Knights of the Old Republic Campaign Guide Revised

Last Modified June 06, 2010

This document contains unofficial errata for the Knights of the Old Republic Campaign Guide, the third supplement released for the Star Wars Roleplaying Game: Saga Edition. Every stat block from that book has been scoured and all the errors revealed.

All text written in blue indicates a change that was made to the stat block where a change was required due to mechanical constraints (such as the prerequisites not been satisfied, an ability that was present in development but lost for the final version, etc.), while all text written in red indicates a change that was made to the stat block in which an addition/subtraction was made. All of the changes noted are required, but the actual changes could be from a number of different options. Those changes I have made have been selected to minimise the alterations that this would impose on the rest of the stat block.

The Attack Options and Special Actions lines have not been updated to reflect added feats, talents, etc. They are only listed if there was an error in the book, in which case the errata will be stated.

In the case of generic character stat blocks, I have also noted a possible change that can be made to accommodate non-Human species by suggesting the bonus skill and bonus feat the Human character may have taken.

The stat block corrections made include material only from the Knights of the Old Republic Campaign Guide and the Star Wars Roleplaying Game: Saga Edition Core Rulebook unless the stat block in question included optional material from other supplements, in which case the supplement in question is included in parentheses.

I have also included the official errata for the Knights of the Old Republic Campaign Guide as well as the Tech Specialist feat that could be found as a web enhancement.

Finally, I have also included all of the Web Enhancements released on the Official Wizards of the Coast website for the Knights of the Old Republic Campaign Guide and corrected those stat blocks where necessary (though those corrections have not been detailed in the same fashion).

Darth_Scorpion
Chapter V: Equipment and Droids

Pg. 81 – Automata Galactica ET-74 Communications Droid
Melee Unarmed -2 (1 point [1d2-2 actual])

Pg. 82 – Duwani Mechanical Products T3-Series Utility Droid
Melee Electroshock probe +0 (1d8-1 ion)

Pg. 83 – Czerka Corporation GE3 Protocol Droid
Defences Ref 9 (Flat-footed 9), Fort 9

Pg. 84 – Adascorp GG-Series Hospitality Droid
Init +2
Defences Ref 11 (Flat-footed 10)

Pg. 84 – Czerka Corporation HK-24 Series Assassin Droid
Force 3
Init +13
Defences Ref 23 (Flat-footed 20)
Ranged Blaster Rifle +8 (3d8+9) with Power Blast
Skills Initiative +13

Pg. 85 – HK-50 Series Assassin Droid
Force 5
Init +16
Ranged Blaster Rifle +14 (3d8+12) with Power Blast
Special Qualities Add Delay Damage
Skills Initiative +16

Pg. 86 – Duwani Mechanical Products Juggernaut War Droid
Force 2

Pg. 86 – MerenData K-X12 Probe Droid
Force 2
Languages Binary, 1 unassigned (understand only)
Defences Fort 12, Will 15
Threshold 12
Grp -1
Skills Stealth +19, Use Computer +8

Pg. 87 – Ubrikkian Steamworks Devastator War Droid
Force 2
Languages Basic, Binary, 1 unassigned
Feats Add Power Blast (KotOR, pg 34)

Pg. 88 – MerenData S6-Series Security/Maintenance Droid
Languages Basic (understand only), Binary, 1 unassigned (understand only)

Pg. 88 – Kellenech Technologies T1 Bulk Loader Droid
Languages Basic (understand only), Binary

Pg. 89 – Serv-O-Droid R-8009 Utility Droid
Init -1

Pg. 87 – Automata Galactica Municipal Patrol Droid Mark I
Languages Basic, Binary, 1 unassigned
Systems Add vocabulator

Pg. 87 – Automata Galactica Municipal Patrol Droid Mark I
Languages Basic, Binary, 1 unassigned
Systems Add vocabulator
Chapter IX: The Jedi

Pg. 131 – Grey Jedi

Defences Ref 19 (Flat-footed 17)
Melee Lightsabre +6 (2d8+1)
Ranged Blaster Pistol +6 (3d6+2)

Atk Options Add Weapon Finesse, Remove Point Blank Shot

Force Powers Known (Use the Force +6)
Feats Remove Point Blank Shot
Skills Perception +9, Use the Force +14

Human Bonus Skill/Feat Initiative, Dodge

Pg. 131 – Jedi Convenanter

Defences Ref 19 (Flat-footed 18, 14 with Flurry), Fort 18, Will 21
Threshold 18

Atk Options Add Weapon Finesse

Force Powers Known Replace Force Resistance with Resist Force

Human Bonus Skill/Feat Initiative, Coordinated Attack

Pg. 132 – Jedi Shadow

Languages Basic, Huttese, Sith, 1 unassigned
Defences Ref 24 (Flat-footed 22), Fort 23, Will 23
Threshold 23

Atk Options Add Weapon Finesse

Force Powers Known Replace Force Resistance with Resist Force

Force Techniques Add Improved Sense Force

Talents Replace Dark Side Scourge with Rebuke the Dark

Human Bonus Skill/Feat Initiative, Combat Reflexes

Pg. 133 – Jedi Battlemaster

Force Powers Known (Use the Force +16)
Special Actions Remove Force Revive

Force Techniques Add Improved Move Light Object
Skills Use the Force +16

Human Bonus Skill/Feat Initiative, Acrobat Strike

Pg. 134 – Jedi Watchman

Defences Will 29
Immune Add Fear Effects

Special Actions Add Serenity

Abilities Change to the following: Str 12, Dex 13, Con 14, Int 13, Wis 14, Cha 14

Special Qualities Fearless, Serenity

Pg. 135 – Ulic Qel-Droma (Redeemed)

Force Powers Known (Use the Force +20) Replace Force Resistance with Resist Force

Talents Add Wicked Strike

Feats Remove Mighty Swing

Skills Use the Force +20

Pg. 136 – Zayne Carrick (as of the Padawan Massacre)

Skills Acrobatics +10

Pg. 136 – Lucien Draay

Force Techniques Remove one instance of Force Point Recovery, add Improved Sense Force

Special Qualities Fearless, Serenity

Pg. 137 – Bastila Shan (Jedi Civil War)

Senses Perception +15
Defences Ref 33 (Flat-footed 29), Fort 30, Will 31
Threshold 30

Grp +21
Atk Options Add Weapon Finesse

Special Actions Remove Force Valour

Abilities Change Str to 13

Pg. 138 – Jolee Bindo (Jedi Civil War)

Abilities Change Str and Int to 13

Feats Add Combat Reflexes

Pg. 139 – Juhani (Jedi Civil War)

Speed 8 squares
Melee Claws +13 (1d6+5)
Grp +11
Atk Options Add Weapon Finesse

Special Actions Replace Claw Lock with Reactive Claw

Special Qualities Cathar Instincts, Natural Weapons, Reactive Claw

Talents Add Lightsabre Defence

Feats Add Skill Training (Stealth)

Skills Add Stealth +12
**Pg. 139 – Vandar Tokare (Dark Wars)**

**Defences** Ref 34 (Flat-footed 31), Will 34

**Melee** Short Lightsabre +21 (2d6+11/x3) or Short Lightsabre +18/+18 (2d6+11/x3) with Double Attack

**Special Actions** Add Serenity

**Special Qualities** Fearless, Serenity

**Force Powers Known** Replace Force Resistance with Resist Force

**Feats** Remove Dual Weapon Mastery I

*Note: There is still one feat too many in this stat block, but I have assumed that Vandar's species receives Strong in the Force as a bonus feat (as the species has no official write up though, I cannot be certain).*

**Pg. 140 – The Jedi Exile (Dark Wars)**

**Defences** Fort 29

**Threshold** 29

**Special Actions** Remove Force Valour

**Force Powers Known** Replace Force Resistance with Resist Force

**Talents** Remove Force Valour and replace with Shii-Cho

**Feats** Remove Armour Proficiency (Light), Armour Proficiency (Medium) and Weapon Proficiency (Rifles)

**Skills** Add Endurance +15

**Pg. 141 – Visas Marr (Dark Wars)**

**Init** Remove (may reroll, must take second result) from Initiative skill entry

**Defences** Ref 26 (Flat-footed 22), Fort 23, Will 24

**Threshold** 23

**Atk Options** Remove Riposte

**Special Qualities** Remove Intuitive Initiative

**Talents** Remove Riposte

**Feats** Add Combat Reflexes

**Skills** Remove (may reroll, must take second result) from Initiative skill entry

**Pg. 142 – Atris (Dark Wars)**

**Melee** Lightsabre +19 (2d8+10) or Unarmed +17 (1d6+9)

**Ranged** By weapon +17

**Base Atk** +15; Grp +17

**Atk Options** Add Weapon Finesse

**Special Actions** Remove Fear and Horror and add Serenity

**Force Techniques** Remove Improved Force Resistance and replace with Force Point Recovery

**Special Qualities** Fearless, Serenity

**Feats** Add Weapon Finesse
**Chapter X: The Sith**

**Pg. 148 – Sith Trooper**

Human Bonus Skill/Feat: Endurance, Martial Arts I

**Pg. 148 – Sith Pilot**

Ranged: Blaster Pistol +5 (3d6)

Human Bonus Skill/Feat: Mechanics, Sith Military Training

**Pg. 148 – Sith Commando**

Languages: Basic, 1 unassigned

Atk Options: Remove Burst Fire

Feats: Remove Burst Fire and replace with Martial Arts I

Human Bonus Skill/Feat: Endurance, Martial Arts I

**Pg. 149 – Sith Officer**

Languages: Basic, Durese, Mand’oa, Sith, 2 unassigned

Human Bonus Skill/Feat: Deception, Vehicular Combat

**Pg. 149 – Sith Student**

Languages: Remove Sith

Defences: Ref 18 (Flat-footed 17)

Ranged: Remove Blaster Pistol +5 (3d6+2)

Feats: Remove Armour Proficiency (Medium), Weapon Proficiency (Pistols) and Weapon Proficiency (Rifles)

Human Bonus Skill/Feat: Endurance, Improved Damage Threshold

**Pg. 150 – Sith Assassin**

Atk Options: Remove Rapid Strike and Sneak Attack +1d6

Melee: Unarmed +8 (1d6+3) or

Melee: Prototype Vibroblade +8 (2d6+3) or

Melee: Force Pike +8 (2d8+3) or

Ranged: Blaster Pistol +8 (3d6+3)

Talents: Remove Sneak Attack +1d6

Feats: Replace Improved Disarm with Melee Defence

Skills: Replace Persuasion +9 with Endurance +7

Human Bonus Skill/Feat: Initiative, Acrobatic Strike

**Pg. 151 – Bladeborn**

Note: This stat block contains too many errors (and fails to meet the Melee Duelist prerequisites on Base Attack Bonus) to fix in the same fashion as the previous entries. A replacement stat block has thus been supplied below and has been made to remain as close as possible to the original, whilst remaining at the same CL:

**Bladeborn**

Medium Human Jedi 4/ Scoundrel 4/ Melee Duelist 2

Destiny 1: Force 4; Dark Side 14

Init: +14; Senses: Low-light Vision; Perception +7

Languages: Basic, Sith, 1 unassigned

---

**Defences** Ref 28 (Flat-footed 24), Fort 20, Will 24; Elusive Target, Melee Defence

**hp** 56; **Threshold** 20

**Speed** 6 squares

Melee: Unarmed +13 (1d6+4) or

Melee: Lightsabre +14 (2d8+4) or

Melee: Sith Tremor Sword +14 (2d6+4) or

Melee: Sith Tremor Sword +12 (3d6+4) with Rapid Strike or

Melee: Sith Tremor Sword +9 (4d6+4) with Improved Rapid Strike or

Ranged: Hold-out Blaster Pistol +13 (3d4+5)

**Base Atk**: +9; **Grp**: +13

**Atk Options**: Improved Rapid Strike, Rapid Strike, Sneak Attack +1d6, Weapon Finesse

**Special Actions**: Dirty Tricks, Master of Movement (1 encounter\(^1\)), Melee Defence, Power of the Dark Side, Swift Power

**Force Powers Known**: (Use the Force +12): Battle Strike, Dark Rage, Surge

**Abilities**: Str 8, Dex 18, Con 8, Int 14, Wis 14, Cha 14

**Special Qualities**: Master of Movement

**Talents**: Dirty Tricks, Elusive Target, Power of the Dark Side, Improved Rapid Strike, Rapid Strike, Skill Training (Deception), Weapon Finesse, Weapon Focus (Advanced Melee Weapons), Weapon Proficiency (Advanced Melee Weapons, Lightsabres, Pistols, Simple Weapons)

**Skills**: Acrobatics +14\(^2\), Deception +12, Initiative +14, Stealth +14, Use the Force +12

**Possessions**: Hold-out Blaster Pistol, Infra-goggles (Low-light Vision), Red-bladed Lightsabre (self-built), Sith Mask, Sith Tremor Sword, Stealth Field Generator

H: **Human bonus feat or trained skill**

**Pg. 151 – Sith Mage**

Medium Human Noble 6/ Jedi 1/ Sith Apprentice 1

**Force**: 4

**Senses**: Perception +11

**Languages**: Basic, Sith, 4 unassigned

**Defences**: Will 22

Melee: Sith War Sword +5 (1d8+3) or

Ranged: Hold-out Blaster Pistol +6 (3d4+4)

**Base Atk**: +6; **Grp**: +6

**Special Actions**: Add Power of the Dark Side and Swift Power

**Force Powers Known**: Replace Force Resistance with Resist Force and replace Kinetic Combat with Mind Trick

**Feats**: Remove Strong in the Force, add Weapon Proficiency (Lightsabre) and replace Exotic Weapon Proficiency (Sith War Sword) with Melee Defence

**Human Bonus Skill/Feat**: Pilot, Force Training
**Pg. 152 – Shadow Hand**

Defences Ref 25 (Flat-footed 24)

Force Techniques Remove Improved Wound, replace with Improved Move Light Object and add Improved Sense Surroundings

Human Bonus Skill/Feat Perception, Running Attack

**Pg. 152 – Dark Lord of the Sith**

Languages Basic, Sith, 1 unassigned

Immune Add Fear Effects

Special Actions Remove Fear and add Temptation

Special Qualities Fearless, Temptation

Feats Remove Power Attack

Human Bonus Skill/Feat Knowledge (Tactics), Weapon Focus (Lightsabres)

**Pg. 153 – Exar Kun (Great Sith War)**

Medium Human Jedi 7/ Jedi Knight 3/ Sith Apprentice 5/ Sith Lord 5

Languages Remove Arkanian, Catharese, Ryl and Tetan

Force Techniques Replace Language Rip with Language Absorption

Talents Replace Drain Force with Dark Side Master

Skills Use the Force +23 (can reroll when using [dark side] Force powers, keeping better result)

**Pg. 154 – High Lady Brezwalt III (Restoration)**

Defences Fort 30

Threshold 30

Resist +5 Fort vs. Poison

Special Actions Remove Sith Alchemy

Force Secrets Replace Mentor* with Multitarget Power

Talents Remove Affliction and Sith Alchemy, add Crippling Strike

Feats Remove one instance of Force Training

Skills Use Computer +16 and remove Ride +15

*If you possess the Jedi Academy Training Manual, this replacement is unnecessary.

**Pg. 155 – Darth Revan (Jedi Civil War)**

Dark Side 18

Init +18

Defences Fort 37

Threshold 37

Languages Remove Huttese, Mando’a and Rakata

Force Powers Known (Use the Force +24)

Feats Add Melee Defence

Skills Remove (may reroll when using [dark side] Force powers) from Use the Force skill entry

**Pg. 156 – Darth Malak (Jedi Civil War)**

Languages Basic, Sith, 1 unassigned

Defences Add Block, Deflect after Will Defence entry

Threshold 38

Melee Sith War Sword +26 (1d8+15)

Ranged Blaster Pistol +22 (3d6+10)

Special Actions Remove Sith Sorcery and Telekinetic Power

Force Powers Known Replace Force Scream with Rebuke

**Pg. 156 – Darth Bandon**

Senses Remove Block, Deflect from Perception entry

Defences Add Block, Deflect after Will Defence entry

**Pg. 157 – Saul Karath**

Init +19; Senses Perception +19

Ranged Blaster Pistol +15 (3d6+8)

Feats Add Weapon Proficiency (Advanced Melee Weapons)

Skills Initiative +19, Knowledge (Bureaucracy) +16, Knowledge (Tactics) +21, Mechanics +16, Perception +19, Persuasion +21, Pilot +14

**Pg. 158 – Darth Traya (Dark Wars)**

Senses Improved Sense Surroundings; Use the Force +21

Defences Ref 36 (Flat-footed 33, with Flurry 31), Fort 36, Will 38

Grp +23

Force Powers Known (Use the Force +21)

Force Secrets Remove Mentor*

Skills Deception +21, Perception +21, Use the Force +21 and remove (can reroll and keep better result) from the Initiative skill entry

*Darth Traya should have six Force Secrets, but there are no further Force Secrets left available between the SECR and the KotORCG. If you possess the Jedi Academy Training Manual, this removal is unnecessary.

**Pg. 160 – Darth Sion (Dark Wars)**

Force Techniques Replace Improved Wound with Force Power Mastery (Dark Rage)

Talents Replace Dark Presence with Equilibrium and add Force Deception

Feats Replace Skill Training (Deception) with Cleave

Skills Deception +18
**Pg. 160 – Darth Nihilus (Dark Wars)**

**Defences** Will 35

**Grp** +23

**Atk Options** Remove Running Attack

**Force Powers Known** Replace Force Resistance with Resist Force

**Talents** Replace Armoured Defence with Affliction

**Feats** Remove Running Attack

---

**Pg. 165 – Czerka Corporation Mark I Assault Droid**

**Grp** +11

---

**Pg. 165 – Czerka Corporation Mark IV Assault Droid**

**Defences** Ref 20 (Flat-footed 19)
Chapter XI: The Republic

**Pg. 172 – Republic Navy Admiral**

Init +19; **Senses** Perception +21

**Feats** Add *Melee Defence* and *Improved Defences*

**Skills** Deception +22, Initiative +19, Knowledge (Bureaucracy) +17, Knowledge (Galactic Lore) +17, Knowledge (Tactics) +22, Perception +21, Persuasion +22, Pilot +14

**Human Bonus Skill/Feat** Pilot, *Improved Defences*

**Pg. 172 – Republic Navy Captain**

Init +12; **Senses** Perception +12

**Melee** Unarmed +10 (1d4+4) or

**Ranged** Blaster Pistol +11 (3d6+4)

**Base Atk** +10; **Grp** +11

**Feats** Add *Improved Defences*

**Skills** Deception +14, Initiative +12, Knowledge (Galactic Lore) +13, Knowledge (Tactics) +18, Perception +12, Persuasion +19, Pilot +12

**Human Bonus Skill/Feat** Deception, *Improved Defences*

**Pg. 173 – Republic Navy Lieutenant**

Init +4; **Senses** Perception +10

**Melee** Unarmed +6 (1d4+2) or

**Ranged** Blaster Pistol +6 (3d6+2)

**Base Atk** +6; **Grp** +6

**Feats** Add *Improved Defences*

**Skills** Deception +11, Knowledge (Tactics) +10, Perception +10, Persuasion +11, Pilot +9

**Human Bonus Skill/Feat** Deception, *Improved Defences*

**Pg. 174 – Republic Army Brigadier**

Init +14; **Senses** Perception +16

**Languages** Basic, Bocce, Bothese, 3 unassigned

**Melee** Unarmed +15 (1d6+6) or

**Melee** Gun Club +15 (1d6+6) or

**Ranged** Blaster Pistol (3d6+5)

**Base Atk** +14, **Grp** +15

**Feats** Add *Linguist*

**Skills** Deception +21, Endurance +14, Initiative +14, Knowledge (Bureaucracy) +15, Knowledge (Tactics) +20, Perception +16, Persuasion +16

**Human Bonus Skill/Feat** Endurance, Martial Arts I

**Pg. 174 – Republic Army Officer**

**Melee** Vibroblade +7 (2d6+2) or

**Ranged** Blaster Pistol +7 (3d6+2)

**Base Atk** +6; **Grp** +7

**Human Bonus Skill/Feat** Perception, Improved Defences

**Pg. 175 – Republic Army Trooper**

**Defences** Fort 11, Will 10

**Threshold** 11

**Melee** Bayonet +3 (1d8+1) or

**Ranged** Blaster Rifle +4 (3d8) or

**Ranged** Frag Grenade +3 (4d6, 2-square burst)

**Base Atk** +2; **Grp** +3

**Human Bonus Skill/Feat** Perception, Weapon Focus (Rifles)

**Pg. 175 – Elite Republic Army Trooper**

**Speed** 6 squares

**Melee** Bayonet +7 (1d8+1)

**Ranged** Frag Grenade +8 (4d6, 2-square burst)

**Human Bonus Skill/Feat** Perception, Weapon Focus (Rifles)

**Pg. 175 – Republic Army Recon Commando**

**Medium Human** Non-heroic 3/ Scout 7

Init +12; **Senses** Low-light Vision; Perception +11 (can reroll, must take second result)

**Defences** Ref 21 (Flat-footed 19), Fort 18, Will 18

**Threshold** 18

**Melee** Unarmed +8 (1d6+4) or

**Ranged** Heavy Blaster Pistol +9 (3d8+3)

**Base Atk** +7; **Grp** +9

**Skills** Initiative +12, Knowledge (Tactics) +11, Perception +11 (can reroll, must take second result), Stealth +17 (can reroll, must take second result), Survival +11

**Human Bonus Skill/Feat** Initiative, Martial Arts I

**Pg. 176 – Bao-Dur (Dark Wars)**

**Defences** Ref 22 (Flat-footed 22)

**Melee** Unarmed +8 (1d6+6) or

**Melee** Vibroblade +8 (2d6+6) or

**Melee** Vibroblade +5 (2d6+9) with Power Attack or

**Melee** Remove Flurry line of attack

**Ranged** Blaster Pistol +6 (3d6+4)

**Atk Options** Remove Flurry

**Special Qualities** Add *Superior Defences*

**Feats** Replace Flurry with *Force Sensitivity*

**Skills** Remove Deception +9
**Pg. 177 – Senator Haydel Goravvus**

Init +6; Senses Perception +13
Melee Unarmed +9 (1d4+5) or
Ranged Sporting Blaster Pistol +10 (3d4+6)
Base Atk +10; Grp +9
Special Actions Add Executive Leadership (2 encounter 
Special Qualities Add Executive Leadership (2 encounter 
Talents Replace Trace with Competitive Drive
Feats Add Improved Defences
Skills Deception +15, Gather Information +20, Knowledge (Bureaucracy) +20, Knowledge (Technology) +15,
Mechanics +15, Perception +13, Persuasion +20, Stealth +11, Use Computer +20 (can reroll when improving access and take better result)

**Pg. 178 – Carth Onasi (Jedi Civil War)**

Skills Remove Persuasion +11

**Pg. 179 – Atton Rand**

Defences Ref 20 (Flat-footed 17, with Flurry/ Sniper Shot 15)
Melee Remove Critical Strike line of attack
Ranged Blaster Rifle +9 (3d8+2) with Sniper Shot
Atk Options Remove Critical Strike
Feats Replace Critical Strike with Flurry
Chapter XII: The Mandalorians

Pg. 192 – Mandalorian Crusader

Force 2
Senses Low-light Vision; Perception +3
Defences Ref 15 (Flat-footed 15)
Feats Replace Mandalorian Training and Weapon Focus (Unarmed Strike) with Point Blank Shot and Power Attack
Human Bonus Skill/Feat Initiative, Power Attack

Pg. 193 – Mandalorian Neo-Crusader Soldier

Init +8; Senses Low-light Vision; Perception +4
Languages Remove Basic
Defences Fort 12, Will 10
Threshold 12
Melee Mace +4 (1d8+1) or
Ranged Blaster Rifle +5 (3d8)
Base Atk +3; Grp +4
Feats Replace Mandalorian Training with Power Blast
Skills Initiative +8, Mechanics +7
Human Bonus Skill/Feat Initiative, Power Blast

Pg. 193 – Mandalorian Neo-Crusader Rally Master

Force 2
Init +5; Senses Low-light Vision; Perception +6
Languages Basic, Mando’a, 2 unassigned
Defences Ref 18 (Flat-footed 17), Fort 19, Will 17
Threshold 19
Melee Combat Gloves +7 (1d4+4) or
Melee Knife +7 (1d6+3) or
Ranged Blaster Rifle +8 (3d8+2) or
Ranged Blaster Pistol +7 (3d6+2)
Base Atk +6; Grp +7
Feats Replace Mandalorian Training with Charging Fire and add Linguist
Skills Mechanics +10, Persuasion +16, Pilot +10
Human Bonus Skill/Feat Mechanics, Armour Proficiency (Medium)

Pg. 194 – Mandalorian Neo-Crusader Shock Trooper

Ranged Blaster Rifle +8 (3d8+9)
Base Atk +10; Grp +12
Special Actions Replace Inspire Confidence with Coordinate
Special Qualities Command Cover +1, Share Talent (Deployment Tactics)
Talents Replace Inspire Confidence with Coordinate
Feats Replace Mandalorian Training with Charging Fire, add Linguist and remove Martial Arts I
Skills Knowledge (Tactics) +17, Mechanics +12, Perception +13, Persuasion +14, Pilot +13
Human Bonus Skill/Feat Persuasion, Armour Proficiency (Medium)

Pg. 194 – Mandalorian Neo-Crusader Marshal

Force 3
Init +8; Senses Low-light Vision; Perception +13
Languages Basic, Mando’a, 2 unassigned
Defences Ref 23 (Flat-footed 21), Fort 20, Will 13
Threshold 20
Melee Vibrodagger +7 (2d4+2) or
Melee Vibroblade +7 (2d6+2) or
Ranged Blaster Rifle +9 (3d8+3)
Base Atk +7; Grp +8
Feats Replace Mandalorian Training with Charging Fire
Skills Mechanics +9, Perception +11, Pilot +10
Human Bonus Skill/Feat Perception, Weapon Proficiency (Pistols)

Pg. 195 – Bendak Starkiller

Senses Low-light Vision; Perception +15
Defences Ref 30 (Flat-footed 26)
Atk Options Remove Precise Shot and Running Attack
Feats Replace Mandalorian Training with Charging Fire, remove Precise Shot and Running Attack
Skills Perception +15

Pg. 194 – Mandalorian Neo-Crusader Marshal

Force 3
Init +8; Senses Low-light Vision; Perception +13
Languages Basic, Mando’a, 2 unassigned
Defences Ref 23 (Flat-footed 21), Fort 20, Will 23
Threshold 24
Melee Combat Gloves +13 (1d4+7) or
Melee Bayonet +13 (1d8+6) or
Melee Dagger +13 (1d4+6) or
Ranged Blaster Rifle +13 (3d8+4) or
**Pg. 196 – Demagol**

Senses Low-light Vision; Perception +18

Defences Ref 29 (Flat-footed 27), Fort 29, Will 31

Threshold 29

Atk Options Remove Devastating Attack (Pistols) and Devastating Attack (Unarmed Strike)

Feats Replace Mandalorian Training with Charging Fire and remove Weapon Focus (Unarmed Strike)

Talents Replace Devastating Attack (Pistols) and Devastating Attack (Unarmed Strike) with Fool's Luck and Knack

---

Note: It has since been revealed that Demagol is of the Zeltron species. If you possess the Legacy Era Campaign Guide, the following changes can be made to this stat block:

**Special Qualities** Empathy, Pheromones

**Skills** Perception +18 (+20 to sense deception/influence), Persuasion +19 (+24 to change attitudes of other creatures)

---

**Pg. 197 – Rohlan Dyre**

Senses Low-light Vision; Perception +19

DR 1

Defences Ref 27 (Flat-footed 25)

Melee Knife +15 (1d4+8)

Ranged Heavy Blaster Pistol +15 (3d8+6)

Atk Options Remove Precise Shot

Talents Replace Armour Mastery and Weapon Specialisation (Pistols) with Skirmisher and Mandalorian Glory

Feats Replace Mandalorian Training with Charging Fire and remove Precise Shot, Skill Training (Gather Information) and Weapon Focus (Pistols)

Skills Perception +19

---

**Pg. 198 – Cassus Fett**

Senses Low-light Vision; Perception +22

Defences Ref 31 (Flat-footed 29), Fort 32, Will 33

Threshold 32

Feats Replace Mandalorian Training with Charging Fire

Skills Perception +22

---

**Pg. 199 – Mandalore the Indomitable**

Senses Low-light Vision; Perception +16

Defences Ref 33 (Flat-footed 31), Fort 38, Will 31

DR 2; Threshold 38

Atk Options Remove Mandalorian Honor

Special Actions Remove Mandalorian Advance

Special Qualities Damage Reduction 2, Delay Damage

Talents Replace Mandalorian Advance with Tough as Nails

---

**Pg. 200 – Mandalore the Ultimate**

Senses Low-light Vision; Perception +17

Defences Ref 37 (Flat-footed 36), Fort 39, Will 34

Threshold 44

Melee Cortosis Mythosaur Axe +19 (2d12+11) or

Melee Cortosis Mythosaur Axe +21 (3d12+11) with Mighty Swing

Ranged Heavy Blaster Rifle +17 (3d10+9) or

Ranged Heavy Blaster Rifle +12 (3d10+14) with Power Blast

Base Atk +16; Grp +18

Feats Replace Mandalorian Training with Charging Fire, remove Skill Training (Persuasion) and Weapon Focus (Rifles)

Skills Mechanics +17, Perception +17 and add Knowledge (Galactic Lore) +17

---

**Pg. 201 – Canderous Ordo**

Languages Basic, Mando’a, 1 unassigned

Defences Ref 30 (Flat-footed 28), Fort 34, Will 32

Speed 6 squares

Threshold 34

Base Atk +16; Grp +19

Special Qualities Damage Reduction 3, Delay Damage, Command Cover +1, Share Talent (Deployment Tactics)

Talents Replace Exotic Weapon Mastery with Indomitable

Feats Replace Mandalorian Training with Charging Fire
Chapter XIII: Allies and Opponents

**Pg. 210 – Lord Arkoh Adasca (Mandalorian Wars)**

- **Languages** Remove Draethos
- **Init** +6
- **Special Qualities** Add Darkvision, Intellectual Reputation, Flash of Genius
- **Feats** Remove Skill Training (Mechanics)
- **Skills** Remove Mechanics +14

**Pg. 210 – Brianna, the Last Handmaiden (upon joining the Exile)**

- **Medium** Echani (near-Human) Soldier 9/ Melee Duelist 1
- **Defences** Ref 27 (Martial Arts +1, Flat-footed 24)
- **Melee** Unarmed +14 (1d6+10) or
- **Melee** Staff +14 (1d6+12) or
- **Melee** Staff +9 (1d6+17) with Power Attack or
- **Melee** Staff +12/+12 (1d6+12) with Dual Weapon Mastery II or
- **Melee** Staff +7/+7 (1d6+17) with Dual Weapon Mastery II and Power Attack
- **Feats** Replace Skill Training (Acrobatics) with Weapon Finesse
- **Skills** Remove Acrobatics +13, Use the Force +7

**Pg. 211 – Calo Nord**

- **Init** +12
- **Ranged** Blaster Pistol +14/+14 (3d6+7) with Dual Weapon Mastery II or
- **Ranged** Stun Grenade +14 (4d6+6 stun, 2-square burst) or
- **Ranged** Thermal Detonator +14 (8d6+6, 4-square burst)
- **Talents** Replace Mobile Attack (Pistols) with Multiattack Proficiency (Pistols)
- **Feats** Add Power Blast
- **Skills** Endurance +13

**Pg. 211 – Marn “The Gryph” Hierogrph**

- **Init** +6; **Senses** Perception +11
- **Defences** Ref 23 (Flat-footed 22)
- **Resist** +5 Fort vs. Extreme Cold
- **Melee** By weapon +0 (non proficient with all weapons) or
- **Ranged** By weapon +2 (non proficient with all weapons)
- **Base Atk** +6; **Grp** +2
- **Special Qualities** Cold Resistance, Observant
- **Feats** Remove Skill Focus (Stealth)
- **Talents** Replace Attract Student with Attract Minion
- **Skills** Deception +18, Gather Information +18, Knowledge (Bureaucracy) +13, Knowledge (Galactic Lore) +13, Perception +11, Persuasion +18, Stealth +16, Use Computer +13

**Pg. 212 – G0-T0 (Dark Wars)**

- **Defences** Ref 23 (Flat-footed 20), Fort 14, Will 17
- **SR** Remove entry; **Threshold** 14
- **Ranged** Integrated Blaster Pistol +9 (3d6+2) or
- **Ranged** Integrated Blaster Pistol +6 (3d6+5) with Power Blast
- **Grp** -1

**Pg. 213 – HK-47 (Jedi Civil War)**

- **Defences** Ref 23 (Flat-footed 21), Fort 26
- **Threshold** 26
- **Ranged** Heavy Blaster Rifle +10 (3d10+6, 2-square area) with Controlled Burst or
- **Ranged** Flamethrower +11 (3d6+4, 6-square cone)
- **Talents** Add Battle Analysis

**Pg. 214 – Jarael**

- **Defences** Ref 23 (Dodge +1, Flat-footed 23), Will 18; Uncanny Dodge I
- **Ranged** By weapon +9
- **Special Qualities** Determination
- **Feats** Add Skill Focus (Survival)
- **Skills** Survival +14, Use the Force +7

**Pg. 214 – Mira (Dark Wars)**

- **Languages** Basic, Huttese, Shyriiwook (cannot speak)
- **Defences** Ref 21 (Flat-footed 18, with Sniper Shot 16)
- **Melee** Remove Critical Strike line of attack
- **Ranged** Blaster Pistol +8 (3d6+3) or
- **Ranged** Blaster Pistol +10 (3d6+3) with Sniper Shot
- **Atk Options** Remove Critical Strike
- **Feats** Add Armour Proficiency (Light) and replace Critical Strike with Force Sensitivity

**Pg. 215 – Mission Vao (in Taris Undercity)**

- **Defences** Ref 19 (Flat-footed 16, with Flurry/Sniper Shot 14)
- **Melee** Remove Critical Strike line of attack
- **Ranged** Blaster Pistol +8 (3d6+2) with Sniper Shot
- **Atk Options** Remove Critical Strike
- **Special Qualities** Deceptive, Great Fortitude, Low-light Vision
- **Feats** Replace Critical Strike with Flurry
- **Skills** Deception +7 (may reroll, must take second result)
**Pg. 216 – Dob and Del Moomo**

**Ranged** Thermal Detonator +12 (8d6+5, 4-square burst)

**Special Qualities** Bellow, Familiar Foe +1, Iron Will, Survival Instinct

**Pg. 216 – T3-M4 (Jedi Civil War)**

*Init* +5; **Senses** Darkvision; Perception +12  
**Defences** Ref 20 (Flat-footed 19)  
**Skills** Perception +12

**Pg. 217 – Zaalbar (Jedi Civil War)**

**Special Qualities** Extraordinary Recuperation, Rage, Weapon Familiarity (Bowcaster)  
**Feats** Replace Implant Training with Weapon Proficiency (Advanced Melee Weapons)  
**Possessions** Bowcaster, Sword (Short)

**Pg. 218 – Czerka Scientist**

**Languages** Basic, 3 unassigned  
**Defences** Ref 11 (Flat-footed 11), Fort 11, Will 15

**Pg. 218 – Genoharadan Assassin**

**Defences** Ref 25 (Martial Arts +1, Flat-footed 22)  
**Melee** Unarmed +11 (1d6+7) or  
**Melee** Knife +11 (1d4+7) or  
**Ranged** Blaster Pistol +12 (3d6+5) or  
**Ranged** Blaster Rifle +14 (3d8+7)  
**Ranged** Remove Double Attack line of attack  
**Atk Options** Remove Double Attack (Rifles)  
**Special Qualities** Delay Damage, DR 1  
**Talents** Replace Greater Weapon Specialisation (Rifles) with Penetrating Attack (Rifles)  
**Feats** Replace Double Attack (Rifles) and Sniper Shot with Armour Proficiency (Medium) and Martial Arts I, remove Shake it Off

**Pg. 218 – Krath Adept**

**Melee** Sword +3 (1d6+2) or  
**Ranged** Blaster Pistol +4 (3d6+2)  
**Possession** Sword (Short)

**Pg. 219 – Krath Commander**

**Feats** Point Blank Shot

**Skills** Persuasion +10, Use the Force +10

**Pg. 219 – Krath Warrior**

**Melee** Spear +7 (1d8+6) or  
**Melee** Spear +9 (1d8+8) with Powerful Charge  
**Human Bonus Skill/Feat** Perception, Powerful Charge

**Pg. 222 – Krath War Droid**

**Destiny** 1; **Force** 3; **Dark Side** 7  
**Melee** Short Sword +13 (1d6+8) or  
**Melee** Short Sword +11 (2d6+8) with Rapid Strike or  
**Ranged** Pulse-wave Pistol +11 (3d6+1) or  
**Ranged** Pulse-wave Pistol +9 (4d6+1)

**Pg. 223 – Rakatan Guardian Droid**

**Languages** Add 1 unassigned  
**Threshold** 15  
**Ranged** Flamethrower (3d6, 6-square cone)  
**Grp** +18

**Pg. 223 – Kath Hound**

**Grp** +0

**Pg. 223 – Rakghoul**

**Defences** Ref 16 (Flat-footed 14)  
**Atk Options** Remove Bantha Rush  
**Special Qualities** Low-light Vision, Rakghoul Disease

**Pg. 218 – Krath Adept**

**Melee** Sword +3 (1d6+2) or  
**Ranged** Blaster Pistol +4 (3d6+2)  
**Possession** Sword (Short)
Knights of the Old Republic – Errata and Official Clarifications
Last Updated – January 2009

Errata

Pg. 26 – Demoralising Defence
Add the following sentence to the end of this talent’s description: “A single target may only be affected by this talent once per round.”

Pg. 32 – Table 2-1: Feats Implant Training
Change the table description for Implant Training’s benefit to “Do not move extra steps down the condition track.”

Pg. 39 – Taint of the Dark Side
Add the following sentence to the end of the talent’s description: “If you spend a Force Point or Destiny Point to modify this power in any way, you increase your Dark Side Score as normal.”

Pg. 47 – Melee Duelist Requirements
Change the Feats section to say: “Melee Defence, Rapid Strike, Weapon Focus with any melee weapon.”

Pg. 47 – Dual Weapon Flourish II
Add the phrase “once per turn on your turn” before the phrase “you can make a full attack...”

Pg. 47 – Single Weapon Flourish II
Add the phrase “once per turn on your turn” before the phrase “you can make a full attack...”

Pg. 67 – Adhesive Grenade
Add the following sentence to the end of the weapon’s description: “Adhesive grenades have a 2-square burst radius.”

Pg. 69 – CryoBan Grenade
Add the following sentence to the end of the weapon’s description: “CryoBan grenades have a 2-square burst radius.”

Pg. 69 – Lanvarok
Change the last sentence of the second paragraph to say: “Massassi and Kissai treat the Massassi lanvarok as a simple weapon instead of an exotic weapon.”

Pg. 75 – Table 5-6: Weapon and Armour Accessories
Change the Upgrade Slot Cost of the Improved Energy Cell to 1.

Clarifications

Pg. 31 – Weapon Focus + Weapon Finesse Combined Feats
Remove the phrase “for the purpose of Weapon Finesse” from the end of the paragraph.

Pg. 35 – Sniper Shot
The bonus to attacks applies to all attack rolls made until the beginning of your next turn.

Pg. 39 – Improved Riposte
Remove the phrase “once per turn” from the beginning of the talent’s first sentence.

Pg. 44 – Brutal Attack
You determine damage (including doubling damage from a critical hit) and compare it to your target’s damage threshold first, then add the extra die of damage when applicable.

Pg. 47 – Exotic Weapon Master
Add the phrase “or talents” after the word “feats” in the second sentence of this talent’s description.

Pg. 52 – Wound Force Power
Change the first sentence of the Special section to say: “If the target moves 1 or more steps down the condition track as a result of being damaged by this power, the condition becomes...”
NewFeat:TechSpecialist

The Tech Specialist feat allows a hero to make custom modifications to weapons, armour, droids, devices, and vehicles so that they function beyond their normal specifications.

**Prerequisite:** Trained in the Mechanics skill.

**Benefit:** You can modify a device, suit of armour, weapon, droid, or vehicle so that it gains a special trait. Specific traits are given on the Tech Specialist Modifications table below. You may perform only one modification at a time. Unless noted otherwise, you cannot grant more than one benefit to a single device, suit of armour, weapon, droid, or vehicle, and you can't apply the same benefit more than once.

Before beginning the modification, you must pay one-tenth the cost of the device, suit of armour, weapon, droid, or vehicle you wish to modify or 1,000 credits, whichever is more. Completing the modification requires 1 day per 1,000 credits of the modification's cost. At the end of this time, make a DC 20 Mechanics check; you can't take 10 or take 20 on this check. If the check succeeds, the modification is completed successfully, and the object gains the desired trait. If the check fails, you lose all credits spent making the modification, and the object doesn't gain the desired trait. However, you may start over from scratch if you wish.

Other characters trained in the Mechanics skill can assist you, reducing proportionately the time needed to complete the modification. At the end of modification process, they can make a Mechanics check to aid your check.

The market value of a modified item is equal to the base cost of the item plus double the cost of the modifications made to it (not including credits wasted on failed modification attempts).

**Special:** This feat is considered a bonus feat for the noble and scoundrel classes.

---

**Tech Specialist Modifications**

<table>
<thead>
<tr>
<th>Trait Type</th>
<th>Trait</th>
<th>Benefit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armour Trait</td>
<td>Agile Armour</td>
<td>Increases the armour’s maximum Dexterity bonus by 1</td>
</tr>
<tr>
<td>Armour Trait</td>
<td>Fortifying Armour</td>
<td>Increases the armour’s equipment bonus to Fortitude Defence by 1</td>
</tr>
<tr>
<td>Armour Trait</td>
<td>Protective Armour</td>
<td>Increases the armour’s armour bonus to Reflex Defence by 1</td>
</tr>
<tr>
<td>Device Trait</td>
<td>Enhanced Strength</td>
<td>Increases the device’s Strength score by 2</td>
</tr>
<tr>
<td>Device Trait</td>
<td>Improved Durability</td>
<td>The device’s damage reduction increases by 1, and it gains extra hit points equal to one-quarter of its base hit points</td>
</tr>
<tr>
<td>Device Trait</td>
<td>Mastercraft Device</td>
<td>Skill checks made using the device gain a +1 equipment bonus, or the device’s existing equipment bonus increases by 1</td>
</tr>
<tr>
<td>Droid Trait</td>
<td>Enhanced Dexterity</td>
<td>Increases the droid’s Dexterity score by 2</td>
</tr>
<tr>
<td>Droid Trait</td>
<td>Improved Intelligence</td>
<td>Increases the droid’s Intelligence score by 2</td>
</tr>
<tr>
<td>Droid Trait</td>
<td>Enhanced Strength</td>
<td>Increases the droid’s Strength score by 2</td>
</tr>
<tr>
<td>Vehicle Trait</td>
<td>Enhanced Dexterity</td>
<td>Increases the vehicle’s Dexterity score by 2</td>
</tr>
<tr>
<td>Vehicle Trait</td>
<td>Improved Speed</td>
<td>Increases the vehicle’s speed by one-quarter of its base speed (minimum 1 square)</td>
</tr>
<tr>
<td>Vehicle Trait</td>
<td>Improved Shields</td>
<td>Increases the vehicle’s shield rating by 5</td>
</tr>
<tr>
<td>Weapon Trait</td>
<td>Improved Accuracy</td>
<td>The weapon gains a +1 equipment bonus on attack rolls</td>
</tr>
<tr>
<td>Weapon Trait</td>
<td>Improved Damage</td>
<td>The weapon deals +2 points of damage with a successful hit. If the weapon has a damage multiplier (for example, 6d10 x 2), apply the extra damage before applying the multiplier</td>
</tr>
<tr>
<td>Weapon Trait</td>
<td>Selective Fire</td>
<td>An autofire-only ranged weapon can be set to fire single shots, or a single-shot ranged weapon can be made to have an autofire mode</td>
</tr>
</tbody>
</table>
The Czerka Corporation Multi-Environment Tracked Transport (M-ETT) — colloquially referred to as a "sandcrawler" — is designed for environments where repulsorcraft are too difficult or expensive to use. The M-ETT functions well in a variety of terrain, but it excels on dry, arid worlds (such as Tatooine) where the tracked vehicle can find purchase on unstable ground. The rolling sand dunes of desert worlds make using walkers or wheeled vehicles difficult, and sandstorms and fine airborne particles can cause malfunctions in repulsorlifts.

One of the most sophisticated ground vehicles on the market, the M-ETT is an extremely large transport capable of hauling enough supplies to sustain its crew for an extended time in the blazing desert. Its extensive cargo space allows it to store resources in such quantities that the vehicle need make only infrequent trips to settlements. The interior of the vehicle is climate controlled, allowing the crew to escape from harsh environmental conditions.

<table>
<thead>
<tr>
<th>Czerka Corporation M-ETT</th>
<th>CL 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>Colossal ground vehicle (tracked)</td>
<td></td>
</tr>
<tr>
<td><strong>Init</strong></td>
<td>-7; <strong>Senses</strong></td>
</tr>
<tr>
<td><strong>Defences</strong></td>
<td>Ref 13 (Flat-footed 13), Fort 26; +15 Armour</td>
</tr>
<tr>
<td>hp</td>
<td>250; <strong>DR</strong></td>
</tr>
<tr>
<td><strong>Speed</strong></td>
<td>4 squares (Max velocity 40 km h⁻¹)</td>
</tr>
<tr>
<td><strong>Fighting Space</strong></td>
<td>16×16; <strong>Cover</strong></td>
</tr>
<tr>
<td><strong>Base Atk</strong></td>
<td>+0; <strong>Grp</strong></td>
</tr>
<tr>
<td><strong>Abilities</strong></td>
<td>Str 43, Dex 6, Con --, Int 10</td>
</tr>
<tr>
<td><strong>Skills</strong></td>
<td>Initiative -7, Mechanics +5, Perception +5, Pilot -7, Stealth -17, Use Computer +5</td>
</tr>
<tr>
<td><strong>Crew</strong></td>
<td>10 (Normal); <strong>Passengers</strong></td>
</tr>
<tr>
<td><strong>Cargo</strong></td>
<td>3 tons; <strong>Consumables</strong></td>
</tr>
<tr>
<td><strong>Availability</strong></td>
<td>Licensed; <strong>Cost</strong></td>
</tr>
</tbody>
</table>
KotOR CG Web Enhancement 2

Captain Dallan Morvis

With a father who founded the Coruscant Financial Exchange and a mother serving as the Senator from Chandrila, Dallan Morvis has been groomed for big things. But unlike the typical upper-cruster thrust into the Naval Academy at Coruscant, Morvis strives to become an asset to the Admiralty.

Upon graduation, he takes an assignment as a junior liaison between Admiral Sommos's staff and the Vanjervalis design team. That assignment leads to his first bridge posting as a lieutenant on then-Captain Karath's frigate, Reciprocity. Seeing in Karath a leader on the rise, Morvis followed him to Courageous -- and to war against the Mandalorians.

But on Courageous, Morvis finds a rival in the junior officer Carth Onasi. Onasi shares Karath's hardscrabble beginnings and penchant for quick and sometimes reckless decision-making -- neither of which apply to the high-born, calculating Morvis. Morvis delights in making life difficult for Onasi, and when fugitive Padawan Zayne Carrick joins them on their escape from Serroco, Morvis shows no sympathy for Onasi's new friend.

But because of Onasi and Carrick, Morvis barely escapes what might have been a career-ending disaster aboard the Arkanian Legacy. There, Morvis urges Karath to bargain for Republic control of the exogorths -- weaponized space slugs capable of decimating star systems -- suggesting the Republic use them to create a firewall of scorched systems between itself and the Mandalorians. Onasi and Carrick bring the affair to a premature end, leaving Morvis to face the music on Coruscant.

This time, Morvis does turn to his political connections, not only escaping punishment but also winning a captaincy aboard Karath's successor vessel, the Swiftsure. Morvis, thus, continues to show his talents as a survivor willing to do anything to protect his position -- a hidden element of Karath's character he seeks to imitate and cultivate.

---

**Captain Dallan Morvis**

<table>
<thead>
<tr>
<th>Class</th>
<th>CL 11</th>
</tr>
</thead>
<tbody>
<tr>
<td>Type</td>
<td>Medium Human Noble 7/ Officer 4</td>
</tr>
<tr>
<td>力</td>
<td>CL 11</td>
</tr>
<tr>
<td>Senses</td>
<td>Perception +16</td>
</tr>
<tr>
<td>初期</td>
<td>Init +11</td>
</tr>
<tr>
<td>语言</td>
<td>Arkanian, Basic, Bocce, Bothese, Durese, High Galactic, Ithonian, Khilese, Mon Calamarian, Snivvian, Sullustese, Zabrak</td>
</tr>
<tr>
<td>防护</td>
<td>Ref 25 (Flat-footed 24), Fort 22, Will 27; Melee Defence, Shift Defence 1</td>
</tr>
<tr>
<td>HP</td>
<td>43; Threshold 22</td>
</tr>
<tr>
<td>速度</td>
<td>6 squares</td>
</tr>
<tr>
<td>近战</td>
<td>Unarmed +9 (1d4+5) or Ranged Blaster Pistol +10 (3d6+5)</td>
</tr>
<tr>
<td>基本攻击</td>
<td>Base Atk +9; Grp +10</td>
</tr>
<tr>
<td>特殊动作</td>
<td>Coordinate +3, Melee Defence, Shift Defence 1</td>
</tr>
</tbody>
</table>

**Abilities**

- Str 11
- Dex 12
- Con 11
- Int 16
- Wis 12
- Cha 14

**Special Qualities**

- Command Cover +2, Share Talent (Presence, Shift Defence 1)
- Deception +12, Initiative +11, Knowledge (Bureaucracy) +18, Knowledge (Galactic Lore) +13, Knowledge (Social Sciences) +13, Knowledge (Tactics) +18, Knowledge (Technology) +13, Perception +16, Persuasion +12, Pilot +11

**Possessions**

- Blaster Pistol, Code Cylinder, Commlink (encrypted), Credit Chip, Republic Officer's Uniform
Elbee, otherwise known as T1-LB, is an old bulk-loading droid with a lot of light-years on it. Like the majority of its line, Elbee labours in obscurity until it witnesses the First WatchCircle plotting to murder their Padawans. Lucien Draay uses the Force to hurl the droid over a cliff, but Elbee survives. After Zayne Carrick recovers the droid, Camper repairs it, upgrading its brain and giving it a speech processor. The droid does not adjust well and often refuses to move, likely in fear of repeating its near destruction at the cliff. Jarael and Zayne have discovered that Elbee is best motivated by reverse psychology and references to Lucien Draay.

T1-LB (Elbee)  
---

CL 2  
Large Droid (5th-degree) Non-heroic 2/ Scoundrel 2  
Force 3  
Init +2; Senses Perception +2  
Languages Basic, Binary  

Defences  
Ref 19 (Flat-footed 19), Fort 19, Will 13  
Hp 22; Threshold 24  
Immune Droid Traits  

Speed 8 squares  
Melee Unarmed +9 (1d4+7)  
Base Atk +2; Grp +14  
Atk Options Bantha Rush, Dastardly Strike  

Abilities Str 24, Dex 10, Con --, Int 7, Wis 11, Cha 8  
Special Qualities Droid Traits  
Talents Dastardly Strike  
Feats Armour Proficiency (Light, Medium), Bantha Rush,  
Skill Training (Jump), Skill Focus (Endurance), Weapon  
Proficiency (Pistols, Simple Weapons)  
Skills Endurance +12, Jump +14  
Systems Basic Processor, Hand Appendages (2), Internal  
Storage (5 kg), Vocabulator, Walking Locomotion  
Possessions Duranium Armour Plating (+9 Armour),  
Holoprojector (Personal)
**Heirloom Items**

Over the course of galactic history, certain items, including weapons and armour, have been made famous by the person they belong to. The personal blaster rifle of a hero of the Mandalorian Wars or a lightsabre wielded by a dreaded Sith Lord is more than just another piece of equipment; it is a piece of history. It has become legendary because it is strongly associated with the power and destiny of its owner and is closely tied to that person's successes; for example, Ulic Qel-Droma's lightsabre and Exar Kun's battle armour were both integral in helping those characters fulfil their destiny. Heirloom items are exceedingly rare, and each is unique. Thus, they are highly sought-after by collectors and heroes alike.

The original owners of heirloom items take exceptional care of those items and might have specific talent or skill in maintaining and upgrading them. An heirloom item carries a benefit that persists until the item's destruction. Such a benefit makes the item special and is the result of the original owner's tinkering or a side effect of being present when a character's destiny is fulfilled. See the section below for several sample heirloom item properties.

**Creating Heirloom Items**

In order for an heirloom item to come into being, the item must be present when a character fulfils his or her destiny (as per the Destiny mechanic on page 112 of the *Saga Edition Core Rulebook*). When a character fulfils his or her destiny, instead of gaining the "Destiny Fulfilled" effect of that destiny, he or she can instead choose to create an heirloom item. That character then chooses one of the following effects, which is applied to a particular weapon, suit of armour, or item in the character's possession at the moment the destiny is fulfilled. Typically this item is one of particular significance to the character.

Additionally, when a character with an unfulfilled destiny dies while in pursuit of his or her destiny, instead of the normal effect (Force Spirit, Noble Sacrifice, or Vengeance), that character can choose to create an heirloom item instead.

The possible heirloom item effects are discussed below:

**Extra Modifications**

When an item becomes an heirloom item, you can choose to convert one of the item's equipment bonuses into a destiny bonus instead. Additionally, if the equipment bonus converted to a destiny bonus is from a modification made with the Tech Specialist feat (see *SE SoI*, page 21), the bonus is no longer considered to be the result of a modification – it has just become an inherent bonus of the item – and another modification can be made to the item with the Tech Specialist feat. Thus, the old bonus no longer counts toward the one-per-item limit inherent in the feat.

**Legendary Icon**

When an item becomes an heirloom item, its fame spreads throughout the galaxy. When carrying the heirloom item in plain sight (not concealed), you gain favourable circumstances on all Charisma-based skill checks (except Use the Force) provided that you are dealing with another character or droid at the time.

**Steeped in the Dark Side**

When an item possessed by an agent of evil becomes an heirloom item, some of that evil becomes a part of the item itself. When carrying or using the heirloom item, once per encounter you can gain a destiny bonus equal to one-half your Dark Side Score to any one attack roll or skill check. Doing so increases your Dark Side Score by 1.

**Symbol of the Light**

When an item possessed by a scion of good becomes an heirloom item, it becomes a beacon of light that staves off the darkness. When carrying or using the heirloom item, once per encounter, as a reaction, you can impose a destiny penalty to any one attack roll or skill check made by a character with a Dark Side Score of 1 or higher. This destiny penalty is equal to the target's Dark Side Score.

**Sample Heirloom Items**

Below are three sample heirloom items, with statistics based on the rules provided above.

**Freedon Nadd’s Short Lightsabre**: Legendary icon short lightsabre with a rubat crystal (Small lightsabre, 2d6 damage, legendary icon).

**Ludo Kressh’s War Sword**: Sith alchemical war sword, steeped in the dark side (Medium simple weapon, 1d8 damage, can spend a Force Point to gain bonus to damage equal to Dark Side Score, steeped in the dark side).

**Onasi Blaster**: Blaster pistol with improved accuracy and improved damage destiny bonus (Small blaster pistol, 3d6+2 damage, +1 equipment bonus to attack rolls).
KotOR Web Enhancement 5

Karnak Tetsu, Sorcerer of Tund

The secret of the universe – its professed possession is no small claim. But beyond Republic space, an entire people allege just that. Karnak Tetsu is one of these Sorcerers of Tund, descendants of the Sith race.

Even though the original Sith were steeped in sorilege, sentient sacrifices, and wars, they lived spiritually serene lives, never doubting conflict’s integral role to existence. Only with their introduction to methodical Rakatan malice did these Sith truly embrace the Dark Side. However, Sith priests interpreted the death of their Sith’ari in the Rakatan conflict as a sign to reject this concept. These heretics were banished from the Sith homeworld, following their instincts to the Force-soaked world Tund.

This pure-blooded Sith society combines science, ontology, and magic. Convinced by their Rakatan interactions that all sentients are Force-sensitive, the Sorcerers of Tund proclaim that the omnipresence of the Force (or "the Unity") illuminates the deception of dualities and multiplicity. Their cosmology views life as perfectly harmonious and the existence of true opposites as an illusion.

The sorcerers have interactions with early Jedi, who view them as merely another Force sect, like the Jal Shey or Zeison Sha. However, following the Restoration – and Karnak Tetsu's reign of terror – Jedi label the sorcerers’ hermetica as unqualified heresy. Unsurprisingly, the sorcerers are reticent in accepting outlanders, believing that only true Sith can grasp their truth. On one occasion, however, they welcome the few remaining Massassi and Kissai, descended from outcasts much like themselves.

The leader of the Sorcerers of Tund during the years following the Great Sith War is the enigmatic Karnak Tetsu.

<table>
<thead>
<tr>
<th>Karnak Tetsu (Dark Wars)</th>
<th>CL 15</th>
</tr>
</thead>
<tbody>
<tr>
<td>Medium Sith (Human) Noble 7/ Force Adept 5/ Force Disciple 3</td>
<td></td>
</tr>
<tr>
<td>Destiny 2; Force 10; Dark Side 18</td>
<td></td>
</tr>
<tr>
<td>Init +11; Senses Use the Force +20</td>
<td></td>
</tr>
<tr>
<td>Languages Basic, High Galactic, Huttese, Sith, Tundan, 4 unassigned</td>
<td></td>
</tr>
<tr>
<td><strong>Defences</strong></td>
<td></td>
</tr>
<tr>
<td>Ref 27 (Flat-footed 27), Fort 27, Will 35</td>
<td></td>
</tr>
<tr>
<td>hp 53; Threshold 27</td>
<td></td>
</tr>
<tr>
<td>Immune Mind-affecting effects</td>
<td></td>
</tr>
<tr>
<td><strong>Speed</strong></td>
<td></td>
</tr>
<tr>
<td>6 squares</td>
<td></td>
</tr>
<tr>
<td><strong>Melee</strong> Unarmed +8 (1d4+5) or</td>
<td></td>
</tr>
<tr>
<td><strong>Ranged</strong> Blaster Pistol +9 (3d6+7)</td>
<td></td>
</tr>
<tr>
<td><strong>Base Atk</strong> +10; <strong>Grp</strong> +9</td>
<td></td>
</tr>
<tr>
<td><strong>Atk Options</strong> Channel Aggression, Channel Anger</td>
<td></td>
</tr>
<tr>
<td><strong>Special Actions</strong> Affliction, Dark Presence, Illusion, Power of the Dark Side</td>
<td></td>
</tr>
<tr>
<td><strong>Force Secrets</strong> Distant Power, Multitarget Power</td>
<td></td>
</tr>
<tr>
<td><strong>Force Techniques</strong> Dominate Mind, Force Power Mastery (Wound)</td>
<td></td>
</tr>
<tr>
<td><strong>Abilities</strong> Str 6, Dex 8, Con 9, Int 16, Wis 18, Cha 16</td>
<td></td>
</tr>
<tr>
<td><strong>Special Qualities</strong> Indomitable, Prophet, Sith Offshoot</td>
<td></td>
</tr>
<tr>
<td><strong>Talents</strong> Affliction, Channel Aggression, Channel Anger, Dark Presence, Dark Side Adept, Force Perception, Illusion, Power of the Dark Side, Visions</td>
<td></td>
</tr>
<tr>
<td><strong>Feats</strong> Force Boon, Force Sensitivity, Force Training (5), Linguist, Skill Focus (Deception), Skill Focus (Perusasion), Skill Focus (Use the Force), Weapon Proficiency (Pistols, Simple Weapons)</td>
<td></td>
</tr>
<tr>
<td><strong>Skills</strong> Deception +20, Gather Information +15, Initiative +11, Knowledge (Galactic Lore) +15, Knowledge (Life Sciences) +15, Knowledge (Physical Sciences) +15, Knowledge (Social Sciences) +15, Perception +20, Persuasion +20, Use Computer +15, Use the Force +20</td>
<td></td>
</tr>
<tr>
<td><strong>Possessions</strong> Blaster Pistol, Sith Talisman, Tundan Robes</td>
<td></td>
</tr>
</tbody>
</table>

Sith Offshoot: As a descendant of the original Sith people, Karnak Tetsu has access to the talents of the Sith Tradition in the Force Disciple prestige class.
The *Arkanian Legacy* is a massive vessel designed specifically to hold the Adascorp corporate headquarters, as well as many of its most significant research laboratories. Other significant facilities include a major research hospital, an arboretum, a conservatory, and an important art museum. The ship carries as many as 100,000 Adascorp employees and families.

The *Arkanian Legacy* is also directly associated with Lord Arkoh Adasca; the craft was officially launched at a ceremony in which he took control of his inheritance and Adascorp. Ironically, the ship is ravaged at the same moment that Arkoh's grandest scheme disintegrates, when the exogorths of Project Black Harvest feast upon it. The remains of the ship remain derelict in the Omonoth system.

---

**Arkanian Legacy**

Colossal (Cruiser) capital ship  
**Init** -2; **Senses** Perception +6

<table>
<thead>
<tr>
<th>Defences</th>
<th>hp 1'500; DR 20; SR 100; Threshold 250</th>
</tr>
</thead>
</table>

**Speed**  
Fly 2 squares (starship scale)

**Ranged**  
4 Light Turbolaser Cannon batteries +11* (see below) and  
12 Medium Turbolaser Cannon batteries +11* (see below)

**Fighting Space** 2×2 (starship scale); **Cover** Total  
**Base Atk** +2; **Grp** +72

**Abilities**  
Str 90, Dex 14, Con --, Int 16  
Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2, Stealth -12, Use Computer +6

**Crew** 5'000 (Skilled); **Passengers** 100'000  
**Cargo** 10'000 tons; **Consumables** 2 Years; **Carried Craft**  
24 starfighters, Lord Adasca's personal shuttle, 8 shuttles; Various research, transport, passenger and visitor craft in transit

**Hyperdrive**  
×2 (backup ×8), navicomputer

**Availability**  
Military, Rare; **Cost** Not available for sale

*Apply a -20 penalty on attacks against targets smaller than Colossal in size.

**Light Turbolaser Cannon battery** (4 Gunners)  
Atk +11 (-9 against targets smaller than Colossal); **Dmg** 3d10×5

**Medium Turbolaser Cannon battery** (4 Gunners)  
Atk +11 (-9 against targets smaller than Colossal); **Dmg** 5d10×5
The Sith Empire dupe Shasa and other young Selkath as part of an effort to gain control of Manaan during the Jedi Civil War. Fortunately for her, she and the other Selkath youths are rescued by Revan during his efforts to suppress Sith activities on the planet. Having learned a valuable lesson in the ways of the galaxy, and having natural ability with the Force, she dedicates her life to the establishment of an order that will protect Manaan. This new organization quickly becomes known as the Order of Shasa, which trains Force-sensitive Selkath and survives for thousands of years.

**Shasa (Jedi Civil War)**

**CL 8**

Medium Selkath Noble 7/ Force Adept 1  
**Destiny** 1; **Force** 4; **Dark Side** 1  
**Init** +4; **Senses** Perception +11  
**Languages** Basic, Selkath, 2 unassigned

**Defences**  Ref 20 (Flat-footed 20), Fort 20, Will 24  
hp 44; **Threshold** 20

**Speed** 6 squares, 4 squares (swim)  
**Melee** Unarmed +4 (1d4+3) or  
**Ranged** Blaster Pistol +5 (3d6+4)  
**Base Atk** +5; **Grp** +5  
**Atk Options** Force Power Adept (Force Whirlwind), Waveform  
**Special Actions** Inspire Confidence, Progenitor’s Call,  
**Force Powers Known** (Use the Force +16): Farseeing, Force Grip, Force Whirlwind, Mind Trick, Move Object, Surge  
**Force Techniques** Force Point Recovery

**Abilities**  Str 8, Dex 10, Con 10, Int 13, Wis 15, Cha 15  
**Special Qualities** Breathe Underwater, Expert Swimmer, Able Healer  
**Talents** Deception Awareness, Force Power Adept (Force Whirlwind), Inspire Confidence, Progenitor’s Call, Waveform  
**Feats** Force Sensitivity, Force Training (2), Linguist, Skill Focus (Use the Force), Skill Training (Swim), Skill Training (Use the Force), Weapon Proficiency (Pistols, Simple Weapons)  
**Skills** Deception +11, Gather Information +11, Knowledge (Galactic Lore) +10, Perception +11, Persuasion +11, Pilot +9, Swim +8 (may take 10 when distracted/threatened; can reroll, must take second result), Use Computer +10, Use the Force +16  
**Possessions** Blaster Pistol, Commlink, Datapad
The Last Resort is the home, workshop, and laboratory of Gorman Vandrayk, better known as "Camper." Never a first-class ship, even when it was a new Amalgamated Hyperdyne 578-R Space Transport, The Last Resort deteriorates even further as it sits idle on the planet Taris. Camper is hiding on Taris from his former employers, and he is willing to let a collection of tents and awnings conceal the ship, obscuring its true form. He tinkers with some systems, such as configuring a powerful cannon at the expense of his hyperdrive and shields, and he neglects others completely. The cargo deck level becomes his workshop, housing several "Camper special" compartments and serving as temporary home to the droid Elbee.

When Camper and fellow Arkanian offshoot Jarael are forced to use the ship for its true function, the poor condition of the life-support systems nearly kills him, thanks to the mould and allergens that had grown within the system over the years. The current location of The Last Resort is unknown. It was last seen leading the exogorths into Wild Space, following the failed Project Black Harvest.

**The Last Resort**

Colossal space transport  
**Init** -5; **Senses** Perception +5

**Defences**  
Ref 12 (Flat-footed 12), Fort 24; +12 Armour  
hp 100; DR 15; SR 10; **Threshold** 76

**Speed**  
Fly 12 squares (Max velocity 800 km h⁻¹), Fly 3 squares (starship scale)

**Ranged**  
Heavy Laser Cannon +1 (see below)

**Fighting Space**  
12×12 or 1 square (starship scale); **Cover**

**Total**

**Base Atk** +0; **Grp** +34

**Atk Options** Autofire (Heavy Laser Cannon)

**Abilities**  
Str 39, Dex 10, Con --, Int 12

**Skills**

Initiative -5, Mechanics +5, Perception +5, Pilot -5, Stealth -15, Use Computer +5

**Crew** 2 (Normal); **Passengers** 10

**Cargo** 40 tons; **Consumables** 4 Months; **Carried Craft**

None

**Hyperdrive** ×4, navicomputer

**Availability** Unique; **Cost** Not available for sale

**Emplacement Points** 2

**Heavy Laser Cannon** (Gunner)

Atk +1 (-4 Autofire); Dmg 5d10×2
The Moomo Williwaw – one of the most unusual ships in the galaxy – is operated by the unusually dense Moomo brothers. Originally a Pelagia Duplex Command Assault Gunship, this craft is crazily modified at the request of Baron Karoll "The Mad" Cilarnus, who is highly impressed by the ship’s performance during the Sith War. Due to financial difficulty, the Baron never takes possession of the craft, and no military would purchase a vessel armed with so many weapons that some of its gunners are in danger from its own turrets. The Moomo brothers save the ship from the scrap heap, agreeing with each other just long enough to purchase the craft. Unbelievably, they add even more weaponry to the ship “just in case” they need it. A few torpedoes are even welded on, just for show (but real nonetheless). Many of the weapons are controlled from the cockpit on their side of the ship, but two turrets are manned. The ship now serves as their base of operation and storehouse for their considerable personal armoury. The ship’s unique dual cockpits are intended to direct the gunnery turrets on each side of the ship. However, the Moomo Brothers typically take position in each of the cockpits and then fight over helm control as the ship careens through space.

### Moomo Williwaw

| Defences Ref 14 (Flat-footed 12), Fort 26; +12 Armour hp 130; DR 15; SR 20; Threshold 76 |
| Speed Fly 12 squares (Max velocity 870 km h⁻¹), Fly 3 squares (starship scale) |
| Ranged 2 Heavy Laser cannons +8 (see below) and Laser cannons +8 (see below) or |
| Ranged 2 Heavy Laser cannons +8 (see below) and Light Laser cannons +8 (see below) or |
| Ranged 2 Heavy Laser cannons +8 (see below) and Medium Blaster cannon +8 (see below) or |
| Ranged 2 Heavy Laser cannons +8 (see below) and Light Blaster cannon +8 (see below) or |
| Ranged 2 Heavy Laser cannons +8 (see below) and Proton Torpedoes +8 (see below) or |
| Ranged 2 Heavy Laser cannons +8 (see below) and Light Concussion Missile launchers +8 (see below) |

| Fighting Space 8×8 or 1 square (starship scale); Cover Total |
| Base Atk +5; Grp +41 |
| Atk Options Autofire (Heavy Laser cannons, Laser cannons, Light Laser cannons, Medium Double Blaster cannons) |

| Abilities Str 43, Dex 14, Con --, Int 16 |
| Skills Initiative +0, Mechanics +8, Perception +8, Pilot +0, Stealth -10, Use Computer +8 |

| Crew 4 (Expert); Passengers 6 |
| Cargo 5 tons; Consumables 1 Week; Carried Craft None |
| Payload 4 Concussion Missiles, 3 Proton Torpedoes |
| Hyperdrive ×2, navicomputer |

| Availability Unique; Cost Not available for sale |

| Heavy Laser cannons (Gunner) Atk +8 (+3 Autofire); Dmg 6d10×2 |
| Laser cannons (Pilot/Copilot) Atk +8 (+3 Autofire); Dmg 4d10×2 |
| Light Laser cannons (Pilot/Copilot) Atk +8 (+3 Autofire); Dmg 3d10×2 |
| Medium Blaster cannon (Pilot/Copilot) Atk +8; Dmg 4d10×2 |
| Medium Double Blaster cannon (Pilot/Copilot) Atk +8 (+3 Autofire); Dmg 5d10×2 |
| Light Blaster cannon (Pilot/Copilot) Atk +8; Dmg 3d10×2 |
| Proton Torpedoes (Pilot/Copilot) Atk +8; Dmg 9d10×2, 4-square splash |
| Concussion Missiles (Pilot/Copilot) Atk +8; Dmg 7d10×2, 4-square splash |
KotOR CG Web Enhancement 9

Urban Bombardier Speeder Bike

A military version of Aratech Corporation's Urban Navigator speeder bike, the Urban Bombardier entered Republic service during the Mandalorian Wars. The Bombardier configuration replaces the original sidecar with a weapons array, capable of firing both lasers and missiles along the forward axis of travel.

During the Mandalorian Wars, Bombardiers saw action on a variety of worlds. Designed with urban combat in mind, they help to equalize Mandalorian jet packs and Basilisks.

<table>
<thead>
<tr>
<th>Aratech Urban Bombardier Speeder Bike</th>
<th>CL 1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Large air vehicle (speeder)</td>
<td></td>
</tr>
<tr>
<td>Init +12; Senses Perception +6</td>
<td></td>
</tr>
<tr>
<td><strong>Defences</strong></td>
<td></td>
</tr>
<tr>
<td>Ref 17 (Flat-footed 10), Fort 13; +1 Armour</td>
<td></td>
</tr>
<tr>
<td>hp 35; DR 5; Threshold 18</td>
<td></td>
</tr>
<tr>
<td><strong>Speed</strong></td>
<td></td>
</tr>
<tr>
<td>Fly 12 squares (Max velocity 500 km h⁻¹)</td>
<td></td>
</tr>
<tr>
<td><strong>Ranged</strong></td>
<td></td>
</tr>
<tr>
<td>Laser cannon +6 (see below) or</td>
<td></td>
</tr>
<tr>
<td>Light Concussion Missile launcher +6 (see below)</td>
<td></td>
</tr>
<tr>
<td><strong>Fighting Space</strong></td>
<td></td>
</tr>
<tr>
<td>2×2; <strong>Cover</strong> +5</td>
<td></td>
</tr>
<tr>
<td><strong>Base Atk</strong> +2; <strong>Grp</strong> +14</td>
<td></td>
</tr>
<tr>
<td><strong>Atk Options</strong></td>
<td></td>
</tr>
<tr>
<td>Autofire (Laser cannon)</td>
<td></td>
</tr>
<tr>
<td><strong>Abilities</strong></td>
<td></td>
</tr>
<tr>
<td>Str 17, Dex 24, Con --, Int 14</td>
<td></td>
</tr>
<tr>
<td><strong>Skills</strong></td>
<td></td>
</tr>
<tr>
<td>Initiative +12, Mechanics +6, Perception +6, Pilot +12, Stealth +7, Use Computer +6</td>
<td></td>
</tr>
<tr>
<td><strong>Crew</strong> 1 (Skilled)</td>
<td></td>
</tr>
<tr>
<td><strong>Cargo</strong> 10 kg; <strong>Consumables</strong> 1 Days; <strong>Carried Craft</strong> None</td>
<td></td>
</tr>
<tr>
<td><strong>Payload</strong> 4 Light Concussion Missiles</td>
<td></td>
</tr>
<tr>
<td><strong>Availability</strong> Restricted; <strong>Cost</strong> 18'000 (8'500 used)</td>
<td></td>
</tr>
</tbody>
</table>

**Laser cannon** (Pilot)

Atk +6 (+1 Autofire); Dmg 1d8×2

**Light Concussion Missiles** (Pilot)

Atk +6; Dmg 1d10×2, 1-square splash
Creatures of KotOR 1

Firaxa (Firaxan Shark)

The firaxa, also known as the firaxan shark, is native to the ocean world of Manaan. This fierce predator is extremely territorial and attacks almost any creature, vehicle, or piece of equipment that violates its space. Firaxa are thought to be the spawn of an enormous individual known as the Progenitor, who prowled the waters in an area known as the Hrakert Rift. This Progenitor had some control over her children, who would come from many miles around if called. Scholars also believe that the firaxa are distantly related to Manaan's native species, the Selkath. This connection may explain why the Selkath are the only creatures that firaxa do not attack on sight.

Firaxa Encounters

Firaxa are found only on the water planet of Manaan, but they can be encountered almost anywhere beneath its waves. The creatures are drawn to, and aggravated by, activity caused by surface dwellers, such as construction, exploration, or mining. Firaxa ignore Selkath, and thus most forays away from the safety of the floating cities are led by a Selkath guide who knows their ways and can divert the creatures from attacking. Firaxa swarm in particularly large numbers in the Hrakert Rift, where the Progenitor is thought to lair. Anyone moving into this dangerous area should bring along seriously heavy firepower (in addition to thick pressure suits) if they want to survive.

Firaxa

CL 8

Large Aquatic Beast 9

Init +5; Senses Low-light Vision, Scent; Perception +17

Defences

Ref 17 (Natural Armour +7, Flat-footed 16), Fort 20, Will 13
hp 130; Threshold 25
Weakness Sonic Vulnerability

Speed 8 squares (swim)

Melee Bite +10* (1d8+17)
Fighting Space 3×3; Reach 2 squares
Base Atk +6; Grp +19
Atk Options Blood in the Water, Power Attack

Abilities Str 26, Dex 13, Con 30, Int 2, Wis 16, Cha 8

Special Qualities Aquatic Traits, Blood in the Water, Low-light Vision, Scent

Feats Power Attack, Skill Focus (Perception), Skill Training (Survival), Weapon Focus (Bite)

Skills Perception +17, Stealth +0, Survival +12

Blood in the Water: Firaxa deal +1 die of damage against targets that have taken damage since the start of the firaxa’s last turn.

Scent: Firaxa ignore concealment and cover when making Perception checks to notice opponents within 20 squares and they take no penalty from poor visibility when tracking.

Sonic Vulnerability: Weapons that deal Sonic damage deal +1 die of damage against a Firaxa

*Includes 5 points of Power Attack
Creatures of KotOR 1

Gizka

Gizka are reptilian creatures found throughout the galaxy. They are so widespread; in fact, that it's rare to find a planet that doesn't have at least one colony of the creatures. Small, weak, and almost comically innocent looking, gizkas' most notable ability is that of fecundity. They breed at alarming rates and can easily overwhelm an area's natural ecosystem or a ship's food stores in a matter of weeks or months.

While they prefer grains and leaves, gizka can eat nearly anything, including wiring, insulation, and other components commonly found on starships – another reason why they are so despised. Gizka are immune to radiation, and beyond opening a starship up to open vacuum, an infestation can be dealt with only by poison. The creatures can squeeze into impossibly small openings, allowing them to create warrens inside bulkheads or access tunnels. Gizka meat is nutritious and has a "universal flavour," meaning that almost any creature can stomach it. However, every attempt at domesticating the beast has lead to disaster, since they always find ways to escape or chew on vital electronic parts while looking for food.

Gizka Encounters

Gizka can be found almost anywhere, and usually are. They are almost completely harmless in combat but incredibly destructive to ships, food stocks, and property. Most encounters with gizka involve the wholesale eradication of a colony or discovering the source of mysterious power outages or missing food. Gizka work well as distractions, causing the heroes consternation when they discover that their transportation is out of commission or that their trail rations have been eaten while they're out in some forsaken wilderness.

<table>
<thead>
<tr>
<th>Gizka</th>
<th>Gizka Pack</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tiny Beast 1</td>
<td>Small Beast 1</td>
</tr>
<tr>
<td>Init +2; Senses Perception +7</td>
<td>Init +2; Senses Perception +7</td>
</tr>
</tbody>
</table>

**Defences**
Ref 16 (Natural Armour +1, Flat-footed 14), Fort 12, Will 13

**hp 5; Threshold 12**

**Immune** Mild, moderate and severe radiation

**Speed** 4 squares

**Melee** Bite -2 (1d3-2)

**Base Atk** +0; Grp -8

**Atk Options** Gnaw

**Special Actions** Squeeze

**Abilities**

| Str 6; Dex 14; Con 13; Int 2; Wis 14; Cha 8 |
|---|---|

**Special Qualities**

| Gnaw, Squeeze |

**Feats**

| Improved Defences |

**Skills**

| Perception +7; Stealth +12 |

**Gnaw:** Gizka ignore the DR of unattended, immobile items when making a Bite attack.

**Squeeze:** A Gizka can move through spaces as if it were Diminutive size.

<table>
<thead>
<tr>
<th>Gizka Pack</th>
<th>CL 2</th>
</tr>
</thead>
</table>

**Defences**
Ref 15 (Natural Armour +1, Flat-footed 13), Fort 12, Will 13

**hp 10; Threshold 22**

**Immune** Mild, moderate and severe radiation

**Speed** 4 squares

**Melee** Bite -2 (1d4-2)

**Base Atk** +0; Grp -3

**Atk Options** Gnaw

**Special Actions** Squeeze

**Abilities**

| Str 6; Dex 14; Con 13; Int 2; Wis 14; Cha 8 |

**Special Qualities**

| Gnaw, Pack Traits, Squeeze |

**Feats**

| Improved Defences |

**Skills**

| Perception +7; Stealth +7 |

**Gnaw:** Gizka packs ignore the DR of unattended, immobile items when making a Bite attack.

**Pack Traits:** The melee attack of a pack is an area attack that affects all squares within reach. The ranged attacks of a pack are considered to have a 1-square splash. Area attacks deal an extra 2 dice of damage against a pack or swarm.

**Squeeze:** A Gizka pack can move through spaces as if it were Tiny size.
Creatures of KotOR 2

Horned Kath Hound

Horned Kath Hounds are more dangerous and aggressive versions of the mundane Kath hound (KotOR CG, page 223) found on the planet Dantooine. Horned Kath Hounds attack with a combination of their horns and sharp claws, reserving their bite for chewing up prey. Horned Kath Hounds usually travel in their own packs, but some serve as the alpha for a group of regular Kath Hounds, cowing them into submission. Kath Hounds are not subtle hunters and prefer bowling over prey with a mighty charge before goring and clawing their victim to death. They are notoriously tough creatures with thick hides that can deflect all but the best placed attacks.

Horned Kath Hound Encounters

Horned Kath Hounds appear anywhere on Dantooine where large amounts of prey – typically Iriaz – can be found. When hunting, they lurk on the fringes of large herds of prey. Otherwise, they stick to the ravines and low rolling hills of the planet, digging dens to raise their pups. Horned Kath Hounds are also favoured as cruel guard animals or pets by criminals or other individuals who admire the vicious nature of these beasts.

Horned Kath Hound

CL 6

Medium Beast 7
Init +3; Senses Perception +2

Defences Ref 15 (Natural Armour +4, Flat-footed 15), Fort 14, Will 10
hp 52; Threshold 14

Speed 6 squares
Melee Gore +6* (1d6+10) and
Melee 2 Claws +6* each (1d4+10)
Fighting Space 1 square; Reach 1 square
Base Atk +5; Grp +9
Atk Options Bantha Rush, Power Attack

Abilities Str 19, Dex 10, Con 16, Int 2, Wis 9, Cha 8
Feats Bantha Rush, Improved Defences, Power Attack
Skills Jump +12

*Includes 3 points of Power Attack
Creatures of KotOR 2

Iriaz

Iriaz are noble-looking herbivores found on Dantooine. They live in massive herds, grazing on grasses, berries, and shoots from the occasional low-slung tree that dots the open prairies of the planet. Although relatively docile, Iriaz can be dangerous when spooked or threatened, charging with their huge, majestic horns. Hunters often travel to Dantooine for the sole purpose of hunting Iriaz, which has taken a toll on their numbers. Iriaz pelts and horns fetch a fine price on the market.

The creatures are capable of sprinting at tremendous speed for a short period of time, although this leaves them winded, so they reserve it only for fleeing or when males try to thwart predators that get too close to the herd.

Iriaz Encounters

Iriaz are most common on the plains of Dantooine, where enormous herds crisscross the grasses in search of water. A single Iriaz isn’t much of a threat, but they are rarely encountered alone – lone Iriaz are usually sick, old, or injured, though the occasional rogue male can also be found. Ironically, the biggest danger isn’t necessarily the Iriaz themselves, but the predators that stalk them; including Kath Hounds and Horned Kath Hounds. Another threat is hunters, who might mistake the heroes for Iriaz or who are indiscriminate with their shots. Iriaz also function well as any generic wild herd animal.

Iriaz

Medium Beast 4

Init +5; Senses Perception +9

Defences Ref 14 (Natural Armour +1, Flat-footed 11), Fort 11, Will 12
hp 22; Threshold 11

Speed 8 squares

Melee Gore +5 (1d6+4) or
Melee Gore +7 (1d4+6) with Powerful Charge

Fighting Space 1 square; Reach 1 square
Base Atk +3; Grp +6
Atk Options Powerful Charge
Special Actions Sprint

Abilities Str 14, Dex 16, Con 12, Int 2, Wis 15, Cha 8

Special Qualities Sprint
Feats Powerful Charge, Skill Training (Perception)
Skills Jump +9, Perception +9

Sprint: Once per encounter, as a free action an iriaz can double its speed for 1 round. The iriaz moves –1 step along the condition track at the end of the turn on which it uses this ability.
Creatures of KotOR 3

Viper Kinrath

Kinrath and its deadlier variety, the Viper Kinrath shown here, are commonly found on Dantooine and Kashyyyk but have been spotted on other, more distant planets in smaller numbers. This bizarre insectile creature has four long legs sprouting from a central body. Another long appendage sprouts from the "face" of the Viper Kinrath, which ends in a sharp, poison-filled stinger. (Regular Kinrath are functionally the same, but replace their stinger attack with another slam attack and no poison.)

Their miniscule eyes are vestigial, and the creature uses a combination of heat sensing and smell to navigate and locate prey. Every Kinrath produces a unique, pungent odour from large sweat glands that allows them to locate each other. Savvy hunters learn to coat themselves with the sweat from these glands in order to move in close to Viper Kinraths and take them unawares.

Jedi and other Force-users have learned that Kinrath eggs contain red crystals that can be used as the power source for lightsabres. Indeed, many Padawans are sent to hunt for these eggs as part of their final test to create their own lightsabre.

Viper Kinrath Encounters

Kinrath are found throughout Dantooine and Kashyyyk, although they typically stick close to large clumps of vegetation where their natural coloration helps them blend into their surroundings. Unlucky heroes may stumble into a Kinrath hive and confront the hive queen, protected by dozens of regular and Viper Kinrath. As mentioned above, young Jedi might have to hunt Kinrath to gather eggs and the crystals inside to manufacture their lightsabre.

Viper Kinrath

<table>
<thead>
<tr>
<th>Viper Kinrath</th>
<th>CL 7</th>
</tr>
</thead>
<tbody>
<tr>
<td>Large Beast 8</td>
<td></td>
</tr>
<tr>
<td>Init +7; Senses Blind; Perception +10</td>
<td></td>
</tr>
</tbody>
</table>

**Defences**
- Ref 17 (Natural Armour +5, Flat-footed 14), Fort 16, Will 11
- hp 84; Threshold 21

**Speed** 6 squares

**Melee** Slam +10 (1d6+8) or

**Ranged** Sting +9 (1d6+4 plus poison)

**Fighting Space** 2×2; **Reach** 1 square (2 squares, Sting)

**Base Atk** +6; **Grp** +15

**Atk Options** Combat Reflexes, Point Blank Shot, Poison

**Abilities**
- Str 18, Dex 16, Con 22, Int 1, Wis 13, Cha 6

**Special Qualities**
- Blind, Poison

**Feats**
- Combat Reflexes, Point Blank Shot, Weapon Focus (Sting)

**Skills**
- Perception +10, Stealth +2

**Blind**: Viper Kinrath are blind and take no penalties due to concealment and total concealment due to darkness. They use a variety of other senses to identify their enemies.

**Poison**: If a Viper Kinrath deals damage with its sting attack to a living target, the target is also poisoned. If the poison succeeds on an attack roll (1d20+8) against the target's Fortitude Defence, the target takes 2d6 points of damage and moves –1 step along the condition track. If the attack fails, the target takes half damage and doesn't move on the condition track. Viper Kinrath poison attacks each round until cured with a DC 18 Treat Injury check.
Creatures of KotOR 3

Mykal

Mykal are aerial predators found in the huge, sprawling forests of Kashyyyk. They build large nests and attack almost anything that they spot. Some Mykal grow to enormous size and are found only in the deepest, most ancient portions of the wilderness. Mykal eggs are nutritious and tasty, and they're considered a delicacy by most sentients. However, acquiring them is quite a challenge, considering that Mykal nests are found hundreds of meters above the forest floor.

Mykal are an important part of the ecosystem and are responsible for keeping the numbers of Kinrath in check. However, the Wookiees of Kashyyyk have long considered Mykal pests and shoot them on sight.

Mykal Encounters

Mykal can be found almost anywhere on Kashyyyk, but they're most common in the middle to upper canopies, which is where most Wookiees build their tree house cities. The creatures rarely venture to the forest floor, where the prey is too large and aggressive for most Mykal to handle. Heroes could be sent to eliminate Mykal that lair too closely to a Wookiee settlement or to raid Mykal nests in search of their eggs.

Mykal

CL 4

Medium Airborne Beast 5
Init +10 (may reroll, must take second result); Senses Low-light Vision; Perception +3

Defences Ref 16 (Natural Armour +3, Flat-footed 13); Fort 13, Will 11
hp 37; Threshold 13

Speed 8 squares (fly)
Melee Bite +6 (1d6+3)
Fighting Space 1 square; Reach 1 square
Base Atk +3; Grp +6
Atk Options Confusing Swoop, Running Attack, Weapon Finesse

Abilities Str 13, Dex 17, Con 16, Int 2, Wis 12, Cha 10

Special Qualities Airborne Traits, Confusing Swoop, Low-light Vision

Feats Running Attack, Weapon Finesse

Skills Initiative +10 (may reroll, must keep second result)

Confusing Swoop: When a Mykal damages a target with a charge attack, that target cannot make attacks of opportunity against the Mykal until the end of its next turn.