

# STAR WARS

THE OLD REPUBLIC



An Era Sourcebook

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None yet!

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# PEOPLE OF THE GALAXY

**C**hapter 1: **People of the Galaxy** presents a variety of new character options for players. Inside you'll find 5 species that were prominent during the time of the Cold War and Galactic War, the secluded Dashade, the elegant Echani, the naturally Force-sensitive Miraluka, the combative Rattataki and the devious Sith.

You'll also discover the new Sith career and its specializations, the Acolyte, Blademaster, Sorcerer and even a Dark Lord. Furthermore, you're presented with two Universal specializations for any character to acquire; the Gladiator, focused on brutal melee combat and pleasing the crowd, and the Mandalorian Crusader, clan-driven warriors specializing in heavy armor and weaponry.

# NEW SPECIES

The conflicts that burden the galaxy in these years are plentiful, and so is the variety of species that become part of them. In fact, the era of the Old Republic and the Sith Empire bring civilizations to the forefront that are later on forgotten or faded from the galaxy.

This section presents various species found more commonly in that era (though some persist even until the times of the First Order). You may also use nearly any other species found within the **EDGE OF THE EMPIRE**, **AGE OF REBELLION**, or **FORCE AND DESTINY** books.

## DASHADE

A species comprised of large reptilian humanoids, the Dashade are not commonly encountered throughout the galaxy. Their homeworld was lost in a massive supernova triggered by an ancient Sith superweapon, with only off-world colony Dashade surviving.

**Physiology:** Standing up to two meters tall, most Dashade are of burly stature. Their skin takes shades from beige and olive green over various tints of gray to black. Their arms end in claws, signs of their predatory heritage, and their thick skin renders them resistant to radiation. Furthermore, it is able to dissipate heat quickly, making Dashade adept at surviving in hot environments and making them difficult to pick up on thermal sensors. Dashade are born with a natural resistance to the Force, making them interesting travel companions for Jedi and Sith alike.

**Society:** Not much is known of the original society of the Dashade, as most records were lost along with their homeworld. The sur-

vivors and remnant colony population took to a more adventurous lifestyle, with many using their inherent abilities to become mercenaries or freelancers. Their resistance to the force also led to them easily finding employment as combat instructors to Jedi or assassins and warriors for the Sith.

**Homeworld:** With Urkupp having been lost in the Cron Drift supernova at the end of the Great Sith War, the Dashade became a species without a true homeworld. Though their further outlying colonies survived, many others had to look for new homes, finding them in the galaxy's outer rim, including worlds of the Sith Empire such as Korriban and Dromund Kaas.

**Language:** Though Dashadi was their native tongue, featuring hard consonants and hissing sibilant noises. Following the supernova, most Dashade adjusted to Basic in order to allow easier communication with other species of the galaxy.

**Life during the War:** Though some perceive them to be more aligned with the Sith Empire, the Dashade people as a whole do not take sides in the conflict. Each member of the species is an agent unto themselves, and with their dwindling numbers, most elect to make the best of their skills in life. Those Dashade more inclined to their warrior instincts take to the Sith Empire, becoming soldiers and deadly assassins for them. Yet those more dedicated to passing along their skills and training future generations, and to learn from the tragedy that transpired seek the employ of the Jedi Order. There, their Force resistance allows them to become instructors, trainers and peacekeepers. Those that do not wish to join either side are often found as travelers, mercenaries for hire, protection detail or protectors of rural colonies.

### SPECIES ABILITIES



- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 75 XP
- **Special Abilities:** Dashade begin the game with one rank in Athletics or Resilience. They still may not train Athletics or Resilience above rank 2 during character creation.
- **Force Resistance:** Upgrade the difficulty of Force power skill checks targeting a Dashade once.
- **Dissipating Hide:** Dashade remove ■ imposed due to hot or radioactive environments. They add ■■ to any checks made to detect them with thermal sensors.

## ECHANI

The Echani are a near-human species from the galaxy's inner rim. With martial arts being an integral part of their culture, and honorable duel as a form of communication, they are often regarded as skilled warriors, in a similar vein to Mandalorians.

**Physiology:** While anatomically similar to humans, Echani are distinguished by their very light skin, white hair and silver eyes. Within families, their facial features are remarkably similar, making it difficult for outside observers to tell related Echani apart. The Thyrsian subspecies of Echani starkly contrasts their traditional appearance, with dark skin and dark hair, an evolution that originated on the sun-baked planet of Thyrsus - one of the Echani worlds.

**Society:** Echani society is matriarchal and caste-based, and puts high value in combat skills and martial arts talents. To them, a fight is the purest form of communication, which reveals everything about who a person is, and what they believe in. Within their culture many events such as traditional Firedances involve displays of martial grace. Due to the high biological similarities between family members, detailed knowledge of a person's body movement has become the preferred way of identifying people.

The Echani combat style mostly relies on unarmed or melee combat, making use of swords, staves and other more traditional implements. On the occasions where they do don armor, it is always a light armor set, as heavier ones would restrict their fluid movement too much. In a true Echani duel, combatants wear no armor and carry no weapons, making it the truest expression of their talent and skill.



**Homeworld:** Originating from Eshan, the Echani have populated neighboring planets such as Bengali and Thyrsus, forming confederacy of six worlds, known in their culture as the Six Sisters. Their government is comprised of a central, all-female council known as Echani Command. The atmospheres of their planets are all habitable to most other humanoids, as required by their near-human biology.

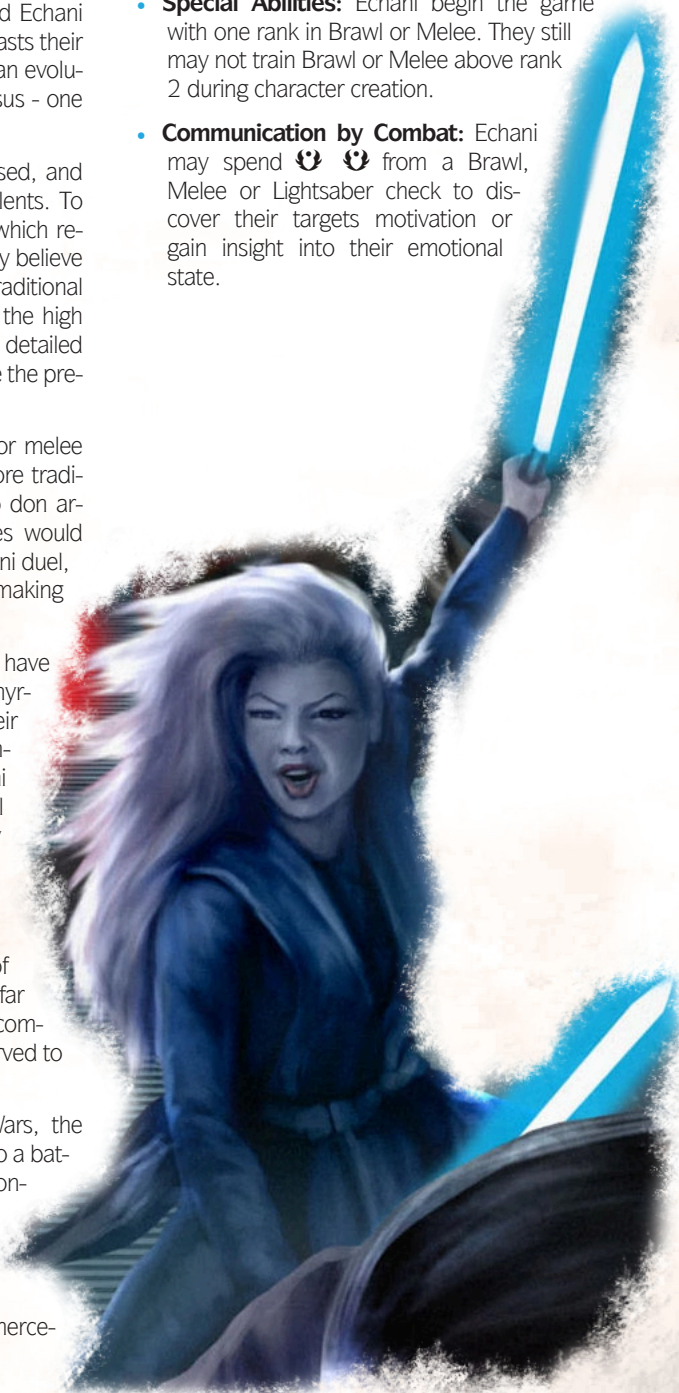
**Language:** Few records exist of an original Echani language, as their adoption into the galactic community quickly saw Basic become their language of choice. Adding to this, the species' culture relies far more on body movement and sparring matches to communicate, making them appear rather silent and reserved to outsiders.

**Life during the War:** During the Mandalorian Wars, the Echani took the side of the republic, pitching them into a battle with a similar culture of warriors. Following the conflict and throughout the Jedi Civil War, they remained on the side of the Republic. While their government officially aligns with the Republic's ideals, this does not prevent individuals from making their own path in the galaxy and becoming freelancers, mercenaries or smugglers.

## SPECIES ABILITIES



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Echani begin the game with one rank in Brawl or Melee. They still may not train Brawl or Melee above rank 2 during character creation.
- **Communication by Combat:** Echani may spend   from a Brawl, Melee or Lightsaber check to discover their targets motivation or gain insight into their emotional state.



## MIRALUKA

The Miraluka are a near-human species with a strong natural connection to the force. They are born without eyes, yet this connection allows them to still navigate and perceive objects and people around them.

**Physiology:** Miraluka are anatomically very similar to humans, sharing typical body types and appearances, though with a slightly lower lifespan. They lack eyes, with skin covering the vestigial eye-sockets of their skull. As a result, they recognize their surroundings through their connection to the force, which allows them to "see", though not in a manner comparable to humans. Any Miraluka is force sensitive to a degree, though not all of them chose to follow a path that has them capitalize on this connection. Within families, their facial features are remarkably similar, making it difficult for outside observers to tell related Echani apart.

The Thyrsian subspecies of Echani starkly contrasts their traditional appearance, with dark skin and dark hair, an evolution that originated on the sun-baked planet of Thyrsus - one of the Echani worlds.

**Society:** Miraluka are thoughtful, cautious, and deliberative species. Most of them show little interest in personal gain or glory, believing in strength in unity and living as community instead. They commonly refer to other Miraluka as "sister" or "brother", treating any of their species as parts of a large family - a gesture rarely extended to outsiders as well. For social reasons, Miraluka often hide their unusual appearance by covering their missing eyes with a blindfold, hood, helmet or other headwear.

Their natural receptiveness to the force, while a powerful ally, also leaves Miraluka open to emotional distress. Strong events in the force, such as the destruction of civilizations or planets could be felt by most members of their species. Additionally, encountering a lifeform not connected to the force can prove rather shocking and confusing to

Miraluka, as they are unable to sense and perceive them as they normally would.

Miralukan religion is founded in the ancient philosophies of the Greater Force. Those dedicated to this belief worship Ashla and Bogan, deities representing the light and dark side of the force, though they interpret them not as good and evil, but rather life and death, constants that must be kept in balance for the sake of the galaxy.eyes.

**Homeworld:** The Miraluka have made their home on Alpheridies, adopting this world after their original homeworld was rendered uninhabitable by its depleted atmosphere. With its position not near any of the central trade routes, the Miraluka were mostly undisturbed until the Mandalorians invaded their world during the Great Sith War. They were freed from their conquerors by the Republic, after which a Jedi academy was erected on the world to test and train the many Miraluka gifted in the Force. In the following conflicts, the world has switched allegiance many times, often as a result of military invasion by the Sith Empire and ensuing liberation by the Republic.

**Language:** Though the native tongue of Miralukese exists, all Miraluka children grow up learning basic. With quite a few of them being considered for the Jedi academy and subsequent service in the order, this bilingual upbringing is helpful in integrating into the galactic society more easily.

**Life during the War:** Due to the abrupt way the Miraluka first entered into the conflicts between Jedi and Sith, and the subsequent fights over their homeworld, they have more often found themselves drawn to the side of the Republic. Most of them perceive the Jedi as liberators of their world from its various cases of occupation, and the ability to join the order is a driving goal for many young Miraluka looking to explore the galaxy. Never the less, their natural Force-sensitivity also makes them susceptible to the temptation of the dark side.

### SPECIES ABILITIES



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Miraluka begin the game with one rank in Discipline. They still may not train Discipline above rank 2 during character creation.
- **Force Sight:** Miraluka are blind from birth but rely on the Force to perceive their environment. They remove any ■ added to their checks as a result of smoke, darkness or concealment, but add ■■ to any checks that require precise investigation. They may never benefit from equipment that relies on the user's vision. Should a Miraluka become disconnected from the Force, they lose any benefits of Force Sight and incur all the penalties of the "Blinded" Critical Injury.





# RATTATAKI

A warrior culture stemming from a hostile outer rim world, the Rattataki grow having to fight for everything in their life. Across the galaxy, they are known as ruthless mercenaries, bounty-hunters and Sith warriors.

**Physiology:** Rattataki are near-human, though their skin takes shades between grey and chalk white and they do not grow hair on their heads. Their upbringing on a harsh world hardens them from childhood on, making them resilient, cunning and tough. Most Rattataki feature dark facial tattoos, and some adorn their face further with jewelry and piercings.

**Society:** Rattataki live in tribes that constantly fight each other of the sparse resources available. Even outside those civil wars, fighting is deeply rooted in their society. Wrong or right are not decided in court, but in the gladiatorial pits, with the person who emerges victorious being in the right. This development is mostly brought by the isolation the Rattataki have faced from the galaxy, as their homeworld lies far off any trade route and borders wild space.

Following the outbreak of the war, the Sith Empire took in countless Rattataki, many as slaves, though some came voluntarily, to be made into soldiers. Those that showed sensitivity to the Force were trained to be Sith Acolytes to serve as assassins and warriors.

**Homeworld:** Rattatak is a rocky world with harsh conditions which makes it unreasonable for colonization. What exactly prompted the development of a sapient species here still eludes scholars, though one of the theories assumes them to be the descendants of a stranded exploration mission. Rattataki settlements are traditionally hewn into the stone pillars and dug deep into rocky chasms, protecting them from the environments. The infamous gladiatorial pits are located on the lowest levels of those settlements.

**Language:** Though their native tongue of Rattataki is still spoken on the homeworld, few outsiders ever hear it. Instead, the Rattataki prefer to address anyone in Galactic Basic, reserving their own language to be used solely among themselves, to not be overheard.

**Life during the War:** The Sith Empire has established an iron grip upon the Rattataki, drafting many of their capable warriors into its service. Those that do not come willingly are enslaved, though the Force sensitive ones see better treatment, in order to corrupt them to the dark side. With the planet being not strategically important and not near any hyperspace routes, the Republic has shown little interest in freeing it from Sith oppression. This only furthers the Rattatki's dislike of the Republic, driving more of them into the open arms of the Empire.

## SPECIES ABILITIES



- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Rattataki begin the game with one rank in a combat skill of their choice. They still may not train this skill above rank 2 during character creation.
- **Culture of Violence:** For their violent nature, Rattataki are poorly regarded across the galaxy. They add ■ to any Charm, Deception, Leadership and Negotiation checks they make, but they add ■ to any Coercion checks. This does not apply when interacting with other Rattataki.



## SITH PUREBLOOD

In true irony, Sith Purebloods have long since been a hybrid species, which is only faintly rooted in the true Sith species which existed millennia ago. Having interbred with humans, Sith Purebloods is a term for those individuals of the hybrid species that still possess a physiology close to the ancient Sith.

**Physiology:** Sith Purebloods are easily identified by their red skin, ranging from dark crimson to lighter pinkish hues. Their facial structure features pronounced bone ridges especially at their eyebrows, across their forehead and along their jawline. Some are also born with tendrils growing from their cheeks or chin. Their eyes take shades from yellow to orange or red and their hair is dark red, brown or black in color. All Sith Purebloods are Force sensitive and feel a natural pull towards a darkside, which is encouraged from a young age.

**Society:** Following the collapse of the original Sith species and its society during the multiple conflicts with the Republic the hybridization nearly completely diluted their genetics in the human population of Korriban and the other worlds of the Empire. Those born as Sith Purebloods and showing the relevant physiological traits have thus established themselves on a superior societal level over the rest of their species. They are found throughout the Sith Order and the Empire's governmental circles, presenting themselves aloof and vain on basis of their heritage.

**Homeworld:** Korriban is the original world of the Sith, and many Sith Pureblood communities still live there. The planet's environment is harsh, with cold, dry deserts spanning most of it. The few plants and animals that survive on its surface are cunning and deadly, corrupted by the strong dark side verities that are found all across the planet. The many ancient tombs of the Sith are still rich on ancient knowledge and treasure, but also protected by traps, monster and manifestations of the dark side.

In addition to Korriban, Sith Pureblood communities are also found on the other civilized worlds of the Empire, such as Dromund Kaas and Ziost.

**Language:** The Sith language originates from original species that lived on Korriban. With the arrival of the dark Jedi, the latter learned the tongue and writing to glean insight into the secret rituals of the Sith species. Over the millennia it developed to be an occult language to describe prophecies, alchemy and rituals, serving both preserve the original phrasing of the ancient Sith as well as obfuscate any of the information. Now, not many of the Sith Purebloods can speak or read the language, with its study being reserved to scholars of the Sith Order and Empire.

**Life during the War:** With Purebloods filling many important positions in the Empire's government and the Sith Order, they fully support their side during the conflict. They are not a common sight on the front lines, as a result of their vanity and overall rarity of their species. Yet even in a species so shaped by their society, still some find their own morals and interests not aligning with the Empire, instead opting to travel the galaxy as scholars, or in some case even join the Jedi order. Those that chose the latter are far and few between, and often find themselves scrutinized by their fellow Jedi.

### SPECIES ABILITIES



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 95 XP
- **Special Abilities:** Sith Purebloods begin the game with one rank in Knowledge (Lore) or Leadership. They still may not train Knowledge (Lore) or Leadership above rank 2 during character creation.



# NEW CAREERS AND SPECIALIZATIONS

The following pages present both the new career and the new universal specializations found in **THE OLD REPUBLIC**. These follow the same rules for careers and specializations described in the *Star Wars* Roleplaying core rulebooks.

Players in a campaign set during the Cold War or Galactic War should have access to these new options, as well as the options in any core rulebooks and supplements used in the campaign. At the GM's discretion, some options from those game lines may be unavailable during the campaign.

## NEW CAREER

**THE OLD REPUBLIC** presents one new career suited well to playing on one side of the galactic conflict: the Sith. This career is designed for characters deeply immersed and dedicated to the dark side of the force. Of course, this will not be a fit for all campaigns, but it may provide an interesting roleplaying opportunity.

When playing a Sith, it's recommended to use the Morality rules from **FORCE AND DESTINY** over Obligation or Duty.

## NEW SKILLS

This section introduces two skills not found in all three *Star Wars* Roleplaying core Rulebooks, Knowledge (Warfare) and Lightsaber.

### KNOWLEDGE (WARFARE) (INTELLECT)

As the name suggests, Knowledge (warfare) is a Knowledge skill. It covers a character's knowledge of organized conflict, both on the ground and in space. Many things factor into this, from training and insight on the strategies and tactics of modern warfare, to an appreciation of the personnel and technology of the factions involved in the current conflict, to knowledge gained from studying the other great wars throughout galactic history.

- A character's knowledge of the strategies and tactics of warfare both on the ground and in space is represented by the Warfare skill.
- Any time a character wants to remember details about a significant event, organization, or individual who played a role in a galactic struggle, the character should make a Warfare check.

The difficulty of the Warfare check is based upon how hard it would be to acquire the information the character wishes to know. Classified, highly localized or ancient information is obviously more obscure. Standardized structures and patterns that the character has encountered before, such as during earlier missions is much easier to remember.

## NEW UNIVERSAL SPECIALIZATIONS

This section also introduces two new universal specializations: Gladiator and Mandalorian Crusader. These universal specializations are designed to be used with the careers presented in the *Star Wars* Roleplaying core rulebooks. The careers in these books present a broad range of character types, all of which are still relevant and suitable for a campaign set in **THE OLD REPUBLIC**. These new specializations can help provide a more narrow focus to a certain character archetype when combined with those careers.

The experience cost to take a universal specialization is 10 XP times the total number of specializations that the character would have after adding the new specialization. While this means that a universal specialization costs the same as a career specialization, note that universal specializations are not career specializations.

## LIGHTSABER

Lightsabers are the ancient and elegant weapons of the Jedi and Sith. When inactive, lightsabers appear to be little more than a simple hilt lacking any sort of cutting or impact implement. Once ignited, though, a shining blade of powerful energy springs from the hilt, capable of cutting through almost any material. Lightsabers' unusual weight distribution and the nature of their blades means that even individuals highly proficient with normal swords have difficulty wielding them properly.

The Lightsaber skill is most often used to make combat checks while using these weapons, though at the GM's discretion there can be other times this skill can come into play. Like other melee attacks, the difficulty of Lightsaber combat checks is **Average** (◆◆). The check might be easier if the opponent is incapable of resisting or at other times per the GM's discretion. Maneuvers the character makes and specific combat situational modifiers can also modify the check's difficulty, as described in **Chapter VI: Conflict and Combat** in each core rulebook.

# THE SITH

The Sith's six career skills are **Coercion**, **Discipline**, **Knowledge (Lore)**, **Lightsaber**, **Resilience** and **Stealth**. Characters with this career automatically gain a rank in three of these skills without spending experience and gain a discount when increasing them with experience points. **Sith begin the game with a Force rating of 1.**

## ACOLYTE

A Sith's path always starts as an acolyte. When they first delve into the dark side of the force, learning to harness their feeling and use them for their own gain is how they start on the way that leads them to become powerful Force users. Acolytes gain the additional career skills **Knowledge (Education)**, **Melee**, **Stealth** and **Vigilance**. If this is the PC's first specialization, the PC gains one rank in each of two of these skills.

## BLADEMASTER

Sith Blademasters are warriors of the order. While they specialize in the lightsaber, their training encompasses most common weaponry as well, making them formidable combatants on most battlefields. On the front lines, they wear heavy armor and lay waste to Republic troops as they command the Empire's military and lead it into battle. The scars they acquire on their way are signs of their dedication, and the pain they experience only serves to fuel their hate and strength. Many Blademasters are found later in life having limbs or other parts of their body replaced with cybernetics as a result of the damages they incurred. Blademasters gain the additional career skills **Athletics**, **Leadership**, **Lightsaber** and **Resilience**. If this is the PC's first specialization, the PC gains one rank in each of two of these skills.



## SITH SCHOOLING

Like the careers in **FORCE AND DESTINY**, the Sith career has only six career skills and begins with a free rank in three of these. Although the rules for character creation in **EDGE OF THE EMPIRE** and **AGE OF REBELLION** state that a career includes eight career skills and that characters gain ranks in four of these at character creation, players can create a Sith character using only this book and the **EDGE OF THE EMPIRE** or **AGE OF REBELLION** Core Rulebook. Simply follow the more specific instructions for gaining career skills and choosing starting ranks in the Sith career description, which supersede the guidance in the core rulebook.

## LORD

A Sith Lord is a prestigious title acquired after a Sith has committed important deeds for the Empire. The rank itself commands respect, but also indicates the experiences the Force user has made and the powers and potential acquired along the way. Sith Lords are also privy to more secrets of their Order, including scriptures containing many secrets and powerful abilities the dark side of the Force provides. Lords gain the additional career skills **Cool**, **Deception**, **Discipline** and **Knowledge (Education)**.

## SORCERER

Sith Sorcerers are scholars of the Order, deciphering secrets of the Force from ancient texts, studying the tombs and holocrons of long dead Sith Lords. They are also scholars of Sith alchemy, allowing them to twist life itself through the power of the dark side, enhancing their companions with forbidden power. Sorcerers gain the career skills **Discipline**, **Knowledge (Education)**, **Knowledge (Lore)** and **Medicine**. If this is the PC's first specialization, the PC gains one rank in each of two of these skills.



# Sith: Acolyte Talent Tree

Career Skills: Coercion, Discipline, Knowledge (Lore), Lightsaber, Resilience, Stealth  
 Acolyte Bonus Career Skills: Knowledge (Education), Melee, Stealth, Vigilance

ACTIVE

PASSIVE

FORCE TALENT

**TOUGHENED**

Gain +2 wound threshold.

**COST 5**

**PARRY**

When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

**COST 5**

**UNCANNY REACTIONS**

Add per rank of Uncanny Reactions to all Vigilance checks.

**COST 5**

**GRIT**

Gain +1 strain threshold.

**COST 5**

**REFLECT**

When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

**COST 10**

**WELL ROUNDED**

Choose any 2 skills. They permanently become career skills.

**COST 10**

**SENSE ADVANTAGE**

Once per session may add to 1 NPC's skill check.

**COST 10**

**SENSE EMOTIONS**

Add to all Charm, Coercion, and Deception checks unless the target is immune to Force powers.

**COST 10**

**TOUGHENED**

Gain +2 wound threshold.

**COST 15**

**PARRY**

When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

**COST 15**

**FORCE RATING**

Gain +1 Force Rating.

**COST 15**

**UNCANNY REACTIONS**

Add per rank of Uncanny Reactions to all Vigilance checks.

**COST 15**

**SHROUD**

The character may spend 1 Destiny Point to make themselves undetectable via Force powers and make their own powers go unnoticed for the remainder of the encounter.

**COST 20**

**A LESSON IN PAIN**

Once per session, may suffer a Critical Injury to reroll a failed check. At the GM's discretion, may sacrifice an item or individual of personal significance instead.

**COST 20**

**REFLECT**

When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

**COST 20**

**OVERWHELM EMOTIONS**

May add per Force Rating to Charm, Coercion or Deception checks. or add to some checks and to others.

**COST 20**

**RENEGADE FORM**

When the character purchases this talent, they choose one characteristic. They may use this characteristic in place of Brawn when making Lightsaber checks.

**COST 25**

**EMBRACE YOUR HATE**

May spend 1 Destiny Point and suffer Conflict equal to dark side Destiny Points in pool to add equal damage to melee attack. May use this ability once per encounter per rank.

**COST 25**

**DEDICATION**

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

**COST 25**

**STRENGTH FROM PASSION**

Once per session when making a check, the character may spend a Destiny Point to add a number of and equal to the number of dark side Destiny Points in the Destiny pool.

**COST 25**

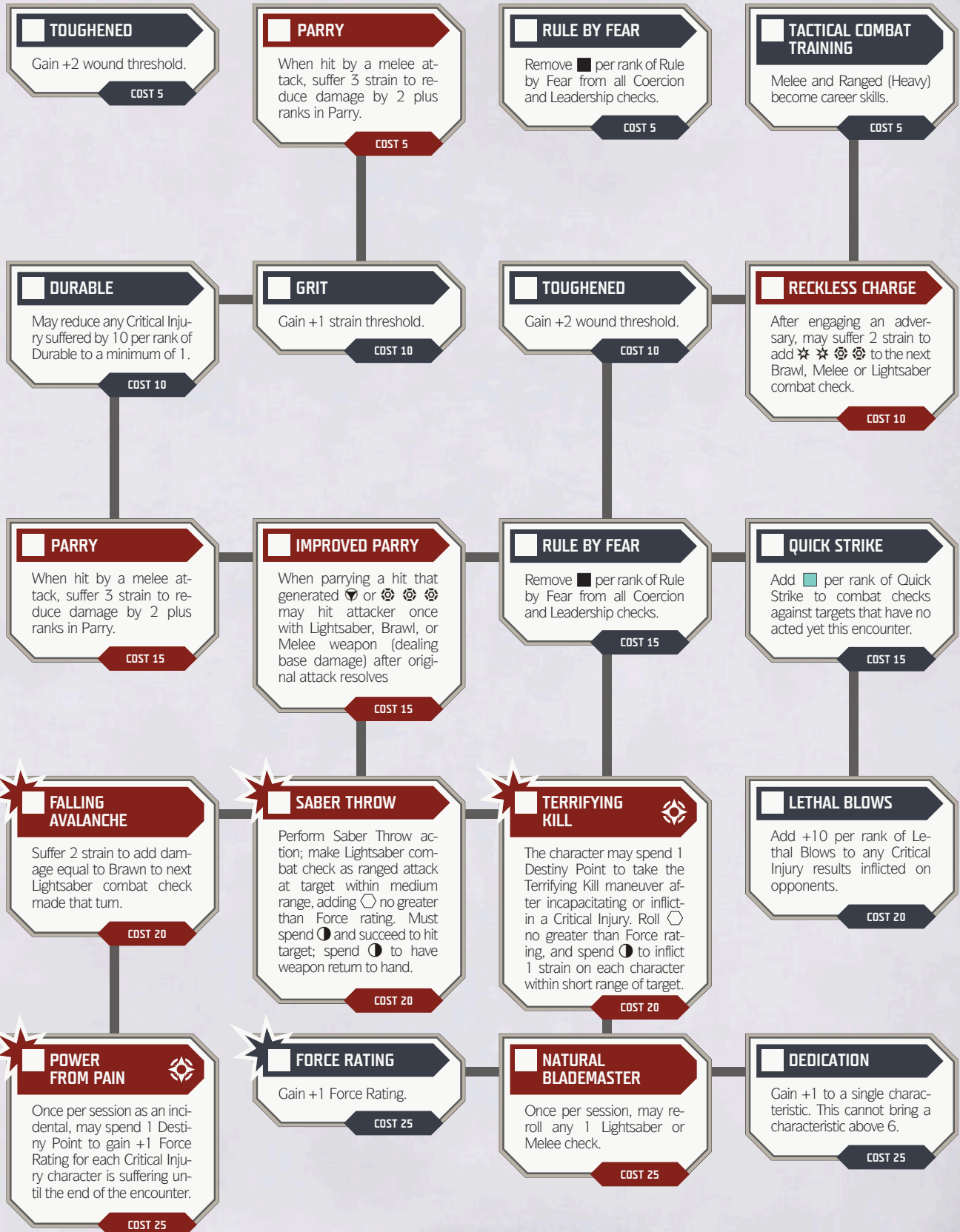
# Sith: Blademaster Talent Tree

Career Skills: Coercion, Discipline, Knowledge (Lore), Lightsaber, Resilience, Stealth  
 Blademaster Bonus Career Skills: Athletics, Leadership, Lightsaber, Resilience  
 Prerequisite: Force rating 2

**ACTIVE**

**PASSIVE**

**FORCE TALENT**



# Sith: Lord Talent Tree

Career Skills: Coercion, Discipline, Knowledge (Lore), Lightsaber, Resilience, Stealth  
 Lord Bonus Career Skills: Cool, Deception, Discipline, Knowledge (Education)  
 Prerequisite: Force rating 3

ACTIVE

PASSIVE

FORCE TALENT

**RULE BY FEAR**

Remove per rank of Rule by Fear from all Coercion and Leadership checks.

**COST 5**

**SMOOTH TALKER**

When first acquired, choose 1 skill; Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend to gain additional equal to ranks in Smooth Talker.

**COST 5**

**FEARSOME**

When an adversary becomes engaged with the character, the character may force the adversary to make a fear check, with the difficulty equal to the character's ranks in Fearsome.

**COST 5**

**NOBODY'S FOOL**

May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.

**COST 5**

**PASSION OVER PEACE**

The character may perform a maneuver to recover strain equal to dark side Destiny Points in the Destiny pool.

**COST 10**

**EMBRACE YOUR HATE**

May spend 1 Destiny Point and suffer Conflict equal to dark side Destiny Points in pool to add equal damage to melee attack. May use this ability once per encounter per rank.

**COST 10**

**SMOOTH TALKER**

When first acquired, choose 1 skill; Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend to gain additional equal to ranks in Smooth Talker.

**COST 10**

**IMPROVED NOBODY'S FOOL**

May spend or from an incoming Charm, Coercion, or Deception check to inflict strain on the opponent equal to the character's ranks in Nobody's Fool.

**COST 10**

**STRENGTH FROM PASSION**

Once per session when making a check, the character may spend a Destiny Point to add a number of and equal to the number of dark side Destiny Points in the Destiny pool.

**COST 15**

**VICTORY FROM STRENGTH**

Once per session before rolling the dice for a non-combat check, the character may spend 1 Destiny Point to automatically succeed at the check with one and no other results.

**COST 15**

**RULE BY FEAR**

Remove per rank of Rule by Fear from all Coercion and Leadership checks.

**COST 15**

**FEARSOME**

When an adversary becomes engaged with the character, the character may force the adversary to make a fear check, with the difficulty equal to the character's ranks in Fearsome.

**COST 15**

**DEDICATION**

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

**COST 20**

**FREEDOM IN VICTORY**

Perform the Freedom in Victory maneuver and commit . When the character would become immobilized or staggered, may instead suffer 2 strain to not be affected.

**COST 20**

**EMBRACE YOUR HATE**

May spend 1 Destiny Point and suffer Conflict equal to dark side Destiny Points in pool to add equal damage to melee attack. May use this ability once per encounter per rank.

**COST 20**

**POWER OF DARKNESS**

Once per session, may perform the Power of Darkness maneuver. Increase wound threshold and strain threshold by 1 per dark side destiny point currently in the Destiny pool until the end of the encounter.

**COST 20**

**FORCE RATING**

Gain +1 Force Rating.

**COST 25**

**THE FORCE IS MY ALLY**

Once per session, may suffer 2 strain to perform Force power action as maneuver.

**COST 25**

**FONT OF POWER**

Once per session, may take the Font of Power action. Until the end of the encounter, characters within medium range add automatic or to checks based on alignment.

**COST 25**

**MASTER OF THE ORDER**

The character can spend 2 Destiny Points during a single action.

**COST 25**



# Sith: Sorcerer Talent Tree

Career Skills: Coercion, Discipline, Knowledge (Lore), Lightsaber, Resilience, Stealth  
 Sorcerer Bonus Career Skills: Discipline, Knowledge (Education), Knowledge (Lore), Medicine  
 Prerequisite: Force rating 2

ACTIVE

PASSIVE

FORCE TALENT

**PLAUSIBLE DENIABILITY**

Remove per rank of Plausible Deniability from Coercion and Deception checks.

**COST 5**

**GRIT**

Gain +1 strain threshold.

**COST 5**

**UNCANNY SENSES**

Add per rank of Uncanny Senses to all Perception checks.

**COST 5**

**RESEARCHER**

Remove per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.

**COST 5**

**QUESTIONABLE ETHICS**

When making a Medicine or Coercion check, may suffer strain and conflict up to ranks in Questionable Ethics. Add an equal number of or to the check.

**COST 10**

**PLAUSIBLE DENIABILITY**

Remove per rank of Plausible Deniability from Coercion and Deception checks.

**COST 10**

**ALCHEMICAL ARTS**

After making a check to craft a potion or talisman, may suffer strain up to twice ranks in Alchemical Arts. For every two strain, add or to results.

**COST 10**

**STIM APPLICATION**

Take the Stim Application Action; make an **Average** () **Medicine check**. If successful, 1 engaged ally increases 1 characteristic by 1 for the remainder of the encounter and suffers 4 strain.

**COST 10**

**CHANNEL AGONY**

After rolling , may suffer wounds up to twice ranks in Channel Agony to add automatic for every two wounds suffered to the results.

**COST 15**

**TERRIFY**

Take the Terrify action; make a **Hard** () **Coercion check**, adding no greater than Force rating. Disorient one target within medium range per . Spend to extend duration and spend to immobilize affected target.

**COST 15**

**GRIT**

Gain +1 strain threshold.

**COST 15**

**QUESTIONABLE ETHICS**

When making a Medicine or Coercion check, may suffer strain and conflict up to ranks in Questionable Ethics. Add an equal number of or to the check.

**COST 15**

**NATURAL MYSTIC**

Once per session, may reroll any 1 Force power check.

**COST 20**

**IMPROVED TERRIFY**

Reduce the difficulty of Terrify's check to **Average** () and may spend to stagger an affected target.

**COST 20**

**QUESTIONABLE ETHICS**

When making a Medicine or Coercion check, may suffer strain and conflict up to ranks in Questionable Ethics. Add an equal number of or to the check.

**COST 20**

**RESEARCHER**

Remove per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.

**COST 20**

**KNOWLEDGE IS POWER**

Once per session, when making a check, count Force rating as being equal to ranks in Knowledge (Lore).

**COST 25**

**DEDICATION**

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

**COST 25**

**CHANNEL AGONY**

After rolling , may suffer wounds up to twice ranks in Channel Agony to add automatic for every two wounds suffered to the results.

**COST 15**

**FORCE RATING**

Gain +1 Force Rating.

**COST 25**

# CARTEL DEALER

The galaxy is ripe with hives of scum and villainy, with smugglers, fences and black market salesmen having carved their own corners out of most cities in civilized space. While some operate independently, many rely on larger criminal organizations for protection and prosperity.

One of the largest group dealing in these matters is the Hutt Cartel, a syndicate comprised of Hutts of many clans, a business alliance that benefits each of their clans and criminal enterprises. Despite the growing tensions in the galaxy, the Cartel maintains a neutral position, excluded from the intrigues of the Sith Empire, and not sufficiently swayed by the agents of the Republic either. Instead, they hold themselves in a dubious position of business and crime, not endorsed by either side, but tolerated none the less.

The reputation of the Cartels is powerful enough that their members can often get away with various offenses and not fear legal persecution, as only few law enforcement organizations dare to oppose the Hutts. Never the less that doesn't make them safe. The Cartel only protects its members as long as there are profitable, and other criminal groups and consortiums are eager to take any chance to reduce the Cartels numbers and influence.

Cartel dealers are talented salesmen, smugglers and know their way around nearly any black market, represented by their additional career skills: **Deception**, **Knowledge (Underworld)**, **Negotiation** and **Streetwise**. They excel at acquiring gear, be it legal or illicit, and their skills in bartering can make them highly profitable companions for a group of spacers that live from one paycheck to the next.

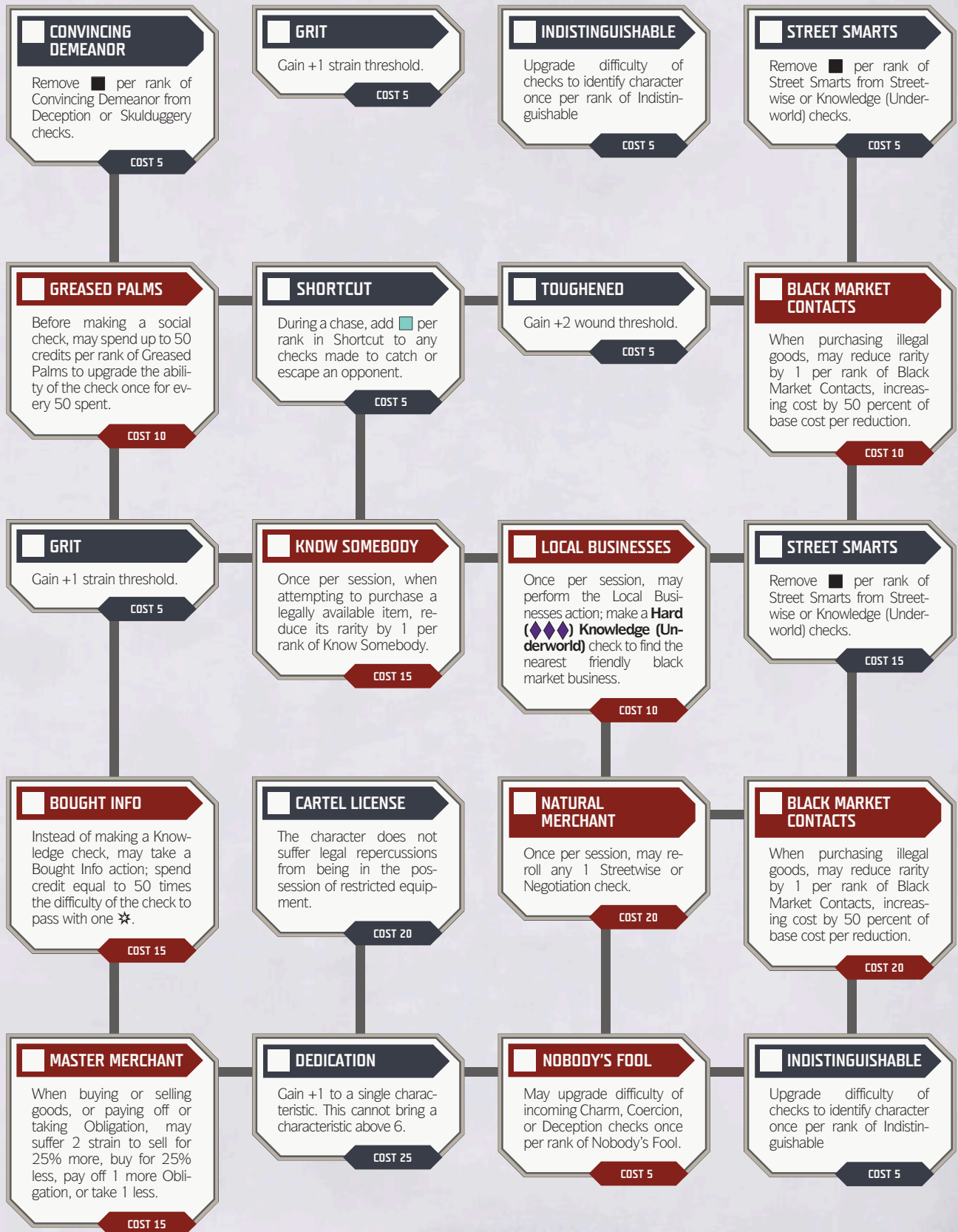


# Universal: Cartel Dealer Talent Tree

Cartel Dealer Bonus Career Skills: Deception, Knowledge (Underworld), Negotiation, Streetwise

 **ACTIVE**

 **PASSIVE**



# GLADIATOR

**G**ladiators fight for sport in arenas throughout the galaxy. In some cultures, it's more of a profession and handled in safe ways, not unlike other sports. In other reaches of the galaxy, the fight to the death in an arena is an unfortunate reality to slaves, prisoners or other pool souls.

Those that escape the arena and set out to travel the galaxy often find themselves becoming enforcers, mercenaries, bounty hunters or soldiers of fortune, using their acquired skills for a profession that values their penchant for violence. But not all about a gladiators profession is slaughter, the attention of the crowd is just as important for their success in the arena. As such, many develop a feeling for how to talk to people and fascinate them, leaning to a career as (con-)artists and orators.

Gladiators receive the following additional career skills: **Athletics**, **Deception**, **Melee**, and **Streetwise**. They represent their combat training as well as their proficiency in acting out their fights and convincing the audience of the reality of the combat.

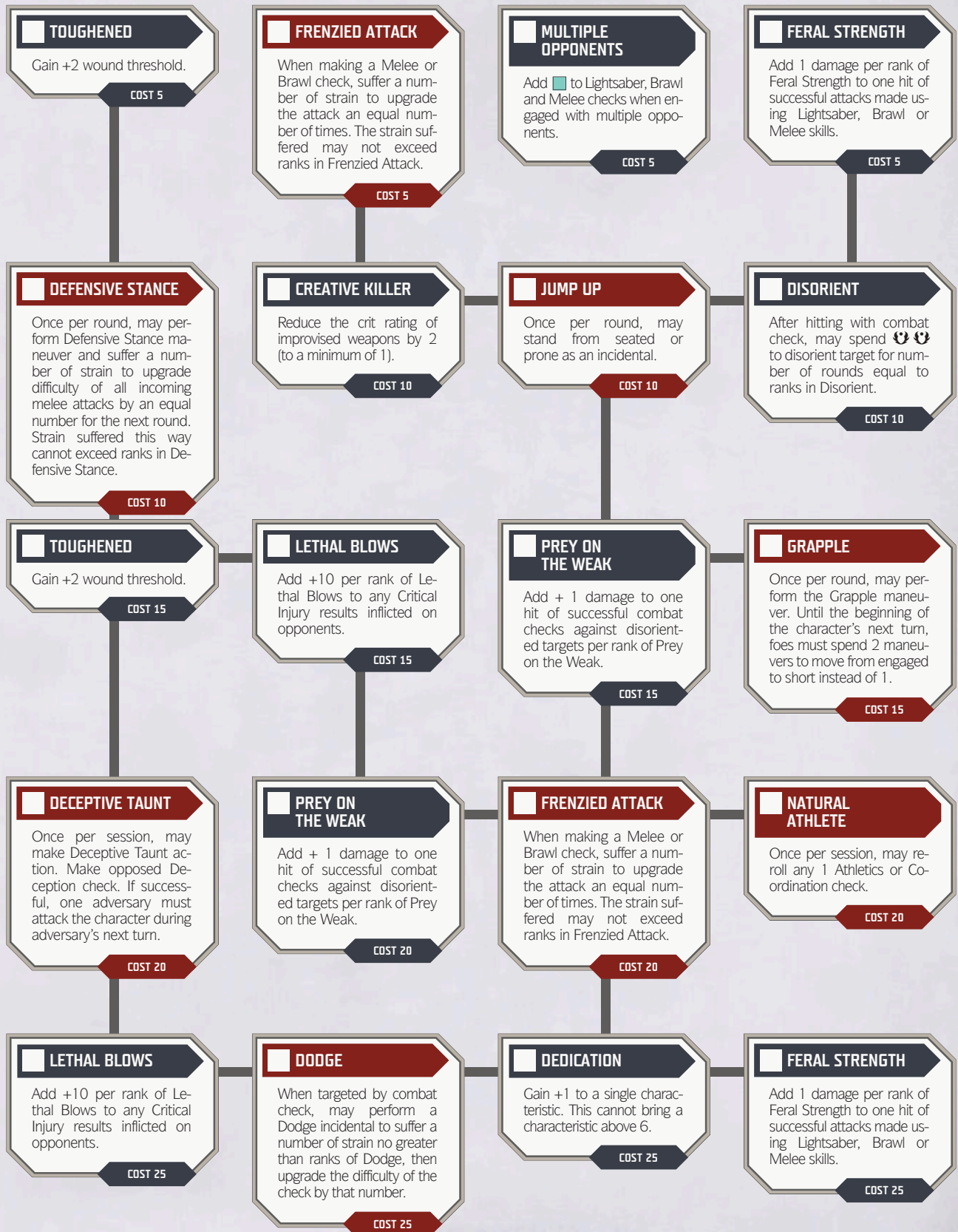


# Universal: Gladiator Talent Tree

Gladiator Bonus Career Skills: Athletics, Deception, Melee, Streetwise

 ACTIVE

 PASSIVE



# IMPERIAL LOYALIST

**A**fter the Sith exodus over a thousand years ago, the empire slowly began to rebuild itself on the world of Dromund Kaas. Over the centuries there, every able-bodied adult was drafted and conscripted into their forces, serving their time and fueling the slow reestablishment of the war machine before being released back into civilian life.

While the policy has been loosened over the elapsed centuries, the empire is once again recruiting heavily, to fuel the new war that is slowly encompassing the galaxy. As the propaganda convinces many young adults to enlist, they are educated at the imperial academies to be loyal, obedient soldiers, willing to give their life for the empire. Yet despite the facade of camaradery and unity the armed forces project to the outside, their internal power struggle is ripe with deceit and treason. Officers barter for promotions by sabotaging their fellow candidates, and the blame for mis-managed missions is frequently shifted and delegated down the chain of command.

The Imperial Loyalist is an prime example of such duplicity. While their time at the academy has equipped them with combat abilities and an firm belief into the glory of the empire, they are not above subversive methods and aggressive social behavior to achieve their goals. An Imperial Loyalist receives **Coercion**, **Deception**, **Discipline** and **Knowledge (Warfare)** as additional career skills. This provides them with a broad skill-set to become efficient strategists, yet also make their bids for more power behind the backs of their fellow and superior officers.




# Universal: Imperial Loyalist Talent Tree

Imperial Loyalist Bonus Career Skills: Coercion, Deception, Discipline, Knowledge (Warfare)


 ACTIVE

 PASSIVE

 SCATHING TIRADE


Take a Scathing Tirade action; make an **Average (◆)** Coercion check. Each **✱** causes one enemy in short range to suffer 1 strain. Spend **⚡** to cause 1 affected enemy to suffer 1 additional strain.

**COST 5**

 RULE BY FEAR


Remove **■** per rank of Rule by Fear from all Coercion and Leadership checks.

**COST 5**

 TOUGHENED


Gain +2 wound threshold.

**COST 5**

 TACTICAL COMBAT TRAINING


Melee and Ranged (Heavy) become career skills.

**COST 5**

 INTIMIDATING


May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.

**COST 10**

 GRIT


Gain +1 strain threshold.

**COST 10**

 CONDITIONED


Remove **■** per rank of Conditioned from Athletics and Coordination checks. Reduce the damage and strain suffered from falling by 1 per rank of Conditioned.

**COST 10**

 BY THE BOOK


Once per encounter, before making a combat check, the character may suffer two strain to add **⚡** to the results equal to their ranks in By the Book.

**COST 10**

 PLAUSIBLE DENIABILITY


Remove **■** per rank of Plausible Deniability from Coercion and Deception checks.

**COST 15**

 INTIMIDATING


May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.

**COST 15**

 GRIT

Gain +1 strain threshold.

**COST 15**

 KNOW THE ENEMY


The character may use the Knowledge (Warfare) skill when making checks to determine Initiative.

**COST 15**

 IMPROVED SCATHING TIRADE


Each enemy affected by Scathing Tirade suffers **■** on all skill checks for a number of rounds equal to ranks in Coercion.

**COST 20**

 MIND OVER MATTER


The character may spend one Destiny Point to recover strain equal to Willpower rating.

**COST 20**

 DEADLY ACCURACY


When acquired, choose 1 combat skill. Add damage equal to ranks in that skill to one hit of successful attack made using that skill.

**COST 20**

 IMPERIAL VALOR


Once per encounter, take the Imperial Valor action and make a **Hard (◆◆◆)** Discipline check. If successful, this character plus one ally per **✱** within short range increases their strain threshold by 1 for the remainder of the encounter.

**COST 20**

 DEFERRED BLAME


Once per session, take the Deferred Blame action; make an **Average (◆◆)** Deception check to shift the blame for a mistake this character made to another person.

**COST 25**

 DEDICATION


Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

**COST 25**

 IMPROVED IMPERIAL VALOR

May spend **⚡⚡** to increase strain threshold of one ally affected by Imperial Valor by 1 for the remainder of the encounter.

**COST 25**

 BY THE BOOK

Once per encounter, before making a combat check, the character may suffer two strain to add **⚡** to the results equal to their ranks in By the Book.

**COST 25**

# MANDALORIAN CRUSADER

The Mandalorian Crusaders are one of the prominent orders of Mandalorians during the Cold War and the Galactic War. Being one of the biggest united groups of these warriors, they hold considerable power over the on-goings on Mandalore and their other settled planets. They are also the group of Mandalorians most prominently perceived by outsiders who fail to notice the differences between clans, alliances and orders.

Despite its name and background this specialization serves as a way to represent most warriors of Mandalorian upbringing during the war. They receive additional career skills to befit this background: **Athletics**, **Discipline**, **Knowledge (Warfare)**, and **Ranged (Heavy)**.



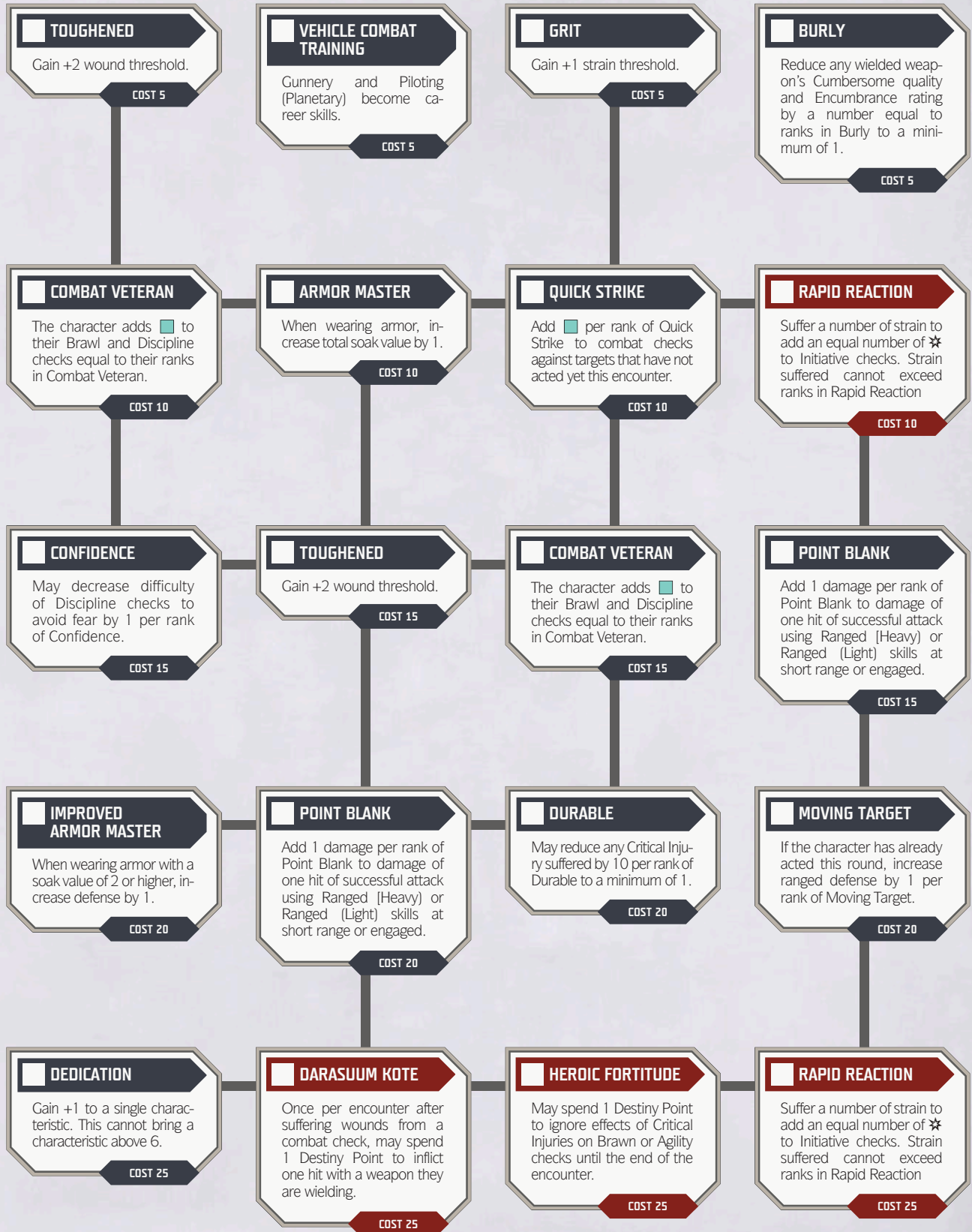


# Universal: Mandalorian Crusader Talent Tree

Mandalorian Crusader Bonus Career Skills: Athletics, Discipline, Knowledge (Warfare), Ranged (Heavy)

 **ACTIVE**

 **PASSIVE**



# NEW TALENTS

The following pages describe the talents used in **THE OLD REPUBLIC** that do not appear in all *Star Wars* Roleplaying core rulebooks, including those that are new to this book. Every entry includes the information required for gameplay. See **Chapter IV: Talents** in any core rulebook for more information on talents.

## A LESSON IN PAIN

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Acolyte

Once per session, the character may suffer a Critical Injury in order to reroll a failed check. At the GM's discretion, instead of suffering the Critical Injury, they may sacrifice an item or individual of personal significance instead.

## ALCHEMICAL ARTS

**Activation:** Active (Incidental)

**Ranked:** Yes

**Trees:** Sorcerer

*Force talent.* After making a crafting check to create a potion or talisman, the character may choose to suffer strain no greater than twice their ranks in Alchemical Arts. For every two strain, they may add ○ or ● to the results. If they choose to add ●, they also suffer 1 Conflict per ●.

## ARMOR MASTER

**Activation:** Passive

**Ranked:** No

**Trees:** Mandalorian Crusader

When wearing armor, the character increases their total soak value by one.

## ARMOR MASTER (IMPROVED)

**Activation:** Passive

**Ranked:** No

**Trees:** Mandalorian Crusader

When wearing armor with a soak value of 2 or higher, the character increases their defense by one.

## BLACK MARKET CONTACTS

**Activation:** Active (Incidental)

**Ranked:** Yes

**Trees:** Cartel Dealer

When looking to purchase illegal, exotic, or black market goods, the character may decrease an item's rarity by one level per rank in Black Market Contacts. For each level an item's rarity is decreased, its cost increases by 50% of its base cost.

## TALENTS WITH CONFLICT COSTS

If the rules for Morality in **FORCE AND DESTINY** are in use, certain talents give the Player Characters who possess them Conflict at the beginning of each session. These talents are delineated with the following symbol in their header in a talent tree:

■ TALENT NAME 

## BURLY

**Activation:** Passive

**Ranked:** Yes

**Trees:** Mandalorian Crusader

The character reduces any wielded or carried weapon's Cumberse quality and Encumbrance rating by a number equal to ranks in Burly, to a minimum of 1.

## BOUGHT INFO

**Activation:** Active (Action)

**Ranked:** No

**Trees:** Cartel Dealer

When required to make a Knowledge skill check, the character can instead make a Bought Info action. They spend a number of credits equal to 50 times the difficulty of the check and count as succeeding on the check with one uncanceled ✨. At the GM's discretion, the character may not be able to use this ability if the information sought is particularly hard to find, or if the character is in a situation where they could not purchase information (such as a marooned on a planet with no access to the HoloNet).

## CARTEL LICENSE

**Activation:** Passive

**Ranked:** No

**Trees:** Cartel Dealer

While on a civilized world the character does not suffer legal repercussions from being in the possession of restricted equipment. They can however still be arrested or otherwise persecuted for using any such equipment in an unlawful manner.

## CHANNEL AGONY

**Activation:** Active (Incidental)

**Ranked:** Yes

**Trees:** Sorcerer

*Force talent.* After rolling ◻, the character may choose to suffer wounds no greater than twice their ranks in Channel Agony. For every two wounds, they add ● to the results. A character who has purchased this talent automatically gains 1 Conflict per rank purchased at the


beginning of a game session.

### COMBAT VETERAN

**Activation:** Passive

**Ranked:** Yes

**Trees:** Mandalorian Crusader


The character adds  to their Brawl and Discipline checks equal to their ranks in Combat Veteran.

### CONVINCING DEMEANOR

**Activation:** Passive

**Ranked:** Yes

**Trees:** Cartel Dealer

Remove  per rank of Convincing Demeanor from any Deception or Skulduggery check.

### CREATIVE KILLER

**Activation:** Passive

**Ranked:** No

**Trees:** Gladiator

The character reduces the critical rating of all improvised weapons they are wielding by 2 (to a minimum of 1).

### DARASUUM KOTE

**Activation:** Active (Incidental, Out of Turn)

**Ranked:** No

**Trees:** Mandalorian Crusader

Once per encounter, after an adversary has attacked the character and that caused them to suffer wounds, the character may spend 1 Destiny Point to automatically hit that character once with a weapon the character is wielding, if the enemy is within the weapon's range. The hit deals the weapon's base damage, plus any damage from applicable talents or abilities.

### DECEPTIVE TAUNT

**Activation:** Active (Action)

**Ranked:** No

**Trees:** Gladiator

Once per session, the character may make a Deceptive Taunt action. The character makes an opposed Deception check targeting one NPC within medium range. If the check is successful, the NPC must attack the character during their next turn. If the NPC cannot do so, they must spend all subsequent turns maneuvering into position until they can make a melee or ranged attack against the character. Once they have made a melee or ranged attack against the character, the NPC is no longer affected by Deceptive Taunt.

If used outside of combat, at the GM's discretion the NPC can choose to perform a non-lethal attack if the situation warrants it.

### EMBRACE YOUR HATE

**Activation:** Active

**Ranked:** No

**Trees:** Acolyte, Lord

*Force talent.* After making a successful Brawl, Lightsaber, or Melee combat check, the character may spend one Destiny Point and then gain Conflict equal to the number of dark side Destiny Points in the Destiny pool to add an equal amount of damage to one hit of the attack. The character may use this ability once per encounter for each rank of Embrace Your Hate. A character who has purchased one or more ranks of this talent automatically gains 1 Conflict at the beginning of a game session.

### FALLING AVALANCHE

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Blademaster

*Force talent.* Once per round the character may suffer 2 strain to add additional damage equal to Brawn to one hit of a successful Lightsaber combat check.

### FEARSOME

**Activation:** Passive

**Ranked:** Yes

**Trees:** Lord

When an adversary becomes engaged with the character, the character may force the adversary to make a fear check, with the difficulty equal to the character's ranks in Fearsome. At the GM's discretion, some adversaries may be immune to this talent based on the type of adversary or the ongoing circumstances.

### FERAL STRENGTH

**Activation:** Passive

**Ranked:** Yes

**Trees:** Gladiator





The character adds 1 damage per rank of Feral Strength to one hit of their successful Brawl, Lightsaber or Melee attacks.

### FONT OF POWER

**Activation:** Active (Action)

**Ranked:** No

**Trees:** Lord


*Force talent.* Once per game session, the character may perform the Font of Power action. For the remainder of the encounter, if the character is a light side Force user, whenever another Force user within medium range rolls , add automatic  to the results. If the character is a dark side Force user, whenever another Force user within medium range rolls , add automatic  to the results.

## FREEDOM IN VICTORY

**Activation:** Active (Maneuver)

**Ranked:** No

**Trees:** Lord

*Force talent.* The character may perform the Freedom in Victory maneuver and commit . When the character would become immobilized or staggered, they may instead suffer 2 strain to not be affected.

## FRENZIED ATTACK

**Activation:** Active (Incidental)

**Ranked:** Yes

**Trees:** Gladiator

When making a Melee or Brawl combat check, the character may suffer a number of strain, then upgrade the ability of their combat check by that number. This number cannot exceed their ranks in Frenzied Attack.

## GRAPPLE

**Activation:** Active (Maneuver)

**Ranked:** No

**Trees:** Gladiator

Once per round, the character may perform the Grapple maneuver. Until the beginning of their next turn, enemies must spend two maneuvers instead of one maneuver to move from engaged range to short range of them.

## GREASED PALMS

**Activation:** Active (Maneuver)

**Ranked:** No

**Trees:** Cartel Dealer

Before making a social interaction check, the character may perform a Greased Palms maneuver and spend up to 50 credits per rank of Greased Palm. For every 50 credits spent, the character upgrades the ability of the skill check once. How the money accomplishes this can be up to the player and GM, but could take the form of bribes, buying gifts or even purchasing information that gives the character an advantage in the ensuing interaction.

## KNOWLEDGE IS POWER

**Activation:** Active (Maneuver)

**Ranked:** No

**Trees:** Sorcerer

*Force talent.* Once per session, when making a check, the character may treat their Force rating as equal to their ranks in Knowledge (Lore) for the duration of the check.

## LETHAL BLOWS

**Activation:** Passive

**Ranked:** Yes

**Trees:** Blademaster, Gladiator




The character adds +10 per rank of Lethal Blows to any Critical Injury rolls inflicted on opponents.

## LOCAL BUSINESSES

**Activation:** Active (Action)

**Ranked:** No

**Trees:** Cartel Dealer

Once per session, the character may make a **Hard (◆◆◆) Knowledge (Underworld)** check. If they succeed, they are aware of the nearest black market that is friendly to them or an organization they are part of. They know how to get there, as well as any necessary passwords or customs to enter. Additional ,  or  results can reveal other useful information at the GM's discretion.

## MASTER MERCHANT

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Cartel Dealer

Before making a check when buying or selling items, or undertaking or paying off Obligation, the character may choose to suffer two strain. If the check succeeds, he sells the item for 25% more than base cost, buys it for 25% less, pays off an additional one Obligation point, or undertakes one less Obligation point

## MASTER OF THE ORDER

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Lord

*Force talent.* The character may spend two Destiny Points during a single action.

## MOVING TARGET

**Activation:** Passive

**Ranked:** Yes

**Trees:** Mandalorian Crusader

If the character has already acted this round, increase their ranged defense by 1 per rank of Moving Target.

## NATURAL ATHLETE

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Gladiator

Once per game session, the character may reroll any one Athletics or Coordination check.

## NATURAL MERCHANT

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Cartel Dealer

Once per game session, the character may reroll any one Streetwise or Negotiation check.

## NATURAL MYSTIC

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Sorcerer

Force talent. Once per game session, the character may reroll any one Force power check.

## NATURAL BLADEMASTER

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Blademaster

Once per game session, the character may reroll any one Lightsaber or Melee check.

## NOBODY'S FOOL (IMPROVED)

**Activation:** Active (Incidental, Out of Turn)

**Ranked:** No

**Trees:** Lord

When targeted by a Charm, Coercion or Deception check, the character may spend ♠ or ♠ ♠ ♠ from the check to inflict strain on the opponent equal to the character's ranks in Nobody's Fool.

## OVERWHELM EMOTIONS

**Activation:** Passive

**Ranked:** No

**Trees:** Acolyte

*Force talent.* When the character performs a Charm, Coercion or Deception check, they may add ◻ no greater than Force rating to the check. Each ◻ adds ✨ to Charm check. Each ● adds ✨ to Coercion or Deception checks. However, every ◻ ◻ add ▼ to Coercion or Deception checks, and every ● ● add ▼ to Charm checks. This does not apply to targets immune to Force powers.

## PARRY

**Activation:** Active (Incidental, Out of Turn)

**Ranked:** Yes

**Trees:** Acolyte, Blademaster

When the character suffers a hit from a Brawl, Melee or Lightsaber combat check, after damage is calculated (but before soak is applied, so immediately after step 3 of Perform a Combat check in **Chapter VI: Conflict and Combat** of any core rulebook) the character may take a Parry incidental. The character suffers 3 strain and reduces the damage dealt by that hit by a number equal to 2 plus their ranks in Parry. This talent may only be used once per hit and when the character is wielding a Lightsaber or Melee weapon.

## PARRY (IMPROVED)

**Activation:** Active (Incidental, Out of Turn)

**Ranked:** No

**Trees:** Acolyte, Blademaster

When the character suffers a hit from a Brawl, Melee or Lightsaber combat check and uses the Parry incidental

to reduce the damage from that hit, after the attack is resolved, the character may spend ♠ or ♠ ♠ ♠ to automatically hit the attacker once with a wielded Brawl, Melee, or Lightsaber weapon. This hit deals the weapon's base damage plus any damage from applicable talents or abilities. This talent may not be used if the original attack incapacitates the character.

## PASSION OVER PEACE

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Lord

*Force talent.* Once per round, the character may perform the Passion over Peace maneuver to recover strain equal to the dark side Destiny Points in the Destiny pool. A character who has purchased this talent automatically gains 1 Conflict at the beginning of a game session.

## POINT BLANK

**Activation:** Passive

**Ranked:** Yes

**Trees:** Mandalorian Crusader

The character adds 1 damage per rank of Point Blank to one hit of their successful Ranged (Heavy) or Ranged (Light) attacks made while at short range or engaged.

## POWER FROM PAIN

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Blademaster

*Force talent.* Once per session, the character may spend a Destiny Point to gain +1 Force rating for each Critical Injury the character is suffering, until the end of the encounter. A character who has purchased this talent automatically gains 1 Conflict at the beginning of each game session.

## POWER OF DARKNESS

**Activation:** Active (Maneuver)

**Ranked:** No

**Trees:** Lord

*Force talent.* Once per session, the character may perform the Power of Darkness maneuver. If they do so, they increase their wound threshold and strain threshold by 1 per dark side Destiny Point currently in the Destiny pool until the end of the encounter. A character who has purchased this talent automatically gains 1 Conflict at the beginning of a game session.

## PREY ON THE WEAK

**Activation:** Passive

**Ranked:** Yes

**Trees:** Blademaster

The character adds 1 damage per rank of Prey on the Weak to one hit of their successful combat checks made against disoriented targets.

## QUESTIONABLE ETHICS

**Activation:** Active (Incidental)

**Ranked:** Yes

**Trees:** Sorcerer

Once per round, before making a Medicine or Coercion check, the character may suffer a number of strain and conflict up to their ranks in Questionable Ethics to add an equal number of ✨ or 🌀 to the check.

## RECKLESS CHARGE

**Activation:** Active (Incidental)

**Ranked:** Yes

**Trees:** Blademaster

After using a maneuver to engage an adversary, the character may suffer 2 strain to use this talent. They then add ✨ ✨ 🌀 🌀 to the results of the next Brawl, Melee, or Lightsaber check they make this turn.

## REFLECT

**Activation:** Active (Incidental, Out of Turn)

**Ranked:** No

**Trees:** Acolyte

*Force talent.* When the character suffers a hit from a Ranged (Light), Ranged (heavy), or Gunnery combat check, after damage is calculated (but before soak is applied, so immediately after step 3 of Perform a Combat Check; see Chapter VI: Conflict and Combat in any core rulebook), they may take the Reflect incidental. They suffer 3 strain and reduce the damage dealt by that hit by a number equal to 2 plus their ranks in Reflect. This talent may only be used once per hit and when the character is wielding a Lightsaber weapon.

## REFLECT (IMPROVED)

**Activation:** Active (Incidental, Out of Turn)

**Ranked:** No

**Trees:** Acolyte

*Force talent.* When the character suffers a hit from a Ranged (Light), Ranged (Heavy), or Gunnery combat check and uses the Reflect incidental to reduce the damage from that hit, after the attack is resolved, the character may spend 🌀 or 🌀 🌀 🌀 to automatically hit one target within medium range, dealing the same damage as the hit from the initial ranged attack.

The initial ranged attack's hit must be one that can be reflected and redirected (generally only blaster weapons or other energy attacks fall into this category; anything else is subject to GM oversight). This talent may not be used if the original attack incapacitates the character.

## RENEGADE FORM

**Activation:** Passive

**Ranked:** Yes

**Trees:** Acolyte

*Force talent.* When the character purchases this talent, they choose one characteristic. They may use this char-

acteristic in place of Brawn when making Lightsaber checks.

## RULE BY FEAR

**Activation:** Passive

**Ranked:** Yes

**Trees:** Blademaster, Lord

The character removes ■ per rank of Rule by Fear from their Leadership and Coercion checks.

## SABER THROW

**Activation:** Active (Action)

**Ranked:** No

**Trees:** Blademaster

*Force talent.* The character may take the Saber Throw attack at one target within medium range, adding ◻ no greater than their Force rating to the check. The character must spend 🌀 and succeed on the check to hit their target; they may spend 🌀 to have their weapon return to their hand after resolving the attack.

## SENSE ADVANTAGE

**Activation:** Active (Action)

**Ranked:** No

**Trees:** Acolyte

*Force talent.* Once per game session, the character may add ■■ to the skill check of one NPC within extreme range.

## SENSE EMOTIONS

**Activation:** Active (Action)

**Ranked:** No

**Trees:** Acolyte

*Force talent.* The character adds ■ to all Charm, Coercion, and Deception checks unless the target is immune to Force powers.

## SHORTCUT

**Activation:** Passive

**Ranked:** Yes

**Trees:** Cartel Dealer

During a chase, the character adds ■ per rank of Shortcut to their checks made to catch or escape an opponent.

## SHROUD

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Acolyte

*Force talent.* Once per session, the character may spend one Destiny Point to make themselves undetectable via the Force (through abilities such as the Sense power) and to make their own Force powers unnoticeable for the remainder of the encounter.

What this entails exactly is up the player and the GM, and the GM may rule that some actions (such as lifting

an starship with one's mind) are too obvious to be ignored. However, abilities such as manipulating control panels, lifting small objects or using Force powers to affect someone physically or mentally go unnoticed or the effects are attributed to something else.

## STIM APPLICATION

**Activation:** Active (Action)

**Ranked:** No

**Trees:** Sorcerer

The character may take the Stim Application action. To perform this action, they must have access to drugs, a medpack or stimpacks. They make an **Average (◆◆)** **Medicine check**. If successful, one ally they are engaged with (including themselves) increases one characteristic of the character's choice by one for the remainder of the encounter and suffers four strain. A single character's individual characteristics may each only be increased once by Stim Application during an encounter.

## STREET SMARTS

**Activation:** Passive

**Ranked:** Yes

**Trees:** Cartel Dealer

Remove ■ per rank of Street Smarts from any Streetwise or Knowledge (Underworld) checks the character attempts.

## STRENGTH FROM PASSION

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Acolyte, Lord

Once per session when making a check, the character may spend a Destiny Point to add a number of ✨ and ☯ equal to the number of dark side Destiny Points in the Destiny pool to the results of the check. A character who has purchased this talent automatically gains 1 Conflict at the beginning of a game session.

## TACTICAL COMBAT TRAINING

**Activation:** Passive

**Ranked:** No

**Trees:** Blademaster

Melee and Ranged (Heavy) become career skills.

## TERRIFY

**Activation:** Active (Action)

**Ranked:** No

**Trees:** Sorcerer

*Force talent.* The character may take a Terrify action, making a **Hard (◆◆◆)** **Coercion** check and rolling ☯ no greater than Force rating as part of the check. If successful, one target per ✨ within medium range of the character is disoriented until the end of the next round. The character may spend ☯☯ to increase the duration of disorientation for all affected targets by one round,

and may spend Ⓛ to immobilize an affected target until the end of the next round. A character who has purchased this talent automatically gains 1 Conflict at the beginning of a game session.

## TERRIFY (IMPROVED)

**Activation:** Passive

**Ranked:** No

**Trees:** Sorcerer

*Force talent.* The difficulty of the Terrify action decreases to **Average (◆◆)**. In addition, the character may spend ☯ generated on the check to stagger an affected target until the end of the next round.

## TERRIFYING KILL

**Activation:** Active (Maneuver)

**Ranked:** No

**Trees:** Blademaster

*Force talent.* The character may spend one Destiny Point to perform a Terrifying Kill maneuver immediately after conducting a successful attack where the target is incapacitated or suffers a Critical Injury (the character must still be able to perform maneuvers, and may not perform more than two maneuvers in a turn). The character rolls ☯ no greater than their Force rating and may spend Ⓛ to inflict 1 strain on any other characters within short range of that target (and may do so multiple times). A character who has purchased this talent automatically gains 1 Conflict at the beginning of a game session.

## THE FORCE IS MY ALLY

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Lord

*Force talent.* Once per session, the character may suffer 2 strain to perform a Force power action as a maneuver.

## VEHICLE COMBAT TRAINING

**Activation:** Passive

**Ranked:** No

**Trees:** Mandalorian Crusader

Gunnery and Piloting (Planetary) become career skills.

## VICTORY FROM STRENGTH

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Lord

*Force talent.* Once per session, before rolling the dice for a non-combat check, the character may spend 1 Destiny Point to automatically succeed at the check with one success and no other results.







# WAR ON THE DOORSTEP

In times of war, the galaxy is a dangerous place, forcing even normal citizens to arm themselves, as the conflict threatens even the core worlds.

**Chapter II** presents an assortment of new weapons, armor and attachments to equip your soldier, smuggler, bounty hunter, Jedi or Sith in the time of the Old Republic. From sonic weapons and dart guns, over lightsabers, to Mandalorian armor and weapon customization.

# NEW WEAPONS

The following is a selection of weapons typically found in the galaxy during the Cold War and the Galactic War that followed it.

## RANGED WEAPONS

While some may consider them primitive weaponry, the range advantage these weapons present over a vibroblade or lightsaber still makes them the most common choice of armaments in the galaxy.

### VERPINE DROID DISINTEGRATOR

A more advanced and highly destructive upgrade to the Verpine's droid disruptor, the disintegrator overloads and melts a majority of a droid's interior components. The resulting damage is in most cases irreparable.

The weapon has no effect on organic beings. Whenever a droid is hit with a Verpine Droid Disintegrator, any Critical Injury results in a "Horrific Injury" effect unless the roll on the **Critical Injury Result** table (found in **Chapter VI: Conflict and Combat** of any core rulebook) would result in an even more grievous injury.

### SONIC PISTOL

Sonic pistols are small single-handed weapons similar to a blaster pistol. Instead of firing blaster bolts however, they produce high-intensity sonic blasts that are powerful enough to shatter solid objects and cause injuries to organic beings. While initially designed as civilian defense weapons, their usefulness against Lightsaber users has caused a spike in purchases as the war escalates across the galaxy.

Sonic pistols can not be blocked by a Lightsaber and are unaffected by talents such as Reflect.

### MANDALORIAN RIPPER

An energy-propelled slugthrower of Mandalorian make, the ripper is a powerful weapon that fires unguided shrapnel at high speeds. The projectiles are capable of piercing personal shielding and cause deep, grievous wounds to the target. Despite being slugthrowers, these weapons are classified as disruptor weaponry and are illegal to produce or possess on any Republic world.

When making a combat check against a target, remove any j added to the check as a result of personal shielding such as a deflector shield (page ??).

TABLE 2-1: RANGED WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
<b>Energy Weapons</b>									
Sonic Pistol	Ranged (Light)	6	5	Medium	2	2	650	6	Disorient 2, Stun Damage
Verpine Droid Disintegrator	Ranged (Heavy)	15	2	Medium	4	2	5,500	8	Vicious 5 (droids only)
<b>Slugthrowers</b>									
Mandalorian Ripper	Ranged (Light)	6	2	Short	2	2	(R) 2,200	7	Pierce 3, Vicious 3
Scattergun	Ranged (Heavy)	7	3	Short	3	2	700	4	Knockdown, Vicious 2
<b>Darts</b>									
Electro Dart	Ranged (Light)	2	4	Short	0	0	35	5	Stun 6, Limited Ammo 1
Explosive Dart	Ranged (Light)	6	3	Short	0	0	50	5	Blast 6, Limited Ammo 1
Kolto Dart	Ranged (Light)	-	-	Short	0	0	50	4	Limited Ammo 1
Poison Dart	Ranged (Light)	2	4	Short	0	0	120	6	Pierce 2, Limited Ammo 1
Dart Launcher	Ranged (Light)	-	-	Medium	2	1	500	5	

## SCATTERGUN

Scatterguns are powerful slugthrower weapons that fire a spray of solid pellets at a close range. The resulting injuries are often grievous enough to maim or incapacitate the target, though the weapon is not very effective at longer ranges.

Scatterguns are common on backwater worlds, though their lethal efficiency as also made them popular in the hands of smugglers, mercenaries and agents.

## DARTS & DART LAUNCHER

While darts filled with tranquilizer compounds are common tools used to deal with dangerous animals, the diverse battlefields of the galactic war have recently given more purpose to these tools as weapons. By exchanging the compound or replacing the payload of a dart entirely, they make for quiet and versatile weaponry.

While some martial artists have become experts at throwing darts, most users still prefer a spring-loaded, gas or magnetic propulsion dart launcher, which increases the range at which the dart flies. A dart launcher must be loaded with a single dart as a maneuver.

- **Electro Dart:** Fitted with a conductive tip and a small but powerful battery, electro darts are commonly used by Bounty Hunters to incapacitate their targets in a non-lethal manner.
- **Explosive Dart:** For the targets that are not required to be taken alive, some bounty hunters resort to explosive darts. They also make for an excellent way to clear small groups of targets.
- **Kolto Dart:** Loaded with the healing liquid from the planet Manaan, these darts have a curative and revitalizing effect, and are occasionally used by battlefield medics. While the application isn't particularly comfortable for the target, it is effective. A target hit by a kolto dart is considered to have been healed by a stimpack. This includes the reduced effectiveness over multiple uses as well as any talents or abilities that would apply.
- **Poison Dart:** Effectively just a tranquilizer dart loaded with a more dangerous compound, the poison dart is a favorite among Imperial agents and bounty hunters going for a quiet kill. A poison dart can be loaded with any drug or poison.

## MELEE WEAPONS

Close quarter weapons still enjoy a large popularity with soldiers, mercenaries, smugglers and other combatants of the galaxy. Not only are they more resilient than blasters, they are also generally less restricted on core worlds, quick to ready and have proven themselves a good counter to combatants that use lightsabers.

## DOUBLE-BLADED VIBROSWORD

While their use requires extensive training as not to injure the wielder, the double-bladed fighting style sees a large amount of use among martial artists and soldiers alike. Many Sith soldiers wielded these weapons in battle during the cold war.

## ECHANI FOIL

These elegant, light and effective weapons were crafted in honor of some of the greatest Echani duelists centuries ago. With the ability to stand up to a Lightsaber, and a honed edge that easily pierces flesh and armor, they are truly weapons of class. Unfortunately, impurities in the cortosis weave has seen few of these weapons survive the test of time.

## LIGHTSABERS

Wielded by both the Jedi and the Sith, lightsabers are the traditional and ancient weapons of the orders. Their plasma blades are highly lethal, and yet the weapons themselves possess an elegance. To some the lightsaber of a Jedi is a symbol of hope, to others, the red glare of a Sith blade spells out despair and oppression.

## BASIC LIGHTSABER

The most common form of lightsaber, featuring a hilt which allows one- or two-handed wielding and a single blade. Each hilt is unique to its user, constructed from various alloys, composites or even wood. The Jedi construct their saber as a rite of passage, entering a symbiotic connection with the crystal, while the Sith pour their emotions into the crystal instead, "bleeding" it, and making it their tool.

This lightsaber is a basic lightsaber hilt containing an unmodified Ilum crystal. This crystal occupies two of the weapon's hard points.



TABLE 2-2: MELEE WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Double-Bladed Vibrosword	Melee	+2	2	Engaged	4	3	1,300	6	Defensive 1, Linked 1, Pierce 2, Vicious 1, Unwieldy 3
Echani Foil	Melee	+2	3	Engaged	2	2	3,900	9	Accurate 1, Cortosis, Pierce 3

## LIGHTSABER HILTS

The soul of each lightsaber is its crystal. The hilt of the lightsaber on the other hand, is a primarily mechanical system. Each lightsaber hilt requires a crystal (otherwise it deals no damage, has no critical rating, and lacks many of its standard item qualities). However, a PC wanting to construct their own lightsaber should start with a hilt. The GM can have

them make a check to find the hilt, with a difficulty based on its rarity, and pay its price. This represents the PC finding and paying for the raw materials. Then it is simply a matter of spending a few hours putting the materials together to build the hilt - no checks are necessary.

### DOUBLE-BLADED LIGHTSABER

Featuring a longer grip and emitting a blade on either side, the double-bladed saber allow for fast attacks, even against multiple targets. This benefit comes at an increased risk however, the lack of a “safe” side to this weapon makes it notoriously difficult to wield, even for masters of the blade. Never the less, the weapon is popular among certain groups of Jedi and Sith, such as Inquisitors, Sentinels and Temple Guardians.

This lightsaber is a double-bladed lightsaber hilt containing an unmodded Ilum crystal. This crystal occupies two of the weapon’s hard points.

When purchasing attachments for this weapon (including crystals), each attachment costs double the lists price. This represents the fact that the double-bladed lightsaber generally requires two of each attachment (one for each end). However, when installing and modding these attachments, follow all normal rules. For the purposes of gameplay, this weapon is treated as having a single crystal.





A double-bladed lightsaber requires two hands to wield.

### CROSSGUARD LIGHTSABER

A rarer design of saber, which utilizes additional small emitters to output one or two smaller blades at a an angle to the main

blade. These hilts are popular with practitioners of the Makashi form, as they lend themselves well to dueling. The small blades allow catching an opponents blade, blocking the strike and potentially even disarming the attacker.

This lightsaber is a crossguard lightsaber hilt containing an unmodded Ilum crystal. This crystal occupies two of the weapon’s hard points.

Whenever an enemy engaged with the character makes a Melee or Lightsaber check, after the attack is resolved, the character may spend  or    to hook their opponent’s blade and disarm them. Aside from losing the weapon, any other effects of being disarmed are left to the GM’s discretion.

### SHOTO

Shotos are small, short-bladed lightsabers used as offhand weapons for those Jedi and Sith that specialize in Jar’Kai. Practitioners of the Ataru school, prioritizing acrobatic forms and quick strikes also benefit from the light weight and shorter blade of a shoto to deliver quicker, more accurate blows.

This lightsaber is a shoto lightsaber hilt containing an unmodded Ilum crystal. This crystal occupies two of the weapon’s hard points.

When installing a crystal into a shoto, reduce the damage of that crystal by one.

TABLE 2-2: LIGHTSABERS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Basic Lightsaber	Lightsaber	6	2	Engaged	1	5	8,000	10	Breach 1, Sunder
Double-Bladed Lightsaber	Lightsaber	6	2	Engaged	2	4	18,600	10	Breach 1, Linked 1, Sunder, Unwieldy 3
Crossguard Lightsaber	Lightsaber	6	2	Engaged	1	4	9,700	10	Breach 1, Defensive 1, Sunder
Shoto	Lightsaber	5	2	Engaged	2	3	8,000	10	Accurate 1, Breach 1, Sunder
Basic Lightsaber Hilt	Lightsaber	0	-	Engaged	1	5	300	5	
Double-Bladed Lightsaber Hilt	Lightsaber	0	-	Engaged	1	4	600	6	Linked 1, Unwieldy 3
Crossguard Lightsaber Hilt	Lightsaber	0	-	Engaged	1	4	900	7	Defensive 1
Shoto Hilt	Lightsaber	0	-	Engaged	1	3	300	6	Accurate 1

# NEW ARMOR

In a galaxy faced with all out war, soldiers wouldn't survive without ample protection to their body. But even Jedi and Sith see the purpose in choosing armor over the robed garments more traditionally worn by them.

## ARMORED ROBES

Worn by Jedi and Sith on the front lines, armored robes grant excellent protection while still keeping some air of elegance. Made from plasteel and composite plates attached to a tough under-suit, with hard-wearing robes worn above, it reduces the impact of most projectiles and blaster bolts.

## HEAVY ROBES

The more traditional robes of Jedi and Sith, forgoing any additional armorplating for reduced weight and maneuverability. While they can still serve to catch some projectiles, they are far less durable than other entries presented here, yet far more affordable and easy to maintain.

## LAMINATE ARMOR

These suits of plastoid are the common armor of the main military forces of the Republic and the Sith Empire. While the Republic troops usually wear white armor with orange markings, the Sith troops are colored dark gray, dark red and black. Both serve similar purposes, protecting against shrapnel and low power blaster impacts. While they don't hold up to heavy weaponry or lightsabers, they are the most efficient mixture of light, protective and affordable.

Laminate armor fully encompasses the wearer. Its helmet includes an integrated comlink.

## MANDALORIAN ARMOR

Traditionally custom made by Mandalorian smiths, each armor is a unique piece, designed for its wearer alone. Over the years of its use, the latter personalizes it, through color, decorations and attachments, making it a symbol of their expertise.

The traditional suit of Mandalorian armor is forged from

beskar, a material impervious to lightsabers; but with ever more soldiers needing to be fielded into battle, most armor smiths have to make compromises, forging suits from durasteel and composites. While they are still excellent work and offer ample protection, many of the veteran Mandalorians are unhappy with this break from tradition.

All Mandalorian armor suits include an integrated comlink and are vacuum sealed. Beyond that, most conform to the defense, soak, encumbrance and hard points values presented in **Table 2-2: Armor**, though exceptions exist.

## PERSONAL DEFLECTOR SHIELD

While they are rather expensive, these portable shield generators provide incredible protection which is invisible until encountered. They burn through their powercells rather quick, and once disabled are difficult to bring back online - at least while under fire.

Personal deflector shields may be worn in addition to other armor, though they do not reduce their encumbrance when worn. The GM may spend any  $\heartsuit$  the wielder generates to have the shield run out of power, disabling it until the end of the encounter. Similarly, they may spend  $\diamond$  from any combat check made against the user to trigger the same effect.

TABLE 2-2: ARMOR

Type	Defense	Soak	Price	Encumbrance	Hard Points	Rarity
Armored Robes	1	2	4,500	5	2	8
Heavy Robes	1	0	150	1	0	2
Laminate Armor	0	2	2,500	4	3	5
Mandalorian Armor	1	2	6,000	6	5	8
Personal Deflector Shield	2	0	10,000	3	0	5

# NEW ARTIFACTS

The following items are artifacts with a strong connection to the force that can be discovered by daring adventurers in the galaxy, braving the dangers and threats of ancient tombs or private collections.

## GAUNTLETS OF MARKA RAGNOS

Crafted from black scales of an unknown creature, these gloves were worn by one of the most powerful Sith of his time. The rage and fury Marka Ragnos imbued into these gauntlets as he slew countless Jedi with his lightsaber can still be felt emanating from them. Their dark presence tempts and corrupts Force users that wear them, slowly drawing them towards the dark side.

A Force-sensitive character wearing the Gauntlets of Marka Ragnos adds ✨ ⚡ to any Lightsaber check they make. When presented with the opportunity to lethally incapacitate a foe, they must make a successful **Hard (◆◆◆) Discipline check** to resist doing so. At the start of a session, a character in possession of the gauntlets gains 1 Conflict.

## NAGA SADOW'S POISON BLADE

An ancient Sith sword, forged by the talented alchemist and Dark Lord of the Sith Naga Sadow. The blade itself was known to strike fear in the hearts of any that saw it, due to the painful and often lethal poisons it left within its inflicted wounds. Following Sadow's death, the blade was interred in a tomb of Korriban, dedicated to his name but not containing his body. Other swords were forged in similar style, though none seem to ever have reached the same level of craftsmanship fearsome reputation as the original.

The Poison Blade is a Sith sword with the following profile: (Melee; Damage +2; Critical 3; Range [Engaged]; Cortosis).

A target stuck by the Poison Blade they must make an **Average (◆◆) Resilience**. If they fail, they reduce their wound threshold by 1 plus an additional 1 for each uncanceled ▼.

## MASK OF TULAK HORD

TBD



# NEW ATTACHMENTS

Customization of equipment is common place, and the required tool stations to do so are commonly found in most starports and trade hubs. With soldier, mercenaries and even Jedi and Sith making constant adjustments to their gear, a market as opened up for prefabricated attachments.

## WEAPON ATTACHMENTS

### DEVARONIAN EDGE

By lacing the blade of a weapon with Devaorian Bloodpoison, a rare gemstone, the wounds caused by this weapon induce small particles into the target's bloodstream. The gemstone is toxic and causes pain and convulsions in the target. This attachment can be installed on any bladed melee weapon.

**Base Modifiers:** When a hit with this weapon causes wounds to an organic target, they must make an **Average (◆◆) Resilience** check or suffer 2 strain.

**Modification Options:** 2 increase strain suffered by 2 Mods, 1 increase difficulty of the check to **Hard (◆◆◆)** Mod, 1 Item Quality (Vicious +1) Mod.

**Hard Points Required:** 1.

**Price:** (R) 1,500 credits.

### ION CHARGER

A modified powercell and exciter attachment which converts a part of the weapon's output to ionized energy. This attachment is popular with soldiers who find themselves fighting an increased number of droids on the battlefield. This attachment can be installed on any personal-scale blaster weapon.

**Base Modifiers:** Increase weapon damage by 2 versus droids, reduce weapon damage by 2 against organics.

**Modification Options:** 2 damage +1 versus droids Mods, 2 Item Quality (Vicious +1 [droids only]) mod.

**Hard Points Required:** 2.

**Price:** 700 credits.

### SONIC DISCHARGE CELL

A modified energy cell for vibro-weapons which releases a directed sound wave upon the weapons impact, causing discomfort to organic targets. This attachment can only be installed on a vibro-weapon.

**Base Modifiers:** The weapon gains the Disorient 1 quality against organic targets.

**Modification Options:** 2 Item Quality (Disorient +1) Mods, 2 Item Quality (Stun +1) mods.

**Hard Points Required:** 1.

**Price:** 200 credits.

## LIGHTSABER ATTACHMENTS

### DUELING LENS

Originally invented at the Jedi Enclave on Ossus, this emitter lens focuses the lightsaber's blade into a more precise, finely tuned form, suited to dueling and controlled strike.

**Base Modifiers:** The lightsaber gains the Accurate 1 quality (or increases the existing quality by 1).

**Modification Options:** 1 Item Quality (Accurate +1) Mod, 1 Item Quality (Deflection +1) Mod.

**Hard Points Required:** 1.

**Price:** 5,000 credits.

### FIRKRAAN CRYSTAL

Firkraan crystals have a unique way of channeling the power of a lightsaber, modifying the output energy blade, making it highly effective against droids.

**Base Modifiers:** Installing this crystal changes a lightsaber's base damage to 8 and critical rating to 2, and the lightsaber gains the Breach 1, Ion and Sunder item qualities. If the crystal is ever removed, the lightsaber loses these qualities and reverts to its previous base damage and critical rating.

**Modification Options:** 4 Damage +1 Mods.

**Hard Points Required:** 2.

**Price:** 8,000 credits.



TABLE 2-2: ATTACHMENTS


Attachments	Price	Encumbrance	HP Required	Rarity
<b>Weapon Attachments</b>				
Devaronian Edge	(R) 1,500	-	1	8
Ion Charger	700	-	2	5
Sonic Discharge Cell	200	-	1	6
<b>Lightsaber Attachments</b>				
Dueling Lens	5,000	-	1	6
Firkraan Crystal	8,000	-	2	7
Stygium Crystal	7,000	-	2	8



## STYGIUM CRYSTAL

Stygium is used as a key component in cloaking technology. The crystals themselves are very expensive and sought after, but their structure and particular make allow not only channeling a lightsaber blade, but also infer their cloaking capabilities to the wielder, through the force.

**Base Modifiers:** Installing this crystal changes a lightsaber's base damage to 6 and critical rating to 2, and the lightsaber gains the Breach 1 and Sunder item qualities. While wielding the lightsaber, its owner adds   to any Stealth checks they make. If the crystal is ever removed, the lightsaber loses these qualities and reverts to its previous base damage and critical rating.

**Modification Options:** 2 Damage +1 Mods, 2 add  to Stealth checks Mod.

**Hard Points Required:** 2.

**Price:** 7,000 credits.