war fragmented into scattered Sith hegemonies. Simultaneously, the Jedi, though fragmented, managed to overthrow some of these tyrants and established themselves as rulers in these far-flung regions. These new

Jedi Lords would stand as beacons of light in an era of darkness.

The war came to an end on Ruusan, where the unified Brotherhood of Darkness, led by Skere Kaan faced Lord Hoth's Army of the Light. In the Seventh Battle, a Sith Lord known as Darth Bane triggered a Sith superweapon, called the Thought Bomb, which eradicated the Sith and many Jedi. Bane then fled the planet to restart the Order of the Sith Lords in his own vision, following the Rule of Two.

The era drew to a close with the Ruusan Reformation, a series of reforms by Tarsus Valorum which devolved powers from the Grand Chancellor back to the Senate. Included in these reforms was the demilitarization of the Jedi (renouncing titles such as Lord) and the dissolution of the Republic military. This structure

would remain until the onset of the Clone Wars and the rise of Palpatine a thousand years later.

Major Powers

New Sith Empire, Sith successor states, Jedi Order, Jedi Lords

Campaign Ideas

A millennium of war, a campaign during the New Sith Wars obviously leans towards combat- and war-focused. However, this period allows for interesting differences to other wars. The Republic is nearly non-existent and there is little unity on either side of the war. Your players could be Jedi Lords or Sith dictators who rule a planet, seeking to liberate or expand.

Chapter II

Galactic Factions

*"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*

Major Factions

The Galactic Republic

After the fall of the Infinite Empire and the subsequent invention of the Hyperdrive, the closely linked Core Worlds banded together to form a new type of government, The Galactic Republic, with its capital at Coruscant. During the early years of expansion, the general structure of government was more of a loose alliance of planets, with factions rising and falling, all vying for power in the nebulous government.

About 50 years after forming, The Republic came into contact with the Jedi, lending much needed stability to the government and defense to the far flung colonies being established over the millennia. The Jedi pledged themselves to the defense of the Republic, from without and within.

An early source of conflict within the Republic was that of Alsakan, a planet on the Perlemian Trade Route. Alsakan vied for position and influence with Coruscant, which caused a series of civil wars known as the Alsakan Conflicts. A total of seventeen wars were fought over 14,000 years, each with causes varying from Alsakan wanting to control more of the Republic expansion to the overthrow of Pius Dea.

The Republic came under serious threat of downfall many times over its existence, notably against the Mandalorians in the eponymous Mandalorian Wars and during the New Sith Wars, where they retreated to solely the Core Worlds.

Notable Members

Coruscant Originally home to two species, the Taung and the Zhell (ancestors to modern humans), Coruscant is the glittering gem at the center of the Republic. In ancient times, the two species would clash and the Taung would be driven off planet, later settling on Roon and later Mandalore, recasting themselves as Mandalorians. The Zhell would expand across Coruscant, enclosing its surface in a single, great city by 90,000 BBY.

Coruscant would be conquered by the Rakatans and incorporated as a slave species, spreading humanity across the stars. This, combined with sleeper ships, formed the basis of the human Core Worlds, such as Alsakan, Alderaan, Kuat, and Corellia. This drive to expand and explore would carry them past the fall of the Infinite Empire and into the formation of the Galactic Republic in 25,053 BBY.

As the capital of the Republic, Coruscant represented a key faction in almost all early conflicts, most notably the Alsakan conflicts and became the center of the Pius Dea movement. Within the halls of the Republic, politicking and backstabbing would last for thousands of years, creating bitter feuds between factions and often all-out war.

The planet itself is covered entirely by skyscrapers and with each passing year, new buildings are built on top of once mighty buildings. While the scintillating upper city expands, the lower city expands accordingly, creating a new society wholly separate from that above.

Alsakan The strongest voice on the Perlemian Trade Route, Coruscant's neighbor and Core Founder Alsakan formed an early faction within the Republic, pushing for decentralization. Culturally distinct from Coruscant, aristocratic Alsakan used High Galactic for much of its early life, creating the High Galactic alphabet from the older Tionese alphabet after being used as a forward base against Coruscant in the Tionese War.

Alsakan was founded by human explorers from Coruscant aboard the colony ship *Kuat Explorer* and comprised of many kingdoms until unified before the formation of the Republic. While an ecumenopolis like Coruscant, Alsakan retained close ties to their history, featuring some of the best artifacts in the Core, such as the Alsakan Mosaics, one of the ancient Wonders of the Galaxy (destroyed in the Third Alsakan Conflict).

Alsakan's faction within the Republic pushed for a less centralized government, focused mostly on economic matters, would later be known as "the Axis". This faction would be opposed to the centralizing faction of Coruscant (known as "the Spin"), leading to the Alsakan Conflicts. While some conflicts were greater in scope than others, here are a few key conflicts:

First Alsakan Conflict The first war fought over resources in Slice, a region of space between Perlemian Trade Route and the Corellian Run. Alsakan sought to contain the expansion of the Grand Companies, great trade conglomerates centered on Coruscant. The three century long war ended only when the Bureau of Ships and Services threatened to withhold access to their Hyperspace beacons, forcing both sides to settle the conflict, albeit temporarily.

The First Conflict set the stage for most future conflicts (with the notable exception of the Sixth and Seventh Conflicts), with Alsakan aristocratic interests conflicting with Coruscant's corporate interests in the Expansion Region and Corellia remaining neutral.

Sixth Alsakan Conflict Following the rise of the fanatical Pius Dea and subsequent takeover of the Republic, the Sixth Alsakan Conflict arose not from a struggle for resources, but a request for assistance from non-human races being assaulted in the Pius Dea Crusades. While not a victory for Alsakan, the lines of communications between Alsakan and the Duros, Herglics, and Hutts established during the conflict would serve as the basis for the Alsakan alliance in the next conflict.

Seventh Alsakan Conflict After the defeat in the Sixth Alsakan Conflict, the Pius Dea fanatics at the helm of the Republic continued their crusades against non-humans. The Jedi remained neutral in these conflicts, but after long negotiations with the Camaasi, the Order joined a loose coalition headed by Alsakan and began to subvert the Pius Dea faith. The followers of this splinter faction became known as the Renunciates.

This schism in their faith began a civil war within Pius Dea, with the Renunciates gaining support and forming an alliance with the Jedi Order, elements of the Republic not aligned with Pius Dea, and non-human powers including the Duros, Camaasi, and the Hutts. The short and vicious war came to an end a year later when the Bureau of Ships and Services, usually apolitical, joined on the Renunciates side and programmed the great Pius Dea cathedral ships with bad navicomputer codes. At a set moment, the fleet would blindly jump to Hyperspace, either being destroyed in the process or being stranded in deep space at sub-light speeds.

With the capture of Contispex XIX by the Jedi Order, the rule of Pius Dea ended in the Republic. The remaining faithful were purged from the government and Jedi Grand Master Biel Ductavis became Supreme Chancellor, one of the earliest Jedi to hold the position.

Seventeenth Alsakan Conflict The Seventeenth Alsakan Conflict in 3,017 BBY began like most over resources in the Slice between Alsakan's Axis faction and Coruscant's Spin faction and saw great strides in military technology. Each side built significant industrial bases with the sole purpose of creating advanced warships and began saber-rattling, creating new weapons to one-up each other.

The conflict ended when Corellia, protecting its own interests in the region, sent a fleet of long range frigates which outclasses both quarrelling forces' navies. The Republic then declared war on this new regional threat, but was handily defeated. This final conflict was formally ended by sword point by Prince-Admiral Jonash e Solo on the floor of the Senate. From this point on, Alsakan interests align with that of the larger Republic, centralizing the state further.

Corellia

Alderaan

Taris An important trade hub on the Hydian Way, Taris was colonized by an unknown group of humans after the founding of the Republic. The planet soon joined the Republic and its population grew to cover the entire land mass in a three-tiered city. After a civil war in 4,056 BBY, non-humans were forced into the Lower City, wedged between the horrors of the Rakghouls of the Under City and the humanocentric nobility of the Upper and middle Cities. This pressure caused many gangs, notably swoop bike gangs, to flourish on the great city-planet.

During the Mandalorian Wars, Taris became a key base with its position on the Mandalorian Road and was used by Revan and his Revanchists to launch attacks on the Neo-Crusaders.

The beginning of the end for Taris came when Bastila Shan crashed on the planet in an attempt to escape Darth Malak. Shan managed to avoid the Sith patrols with the assistance of Malak's former master, the now amnesiac Revan. Frustrated, Malak ordered a complete bombardment of Taris, turning it into a toxic ruins of destroyed buildings, collapsing it into the dark Undercity, freeing the Rakghoul plague.

With the entire populous killed in the assault, Taris came under control of the Republic, which attempted to rehabilitate the Rakghoul-ridden swamps. This was often stymied by the forces of the resurgent Sith Empire and would only recover after it's fall. By the time it had recovered somewhat, Hyperdrive technology had improved enough that Taris wasn't as important in the galactic stage as it had once been and faded from significance.

Notable Factions

Pius Dea

Creatures and Challenges

Juggernaut War Droid

Rocket Trooper

Rakghoul

Jedi Order

Notable Temples

Tython

Ossus

Coruscant

Dantooine

Notable Factions

Revanchists "Revanchist" was the appellation given to those who disagree with the Jedi Order's stance of neutrality during the Mandalorian Wars. Seeing the suffering the war had upon the people of the Republic, dissenters gathered around the enigmatic man known as Revan.

After two years of Mandalorian devastation, Revan had enough and joined the Republic forces, driving back and ultimately winning this war. However, the Revanchists and the Republic officers who held Revan in high regard soon formed the core of Revan's Sith Empire.

The Sith Empire

The name "Sith Empire" is something of a misnomer as there have been several Sith Empires over the millennia. These range from the first Sith Empire, that of Adas before the arrival of the Dark Jedi, to that of Darth Ruin during the New Sith Wars. Listed below are the major empires throughout the ages.

Adas's Sith Empire

First Sith Empire

Exar Kun's Sith Empire

Darth Revan's Sith Empire

Reformed Sith Empire

New Sith Empire

Notable Worlds

Korriban

Ziost

Yavin IV

Dromund Kaas

Creatures and Challenges

Tarentatek

Sentinel Droid

Mandalorians

Notable Strongholds

Mandalore

Notable Orders

Creatures and Challenges

Basilisk War Droid

Hutt Empire/Hutt Cartel

Notable Holdings

Varl

Nal Hutta

Nar Shaddaa

Rakatan Infinite Empire

Notable Locations

Lehon (Rakata Prime)

Minor Factions

Tion Hegemony

After the fall of Xim the Despot to the Hutt Empire, The Honorable Union of Desevro & Tion comprised of several small kingdoms that were formed a loose confederacy when first contacted by the Galactic Republic.

Using stolen Republic technology, in 24,000 BBY, Tion birthed a wave of destruction down the Perlemian Trade Route. Only an alliance between the Republic, the Jedi Order, and the Hutts were able to stop the onslaught, ending the Union forever.

Tion later joined the Republic as a new sector.

Empress Teta System

Creatures and Challenges

Krath War Droid

Krath Warrior

Krath Commander

Killik Hives

Notable Hives

Alderaan

Creatures and Challenges

Killik Guard

Killik Scout

Joiner

Manaan

In the time before bacta, Manaan was the sole producer of the important medicinal substance kolto. An ocean planet, Manaan plotted a narrow line between major combatants in the many wars that would rage throughout the galaxy. Any attempt to conquer Manaan would result in the cessation of kolto, which was so important to a war effort, even the Sith Empires would declare the planet neutral in their conflicts. Populated by the native race the Selkath, Manaan features no land, but instead had great floating cities. These cities were connected to Kolto harvesting bases on the ocean floor, protecting them from any harm and keeping them close to the source of Kolto, deep in the ocean depths.

Argazdan Redoubt

Chiss Ascendancy

Czerka Corporation

Creatures and Challenges

HK-Series Assassin Droid

The Exchange

Black Sun

Chapter III

Player Options

New Species

Cathar

Cathar are a proud warrior race, known for their combat prowess and their loyalty to their companions. Cathar can make eternal friends or blood enemies for life.

Physiology

Cathar are a bipedal feline race with a quick temper, but very loyal. Cathar tend to also be very moral, which is reinforced by the clan structure of their society. They are also formidable warriors, using physical prowess and retractable claws to defeat their enemies.

Society

Clan based, Cathar are ruled by Elders who have their tree-homes carved with the tales and exploits of their heroes. They celebrated these heroes with large festivities and held hunts in a ritual called the Blood Hunt wherein Cathar warriors would fight to expel their inner darkness.

Individually, Cathar mated for life. If one mate died, the other would not take another mate for the rest of their life.

Homeworld

The Cathar homeworld is also called Cathar and is covered by broad savannahs split with rough uplands. Cathar live in large city-trees as a defense against kiltik beetles that leave wide areas of the planet barren.

Cathar was conquered by the Mandalorians in 3,673 BBY during the Mandalorian Wars. Many Cathar were enslaved or killed in the aftermath, almost driving the species to extinction.

Language

Cathar speak their own language called Catharese, which sounds like growls to the average humanoid ear. In addition, Cathar commonly speak Basic, but with an accent that rolls the letter "r" and swaps "w" for "v".

Life in the Old Republic

Proficient warriors and loyal companions, Cathar are a common sight in the galaxy, the strong man on a ship's crew, or the top sergeant in a platoon. Having a Cathar by your side is seen as a comfort to many in the galaxy.

Many Cathar became famous Jedi, especially during the Old Sith Wars, Mandalorian Wars, and the Jedi Civil War. However, the Cathar race was nearly driven to extinction during the Mandalorian Wars, either in fierce combat against the invaders or being enslaved by them, especially the women.

Species Abilities

Brawn	Agility	Intellect	Cunning	Willpower	Presence
3	2	1	2	2	2

Wound Threshold: 12 + Brawn

Strain Threshold: 9 + Willpower

Starting XP: 95 XP

Special Abilities: Cathar begin the game with one rank in Athletics or Coordination. She may not train any of these skills above rank 2 during character creation.

Retractable Claws: When a Cathar makes Brawl checks to deal damage to an opponent, she deals +1 damage and has a Critical Rating of 3.

Miraluka

Miraluka are a near-human species that have no eyes, but have an uncanny ability to perceive with the Force.

Physiology

Physically, Miraluka are very similar to humans, except they retain skin-covered vestigial eye sockets. Miraluka commonly hide their appearance and pass for humans in the galaxy, making it difficult to identify in a crowd.

Society

Miraluka society is general oligarchic, ruled by a council of representative from each province. Individually, Miraluka have a tendency to have a contemplative and cautious nature, having little to no concern with personal glory. Being that the entire race is at least somewhat Force Sensitive, it is extremely common for Miraluka to join the Jedi Order, filling out positions from as high as the Council down to small support roles.

Homeworld

The original homeworld of the Miraluka is shrouded in mystery. It was uninhabitable at some time in the distant past, its atmosphere stripped clean. Miraluka found a new home in Alpheridies in the Expansion Region.

The star of their new home produced most of its light in the invisible spectrum, which meant the newcomers had no need for eyesight. Overtime, Miraluka lost their ability to see, but gained the ability to perceive using the Force.

Language

On their homeworld, Miraluka speak Miralukese, but more commonly speak Basic.

Life in the Old Republic

Being that the entire race is at least somewhat Force Sensitive, it is extremely common for Miraluka to join the Jedi Order, filling out positions from as high as the Council down to small support roles.

Species Abilities

Brawn	Agility	Intellect	Cunning	Willpower	Presence
2	2	2	1	3	2

Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting XP: 90 XP

Special Abilities: Miraluka begin the game with one rank in Discipline or Vigilance. She may not train any of these skills above rank 2 during character creation.

Force Sight: Though blind, Miraluka use the Force to perceive the world. This allows a Miraluka to remove up to ■ ■ imposed due to darkness. This added insight also adds an automatic 🌀 on Perception checks.

Sith

The red-skinned Sith are a humanoid race from the planet Korriban. Strong in the Dark Side of the Force, they commonly breed with the Dark Jedi that arrived on their world after the Second Great Schism.

Physiology

Sith skin varies from a bright red as a youth, gradually darkening to a crimson as they age. Their face frequently have bone spurs jutting out, creating an angular appearance. Sith also have cheek tendrils, which move with their emotions.

Their eye color ranges between red and yellow and their hair is dark, ranging from black to red or brown.

Sith usually have three clawed digits on each hand and foot (though with cross-species breeding can have five digits) and are most commonly left-handed.

Society

A caste based society, Sith are ruled by the Dark Lord of the Sith, who rules a council of other Lords. Below them are the Kissai Caste, the priests who study the Dark Side along with Sith alchemy. Below them are the Zuguruk Caste who are the great engineers of the Empire. They build the tombs that cover Korriban and the ships that rain fire from the skies. Below them are the Massassi Caste, the warriors of the Empire. They are far taller and stronger than the average Sith, with heightened aggression at the expense of intelligence. The lowest caste is that of slaves, which can come from any species the Empire has captured. When a Sith Lord died, his slaved would be buried with him.

Homeworld

The original homeworld of the Sith was Korriban, a rocky desert planet. Over the millennia, the Sith cov-

ered the surface with great tombs, causing a need to relocate the living to another planet, icy Ziost.

Language

The Sith language is notoriously complex language, comprising of combining thousands of distinct meaningful units. For example, the title *Sith'ari* is comprised of two roots, *Sith* meaning "supreme", "premier" or "perfect" and *'ari* meaning lord. The resultant word can either mean *Dark Lord of the Sith*, *The Perfect Being*, or even *God*. When interacting with species on an equal level, Sith will speak Basic, but prefer their own language.

Life in the Old Republic

After the fall of the Rakata, the Sith species first came into contact with the galaxy as a whole again with the arrival of the Dark Jedi after the Hundred-Year Darkness. The human and other species that dominated the exiled Jedi intermingled with the species, making it hard to establish a Sith "pureblood" by the time of the Great Hyperspace War.

Losing the war was devastating to the Sith species. Not only were they shattered, but the vengeful Republic began a campaign of genocide against the Sith, nearly exterminating them.

While not common, the Sith are still present, mostly in the outer rim of the galaxy.

Species Abilities


Brawn	Agility	Intellect	Cunning	Willpower	Presence
2	2	2	2	1	3

Wound Threshold: 11 + Brawn

Strain Threshold: 10 + Willpower

Starting XP: 95 XP

Special Abilities: Sith begin the game with one rank in Cool or Leadership. He may not train any of these skills above rank 2 during character creation.

Legacy of War: Sith add automatic  to all Warfare checks they make.

New Weapons

New Armor

New Gear

New Vehicles

The great history of galaxy includes a countless number of vehicles, fielded from nations that have risen and fallen leaving behind great fleets of starships that span the cosmos. It is not uncommon to see tried and true ship designs to be reproduced for centuries, making them widely available even though the beings who created it may be long gone.

Airspeeders

In the early days of the Republic, having a ship was reserved for governments and the super wealthy. Those with the means could purchase an airspeeder, putting those leagues above their less wealthy citizens.

Landspeeders and Speeder Bikes

For those who could not afford an airspeeder, land vehicles provided quick travel between the cities in new founded colonies or transportation on a newly discovered planet.

AeroChaser Speeder Bike

Walkers

Walkers saw use mostly by military forces. These great legged vehicles allow armies to ignore terrain that would halt land based vehicles or leave repulsor-driven vehicles exposed to enemy fire.

Manka-class Armored Transport

New Starships

Starfighters and Patrol Boats

Aurek-class Tactical Strikefighter

Liberator-class Starfighter

Sith Fighter

Mark VI Supremacy Fighter

Freighters and Transports

Dynamic-class Freighter

BT-7 Thunderclap

Defender-class Light Corvette

X-70B Phantom

Fury-class Interceptor

XS Stock Light Freighter

D5-Mantis Patrol Craft

Crescent-X9 Transport

Capital Ships

Thranta-class Corvette

Pius Dea Cathedral Ship

Hammerhead-class Cruiser

Valor-class Cruiser

Interdictor-class Cruiser

Chapter IV

Old Republic Campaigns

Living in the Old Republic

The Larger Unknown

Trailblazing

Changing the Timeline





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