

# **The Ithorian** **Job**

A Star Wars: Saga Edition scenario for 5 players

By Micheal Calnan

## System

Star Wars Saga Edition is a variant of the d20 system

## The Basic Mechanic

### **d20 + modifiers versus target number**

<b><u>DIFFICULTY CLASSES</u></b>	
<b>DIFFICULTY (DC)</b>	<b>EXAMPLE (SKILL USED)</b>
Very easy (0)	Notice something in plain sight (Notice)
Easy (5)	Climb a knotted rope (Climb)
Average (10)	Hear an approaching security guard (Notice)
Tough (15)	Disarm an explosive (Disable Device)
Challenging (20)	Swim against a strong current (Swim)
Formidable (25)	Break into a secure computer system (Computers)
Heroic (30)	Climb a slippery overhang (Climb); overcome a sophisticated security system (Disable Device)
Superheroic (35)	Convince the guards to let you into the building, even though you're not wearing an ID badge
Nearly impossible (40)	Track a commando through the jungle on a moonless night after 12 days of rainfall (Survival)

## Skills

To use a Skill roll a d20 and add  $\frac{1}{2}$  your character level (rounded down) plus the appropriate ability modifier plus other modifiers (+5 for trained skills, +5 for skill focus) if the result is higher than the target number than the action succeeds. A roll of 20 is considered an automatic success

## Healing Damage

There are 2 ways to heal damage, first aid which takes a turn and surgery which takes a lot longer  
First Aid: DC 15 treat injury skill restores 5hp, +1 for every point the player exceeds the DC by  
Surgery: DC 20 restores [Con]x5 hit points

## Combat

In combat you roll a d20 and add your attack modifier if the result is higher than the opponents defense then its a hit. Most weapons target reflex defense unless otherwise noted. Unless otherwise noted a result of 20 is a critical hit and does double damage.

## Damage

When you hit with an attack, you may deal damage. For melee attacks, the damage bonus is your Strength bonus (twice your Strength bonus for 2-handed weapons), plus the weapons damage plus any modifiers for powers like Battle Strike. For ranged attacks the damage bonus is usually based on the weapons damage.

## Aim

Players can spend a move action to aim, allowing them to ignore enemies cover bonuses

## Cover

A character who finds something to take cover behind gets a +5 bonus to reflex defense

## Saving throw

Saving throws work a little differently in Saga Edition, instead attacks have to overcome defenses

(reflex defense, fortitude defense or will defense)

### **Initiative**

The initiative skill determine who acts first in combat. Roll at the beginning of a battle

### **Second Wind**

Characters can take a second wind once a day when they are below half health. A second wind restore  $\frac{1}{4}$  the characters full health or their constitution score (whichever is greater)

### **Conditions**

Certain attacks knock characters down the Condition Track (figure 1), Spending a full action (ie an entire round) allows the player to move up one place on the track

### **Damage Threshold**

When an attack equals or exceeds a characters damage threshold they are moved one place down the condition track

### **Force Points**

All characters have force points which represent their natural luck

Players can spend a Force point to add 1d6 to any skill check, attack roll or ability check

Players can spend a Force point when dropped below 0 hit points to not die but become unconscious instead.

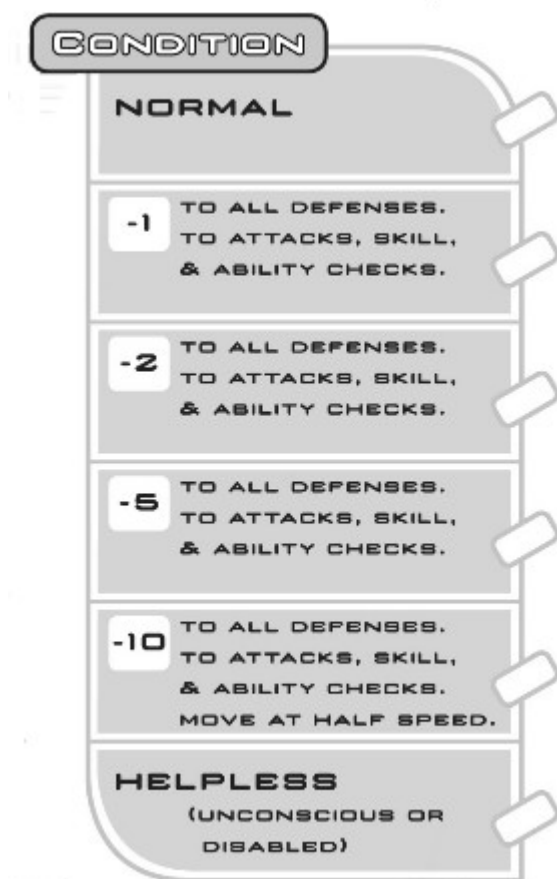
One Force point can be spent to use a Force Point an additional time in an encounter

Force points can be used to fuel certain talents or force powers

### **Force Powers**

Force powers are activated using the “Use the Force” skill.

High results usually cause additional effects or make force powers more powerful



# WARPcon XX - Star Wars SAGA

## The Ithorian Job

A Star Wars Saga game for 5 players in the Old Republic

*“During the war those Czerka bastards stayed “neutral”, they sold weapons to both sides, Sith and Republic. But we all know the truth, Czerka were the Sith's lapdogs. Now that the war is over we are all supposed to play nice, the Republic can't afford to rebuild without Czerka so they get away clean. That aint right and you know it. We are going to hit those traitors where it hurts...”*

The players are ex-republic soldiers from the war with the Sith (Knights of the Old Republic 1). Czerka corporation, one of the largest corporations in the galaxy was officially neutral but in reality sided with the Sith. After the war the Republic was devastated by the war and choose to not prosecute Czerka corporation because its resources were needed for rebuilding efforts. This bred alot of resentment in the republic, especially among the military who had fought the Sith and Czerka.

5 years after the war the PCs are called together by their old commander, Orin. The years after the war have left the characters destitute, barely scraping by. The reason they have been called together after so long is that their commander has discovered a major Czerka smuggling operation. When the Sith Empire crumbled they left behind alot of loot, materials and wealth stolen from the victims of the war. The commander has gotten word that the biggest shipment yet is on its way through. He has called his old crew together to rob the smuggler convoy.

His plan is to use a blink bomb (a once off mass shadow generator to knock the convoy out of space) to disable the czerka ship and take back its illicit cargo.

What he doesnt know is that the reason this shipment is such a big deal is because it contains artefacts stolen from dead jedi and the sith want the shipment for themselves

Before the czerka ship can be ambushed, the power core of the blink bomb needs to be taken back from the criminals who robbed his apartment.

## The Setting:

Asteroid 17 a mining station built into an asteroid orbiting the gas giant Ithor 5 in Ithorian system. Its rundown and filthy. Nearby is the Czerka space station that the stolen goods are being smuggled through, unfortunately its a fortress. The bar the characters assemble in is run by a buddy of the old commander, Sijan, and its named after him too.

## The Players:

### The People person

#### Telosian Noble

Originally the Lieutenant of the squad, with his homeworld destroyed and his family dead he wandered the galaxy for years

### The Techy

#### Tech talent scout

Combat Engineer, work dried up for soldiers after the war and he ended up becoming a salvager, scavenging the debris left behind by the war. Blames Czerka for the death of a loved one

### The Criminal

#### Scoundrel

After the war he fell in with the wrong crowd and ended up getting involved with some smugglers as a pilot. Owes money to the wrong people and running out of time to pay it

### Tolma

#### Male Ithorian Scout/Soldier

Ithorian outcaste who wanders the galaxy as he sees fit, called home to the planet he

### Stragos

#### Male Cathar Soldier

Tried his hand at bounty hunting after the war but wasn't much good at it, ended up becoming a gladiator fighting in underground matches organised by the Exchange.

## Plot Overview

### Background

Czerka are smuggling something through the Ithorian system, rumour is its expensive

The players are going to steal it!

Their old military commander has a plan, knock the ship out of hyperspace early, temporarily disable it, grab the illegal cargo, run

## 1] The Opening

As the game opens the players all arrive on the same transport ship to Asteroid 17, a mining station in into (coincidentally) an asteroid orbiting the 5<sup>th</sup> planet in the Ithorian system, a gas giant which contains precious Tiban gas. The station is old and poorly maintained, the atmospheric recyclers struggle to keep the air breathable and many residents can be seen openly wearing gas masks in the public areas. The station is divided into two areas, topside (the “nicer” part of the station built on the asteroid surface) and down below (the warrens of tunnels built into the asteroid). Topside has the pretense of law and order (but even here weapons are worn openly) but gangs control down bellow.

The players are to meet their old commander, Orin, at a bar called “Sijan's” in what passes for a market place. Suprisingly its actually pretty well maintained, the walls are covered with boards showing the results of local swoop races, a trio of Bith are playing in one corner. The bartender Sijan is expecting them and gets them a table while they wait for Orin.

The time they were supposed to meet Orin passess without him appearing, when the players start wondering where he is have them roll a perception test DC 20 to hear arguing outside the bar, if they do nothing they witness a figure being thrown through the front window of the bar, its Orin. He's gotten into a disagreement with some local thugs the “Storm Boyz”. Dispatching them should be short work (say 4xthugs), after the fight is over the constable makes an appearance to drag away the gang but they vow revenge.

Orin thanks the PCs, the thugs were after protection money and he would have got taken them himself but they got in a lucky punch. He is much changed since the players saw him last 5 years ago, his greying hair has turned white, he is dressed in dirty fringer clothes and he has a cheap cybernetic leg giving him a limp. He got kicked out of the military for insubordination (and attacking a Czerka “diplomat” who notoriously worked with the sith on conquered worlds)

He takes the PCs to a private room in the bar and explains his plan

As they all know Czerka worked as the Siths lackeys during the war, ever since then they have been playing nice with the Republic. However the Sith Empire collected a lot of stolen republic goods and material before their empire fell apart, Czerka as their collaberators have been sitting on a stockpile of loot stolen from the victims of the Sith

\* Czerka cant sell the goods so they are funnelling into black markets across the galaxy. Orin has learned at great cost (he rubs his cybernetic leg here) that a shipment of stolen goods is passing through the Ithorian system in 72 hours. Czerka seem to have a hold over the customs authority (possibly a bribe, blackmail or kidnapping)

\* Czerka ships come in from the shipyards on Korek, ships put in for servicing at the space station in the system and the goods are secretly transfered to another set of ships going in a different direction

\* normally the ship exits hyperspace just outside the station within the defense perimeter, which is a fucking fortress

\* However the captain has a plan, an old friend of his used to work as a R&D for the republic and passed him along something that should help, a mass shadow bomb! It should knock the ship out of hyperspace temporarily overloading its systems and disabling the ship for a few minutes.

\*Orins plan is to use the bomb at the edge of the solar system to disable the smugglers ship as they pass by, it'll take Czerka security atleast 40 minutes to scramble a patrol ship out their, enough time from a snatch and grab

## 2] One Small problem

Orin invites the PCs back to his place, where he is building the bomb. He's set himself up as a mechanic as a cover identity (the Storm boyz harassed him thinking he was an ordinary

shopkeeper). When they get to his house the lights are off and the door is open, burn marks show a plasma torch has been taken to the lock. Turning the lights on reveal that the place has been ransacked! Storm boyz graffiti litter the walls. Orin frantically searches the wreckage and finds the power core from his bomb has been stolen!

### 3] Getting the component back

Players can put pressure on the local criminal element to find out what happened, a few bystanders even saw what happened but are staying silent not wanting to piss off the gangs. The Storm Boyz can be tracked to the cheapest, dirties bar on station(Rusty spigot) but they've already sold the core to the local crime lord, any fence or criminal can easily be intimidated to find out that the local crime boss is a hutt called Kooza who runs his bussiness from a warehouse in the warrens

Players can approach Kooza in a number of ways

i Talk. Once they find the big boss, Kooza they can try negotiating. Kooza is sick of being small time, and he wants in on what the PCs are planning, he doesnt know what the PCs are up to but from the modifications to the power core he has wrongly assumed they are building a weapon to overload any system it is connected to. He offers to help once they cut him in and he can even modify the mine to send out an EMP pulse if they ask nicely.

ii Fight (Kooza, his pet "Nactii", and some mooks)

iii Break in to his warehouse (Nactii is on guard, waking up the boss and his mooks if he fights and drops to 50%, complication powercore takes two to carry)

### 4] Ambush the smugglers

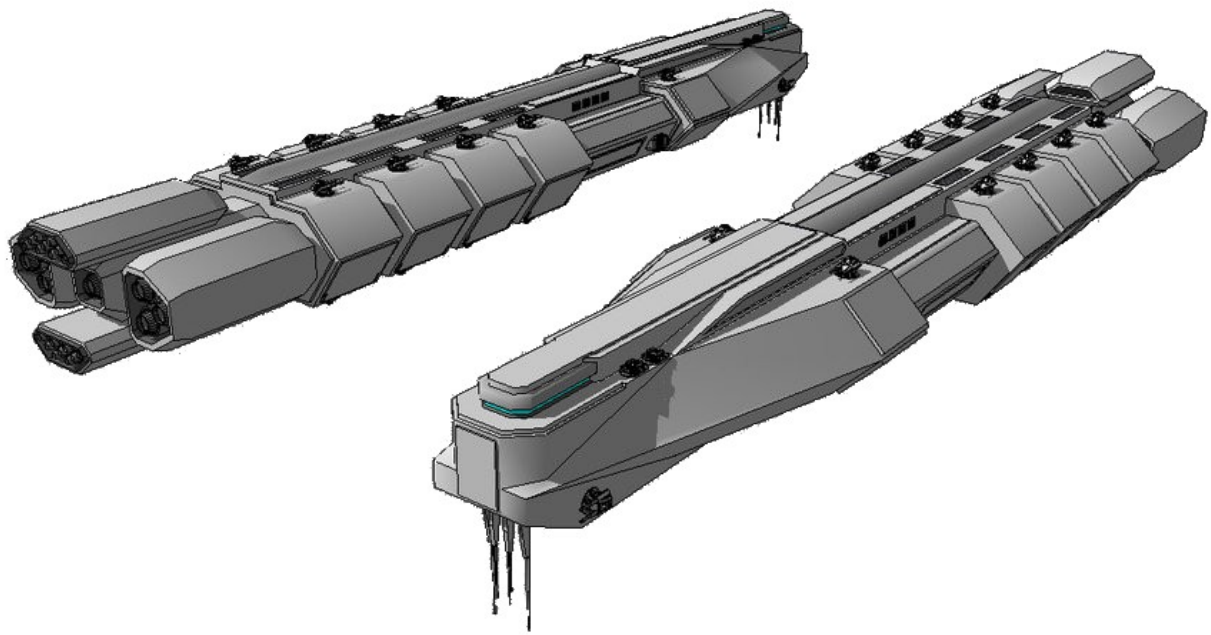
Orins plan is to use the Mass shadow bomb to knock the ship out of hyperspace at the edge of the system where its far from help, board it secure the cargo, and leg it before the fuzz gets there. Denonating the bomb, knocks the ship out of hyperspace, overloading its systems and leaving it dead in the water. Orin is piloting the ship and he latches on and he orders the players to burn through.

When the players get aboard they see that the ship is on emergency lighting, coms are out and disabled droids everywhere if emp used. The ship is deathly silent and its crew are planning to make a desperate stand thinking they are under attack by ruthless pirates. They are lieing in wait in in a packed cargo hold. [plenty of room for stealth, grenades in a box, partial cover]. They open combat by pushing crates down on the PCs, DC25 to notice them before its too late, crates do this 5d8 damage to players (assume attack bonus of 20, players over 20 ref take half damage). , crew will surrender if things go badly and beg for their lives  
[grenades, simple weapons, ranged, 4d8]

The smuggled goods themselves are in a secret cargo room behind a false wall, single briefcase sitting on a pedestal in what looks like the intersect room. As soon as someone touches the box all the lights turn red and sirens start blaring. Contacting the commander reveals THE SHIP IS UNDER ATTACK! The attackers are unidentified, attacking in what appear to be a retrofitted republic cruiser, the identity of the attackers is the sith, players probably will figure this out in 9]. The sith are attacking, they want the smuggled goods too. The Commander is warning the PCs to drop everything and run when his ship is destroyed by a volley of incoming missiles and the ship is rocked by explosionsthe cargo hold contains exactly one thing, a black briefcase.

If the players are moving quickly, have the briefcase trapped, its surrounded by laser trip wires being projected from the ceiling, triggering the wires leads to a nasty electric shock from a blaster in the ceiling (3d6 damage, the turret has 30 hp, DR5)





*Figure 1, The Czerka Cargoship*

#### 6] Where it all goes wrong

They aren't the only interested party, Sith attack the ship too. This batch of cargo is so precious because it contains Jedi artefacts stolen from the ruins of Dantooine (the players find this out if they open the box). The ship's systems reactivate but the Sith onslaught continues, luckily there is a small freighter in one of the aft shuttle bays (listed on the ship's manifest, it's on the ship's computer and also any surviving crew will volunteer the information)

#### 6] All that stands between you and freedom

The players need to traverse the ship to get to the shuttle bay, on the way they need to overcome various hazards (explosions (ref to take half damage), falling debris etc..)

\*At some point the ship gets boarded by Sith acolytes (soldiers) in a boarding torpedo, explosion roll to stay standing (dc15 acrobatics dex+level if they don't have it, to stay standing)

#### 9] showdown on the ramp of the freighter

Once the players get to the shuttle bay it takes a few minutes to start up the engines. They find the freighter still covered in its dust sheet, it'll take a minute to turn on, while the engines are initialising the Sith turns up, he wants that loot [he is heavily tattooed and scary] remember the ship has its own turret. He wants the Jedi artefacts for his masters!

#### 10] Escape, the surviving players escape, Sith blamed, players are scot free with a suitcase of holocrons

## NPCS

### **Enc 1: CRIMINAL UNDERBELLY**

The Boss

CL 5

Medium Hutt nonheroic 3/scoundrel 4

Force 1

Init +4; Senses Perception +9

Languages Basic, 2 others

Defenses Ref 17 (flat-footed 16). Fort 14, Will 15

hp 23; Threshold 14

Speed 2 squares

Melee knife +6 (1d4+3)

Ranged blaster pistol +6 (3d6+2) or

Ranged blaster pistol + 4 (4d6+2) with Rapid Shot

Base Atk +5; Grp +6

Atk Options Point Blank Shot , Precise Shot , Rapid Shot

Special Actions Knack

Abilities Str 13, Dex 13, Con 10, Int 14, Wis 11, Cha 13

Talents Gimmick, Knack

Feats Point Blank Shot, Precise Shot, Rapid Shot , Skill Focus (Gather Information). Skill Training (Deception). Skill Training (Stealth). Skill Training (Use Computer). Weapon Proficiency (pistols, simple weapons)  
Skills Deception +9 , Gather Information + 14, Perception +8 , Persuasion +9, Stealth +9 , Use Computer +10

Possessions knife, hold-out blaster pistol , blaster pistol, com link, pocket scrambler, code cylinder, credit chip with 200 credits , 400 unmarked credits, portable computer, electrobinoculars , holocam, utility belt, holster, concealed holster

*His pet*

NAROLATCH

CL 6

Init +7 ; Senses low-light vision, scent;

Perception + 1

Defenses Ref 14 (flat-footed 12), Fort 17, Will 11

hp 50; Threshold 27

Speed 6 squares, 4 squares (swimming)

Melee 2 claws + 13 each (1d8 +11) and bite + 13 (2d6+ 11)

Fighting Space 3x3 ; Reach 2 squares

Base Atk +5 ; Grp +23

Atk Options Pin

Abilities Str 27, Dex 14, Con 24, Int 2, Wis 13, Cha 11

Special Qualities low-light vision , scent

Feats Pin, Skill Focus (Stealth), Skill Training (Initiative)

Skills Initiative +7, Stealth +12



Thugs

CL1

Init +7; Senses Perception +0

Languages Basic

Defenses Ref 11 (flat-footed 10). Fort 11, Will 9

hp 9; Threshold 11

Speed 6 squares  
 Melee unarmed +2 (1d4)  
 Ranged blaster carbine +4 (3d6)  
 Base Atk +2; Grp +3  
 Atk Options autofire (blaster carbine)  
 Abilities Str 11 , Dex 13, Con 12, Int 8, Wis 9, Cha 10  
 Feats Toughness, Weapon Focus (rifles). Weapon Proficiency (pistols, rifles, simple weapons)  
 Skills Initiative +7  
 Possessions blaster carbine, tough -looking clothes

## Enc 2: SMUGGLER CREW

(3xCrew, 1x Captain)

Crew CL2  
 Medium nonheroic 6  
 Init +4; Senses low- light vision; Perception +9  
 Languages Basic  
 Defense s Ref 16 (flat-footed 15). Fort 11, Will 10  
 hp 22; Threshold 11  
 Speed 6 squares  
 Melee stun baton +4 (2d6 stun)  
 Ranged blaster pistol +5 (3d6)  
 Base Atk +4; Grp +5  
 Abilities Str to, Dex 12, Con 11 , Int 10, Wis 9, Cha 11  
 Feats Armor Proficiency (light). Improved Defenses, Toughness, Weapon Focus (pistols). Weapon Proficiency (pistols , simple weapons]  
 Skills Perception +9  
 Possessions stun baton, blaster pistol with holster, blast helmet and vest  
 (+2 armor) with helmet package, security pass, binder cuffs

Captain CL5  
 Medium soldier 2/noble 3  
 Force 8 ; Dark Side 1  
 Init +9; Senses low-light vision; Perception + 10  
 Languages Basic, Bocce  
 Defenses Ref 21 (flat-footed 19). Fort 20, Will 18  
 hp 56; Threshold 20  
 Speed 6 squares  
 Melee combat gloves +5 (1d4+3)  
 Ranged heavy blaster pistol +7 (3d8+2) or  
 Ranged heavy blaster pistol +2 (3d8+2) and  
 blaster pistol +2 (3d6+2)  
 Base Atk +4; Grp +6  
 Special Actions Battle Analysis, Born Leader, Distant Command  
 Abilities Str 12, Dex 14, Con 12, Int 13, Wis 13, Cha 14  
 Talents Battle Analysis, Born Leader, Distant Command  
 Feats Armor Proficiency (light, medium). Dual Weapon Mastery I, Linguist ,  
 Skill Focus (Knowledge [tactics]), Toughness, Weapon Focus (pistols).  
 Weapon Proficiency (pistols, rifles, simple weapons)



Skills Endurance +8, Initiative +9, Knowledge (tactics) + 13, .  
 Perception + 10  
 Possessions combat gloves, heavy blaster pistol, blaster pistol,  
 battle armor (+8 armor, +2 equipment) with helmet package,  
 electrobinoculars, field kit, utility belt

### Enc 3: SITH ACOLYTES

#### (3x Sith Soldiers form a boarding party encounter)

Medium soldier 4

CL 4

Force 1

Init +9; Senses Perception +8

Languages Basic

Defenses Ref 21 (flat-footed 19), Fort 18, Will 14

hp 50; Threshold 18

Speed 6 squares

Melee combat gloves +6 (1d4+5)

Ranged heavy blaster pistol +6 (3d8+2) or Ranged heavy  
 blaster pistol +4 (4d8+2) with Rapid Shot or Ranged heavy  
 blaster rifle +7 (3d8+4) or Ranged heavy blaster rifle +5  
 (4d8+4) with Rapid Shot

Base Atk +4; Grp +6

At k Opt ion s autofire (heavy blaster rifle), Coordinated  
 Attack, Devastating Attack (rifles), Rapid Shot

Abilities Str 14, Dex 14, Con 12, Int 11, Wis 13, Cha 11

Talents Devastating Attack (rifles), Weapon Specialization  
 (rifles)

Feats: Armor Proficiency (light, medium), Coordinated  
 Attack, Rapid Shot, Skill Training (Mechanics), Weapon  
 Focus (rifles), Weapon Proficiency (pistols, rifles, simple  
 weapons)

Skills Endurance +8 , Initiative +9, Mechanics +7,  
 Perception +8

Possession s combat gloves, heavy blaster pistol, heavy  
 blaster rifle, 2 explosive charges with timers, battle armor (+8 armor, +2 equipment),comlink,  
 electrobinoculars, field kit



### Enc 4: SITH APPRENTICE

Sith Apprentice

CL 13

Medium scoundrel 7/Sith apprentice 6

Force 2; Dark Side 15

Init + 13; Senses Perception +13; Force Perception

Languages Basic

Defenses Ref 27 (flat-footed 25). Fort 27, Will 27; Block, Deflect, Dodge,

hp 98; Threshold 27

Speed 6 squares

Melee lightsaber + 13 (2d8+8)

Ranged blaster pistol +13 (3d6+6)

Base Atk +11; Grp + 13

Atk Options Acrobatic Strike, Running Attack, Sneak Attack + 1d6

Special Actions Force Fortification, Power of the Dark Side

Force Powers Known (Use the Force +13): battle strike, dark rage,

Force lightning,

Force Techniques: Force Point Recovery, Improved Sense Force, Improved Telepathy

Abilities Str 14, Dex 14, Con 14, Int 11, Wis 15, Cha 15  
Talents Block, Deflect, Force Fortification, Force Perception, Power of the Dark Side, Sneak Attack + 1d6, Swift Power

Feats Acrobatic Strike, Dodge, Force Sensitivity, Force Training, Point Blank Shot, Running Attack, Skill Training (Stealth). Skill Training (Use the Force).  
Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Acrobatics + 13, Deception + 13, Initiative +13, Perception + 13, Stealth +13, Use the Force + 13

Possessions lightsaber, blaster pistol in concealed holster, personal holoprojector

Battle Strike

You use the Force to enhance your battle prowess. Time: Swift action.

Make a Use the Force check. The result of the check determines the effect, if any:

DC 15: Gain a +1 Force bonus on your next attack roll and deal an additional 1d6 points of damage if the attack hits.

DC 20: As DC 15, except you deal an additional 2d6 points of damage.

DC 25: As DC 15, except you deal an additional 3d6 points of damage.

Special: You can spend a Force Point to deal an additional 2d6 points of damage on your next attack.

Dark Rage [dark side]

You become enraged as the dark side flows through you. Time: Swift action.

Target: You.

Make a Use the Force check. The result of the check determines the effect, if any:

DC 15: You gain a +2 rage bonus on melee attack rolls and melee damage rolls until the end of your turn.

DC 20: As DC 15, except the rage bonuses increase to +4.

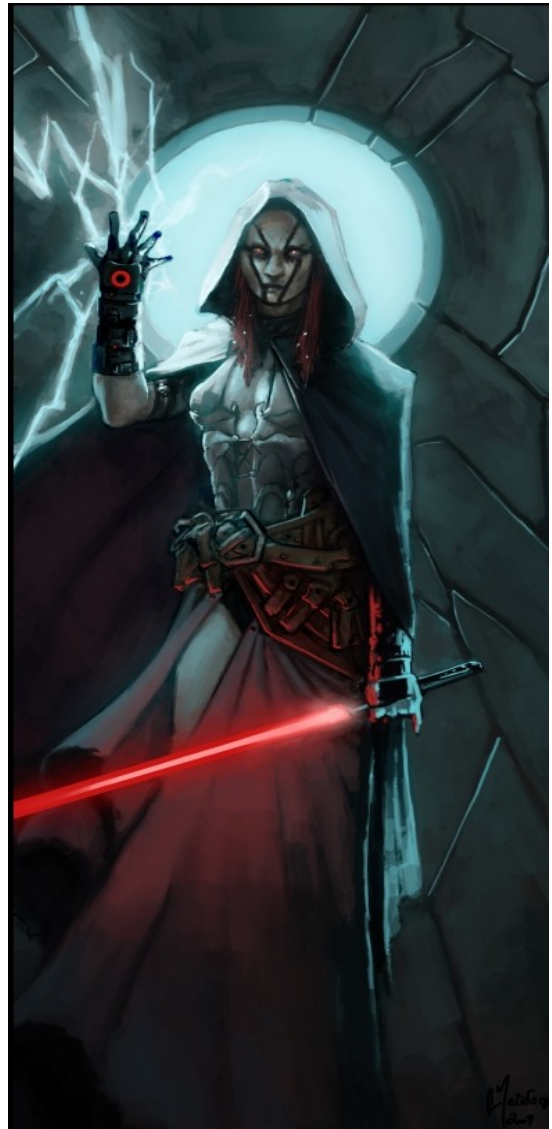
DC 25: As DC 15, except the rage bonuses increase to +6.

You can spend a Force Point to extend the duration of your dark rage until the end of the encounter.

Force Lightning [dark side]

You blast an enemy with deadly arcs of Force energy. Time: Standard action. Target: One target in line of sight and within 6 squares of you.

Make a Use the Force Check. Make one roll and compare the result to the target's Reflex Defense. If the attack hits, the target takes 8d6 points of Force damage and moves -1 step along the





condition track (see Conditions). If the attack misses, the target takes half damage and does not move along the condition track.

Tactics:

block the first volley of fire with his lightsaber (roll use the force versus enemy attack roll)

activates dark rage asap

when knocked down to half health he battlestrikes the culprit if possible (nearest if not)

When low on health <20 uses force lightning

## Tolma

Male – Ithorian – Scout 3 Soldier 2

Ithorians are a species of intelligent herbivores from the planet Ithor. Ithorians have two mouths and four throats, allowing them to speak in stereo. Ithorians worship the "Mother Jungle," the embodiment of their homeworld. They have a reputation for being devoted environmentalists, staunch herbivores, and complete pacifists, devoting much time to contemplating and respecting all living things.

Ithorians keep this reputation by exiling anyone who doesn't conform to these values offworld. These unlucky few usually travel the galaxy as wanderers or traders, often working for the Republic.

You weren't exiled so much as left before you could be kicked out, Ithor always seemed dull and dreary to you. When the Republic declared war on the Mandalorians, you jumped at the chance to leave your homeworld.

You ended up enlisting in the army as a Republic Marine. You fought in the Mandalorian war and the Civil war as part of the "Bonehunters" regiment, at the battles of Telos, Catam, Pejow. After the war, your regiment was disbanded and you received an honourable discharge. Ever since then you've traveled the galaxy going wherever you care to.



## Male – Ithorian – Scout 3 Soldier 2

### Stats

Str 10 (+1)  
Dex 18 (+4)  
Con 14 (+2)  
Wis 12 (+1)  
Int 12 (+1)  
Cha 10 (0)

### Defenses

Ref +12 (5+2+4+1)  
Will +8 (5+2+1)  
Fort +10 (5+1+2+2)

### Skills

Endurance +9 (5+2+2)  
Initiative +11 (5+4+2)  
Nature +13 (5+5+1+2)  
Perception +8 (5+1+2)  
Stealth +11 (5+4+2)  
Survival +8 (5+1+2)

### Talents

**Bellow** As a Standard action Ithorians are able to open all four throats at once and emit a hypersonic scream in a cone in front of them, roll 1d20+5 versus fortitude defense, 3d6 sonic damage. Using the scream drops the Ithorian one place down on the condition track. The Ithorian can increase the damage but for every extra 1d6 damage they move an additional place down the track

**Survivalist** You can reroll survival checks but have to take the second result

**Hidden Movement** (No penalty to moving at full speed in stealth)

**Improved Stealth** You can reroll stealth checks but have to take the second result

**Indomitable** Once per encounter mover +5 places up the condition track as a free action

### Feats

Weapon Proficiency (Simple, Pistol, Rifle), Armour Proficiency (Light, Medium)

**Shake it off** (spend a move action to gain +1 to the condition track)

**Point Blank Shot** (+1 damage, +1 attack when enemy is in short range ~30 metres)

**Precise Shot** (no penalty for shooting into combat)

**Rapid Shot** (deal an extra dice of damage but take -2 to your attack roll)

**Deadeye** (deal an extra dice of damage when you aim)

**Hit points** 50

**Force Points** 3

**Base Attack** +4

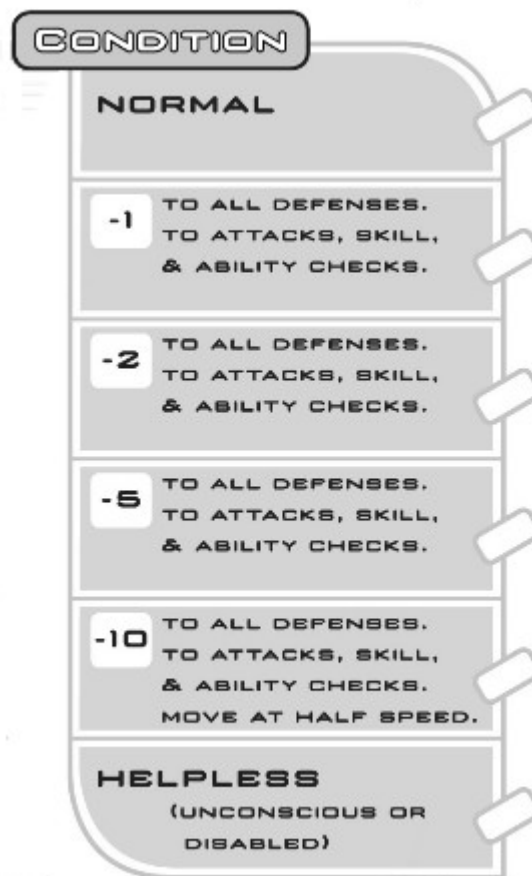
### Combat

Heavy Blaster Rifle +8 (3d10 energy damage)

Knife +5 (1d6 damage)

### Gear

Knife, Heavy Blaster Rifle, Commlink





## Stragos

Male - Cathar - Soldier 5

The Cathar are a race of feline, bipedal humanoids, known for their loyalty, passion, and temper, native to Cathar. Quick and powerful, they are considered great warriors and dedicated, efficient predators. Unfortunately for the Cathar, they are prized as slaves and gladiators. Their homeworld is regularly attacked by slaver ships and their young carried away.

This is what happened to you, when you were little more than a cub, your family were murdered and you were captured. Luckily you rescued by republic soldiers before you could be sold and ever since then you idolised the soldiers of the Republic. As soon as you were old enough you enlisted in the army as a Republic Marine.



You fought in the Mandalorian war and the Civil war as part of the “Bonehunters” regiment, at the battles of Telos, Catam, Pejow. After the war, your regiment was disbanded and you were honourably discharged. Ever since then you've drifted through known space, you tried your hand at bounty hunting, mercenary work, bodyguarding but nothing fit. When you got the call from your old commander you dropped everything and left your job as a gladiator in Nar Shadda to rush to his side...

### Stats

Str 16 (+3)  
Dex 16 (+3)  
Con 14 (+2)  
Wis 12 (+1)  
Int 10 (+0)  
Cha 8 (-1)

### Defenses

Ref +11 (7+1+3)  
Will +6 (5+0+1)  
Fort +11 (5+2+2+2)

### Skills

Endurance +4 (2+2)  
Initiative +10 (5+3+2)  
Perception +8 (5+1+2)  
Stealth +10 (5+3+2)

### Talents

**Reactive Claws** (once per encounter, when you hit with a melee weapon get a free attack with your claws)

**Weapon Specialisation: Melee Weapons** (+2 damage with melee weapons)

**Melee Smash** (+1 damage with melee weapons)

**Stunning Strike** (Your melee attacks knock an enemy down the condition track when your attack roll is greater than their damage threshold)

### Feats

Weapon Proficiency (Simple, Pistol, Rifle), Armour Proficiency (Light, Medium)

### Combat

**Mighty Swing** (sacrifice a move action to deal an extra dice of damage with a melee weapon)

**Rapid Strike** (take a -2 to an attack roll to deal an extra dice of damage with a melee weapon)

**Power Attack** (trade attack bonus for damage)

**Weapon Focus: Melee Weapons** (+1 to attack rolls with melee weapons)

**Hit points** 60

**Force Points** 3

### Combat

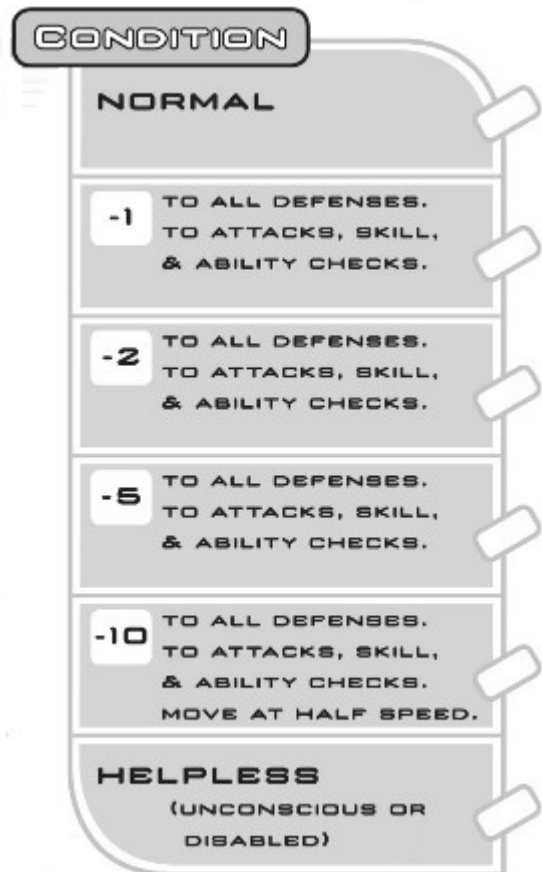
Vibroblade +11 (2d6+9 slashing damage)

Claws +10 (1d6+3 slashing damage)

Blaster Pistol +10 (3d6 energy damage)

### Gear

Vibroblade, Heavy Blaster Pistol, Battle Armour, Commlink



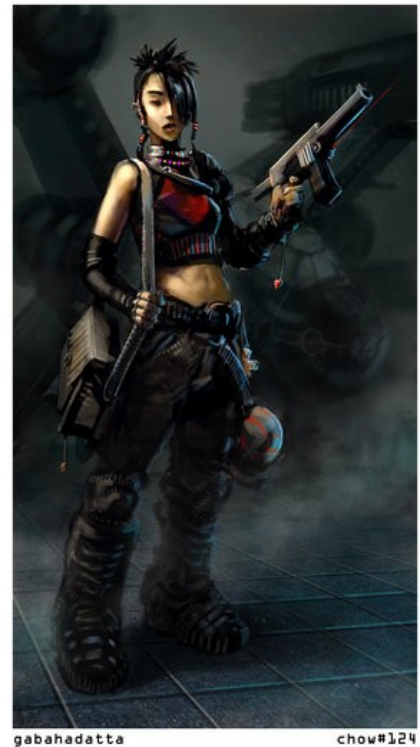
## Wynne

### Female - Human - Noble 5

You were born, as princess Wynne Vanciss of the Royal house of the planet, Halar. Raised in privilege you were offworld when your planet was all but wiped out by the Mandalorians. You joined the republic military, to get your revenge.

You fought in the Mandalorian war and later the Jedi war as part of the “Bonebreakers” regiment, at the battles of Telos, Catam, Pejow. You rose through the ranks becoming a lieutenant and squad leader. After the war, your regiment was disbanded and you were honourably discharged. Without a homeworld to return to you drifted through life, you eventually got a job with the Republic administrator on Peragus mining station. The money is good but you're unfulfilled and dream of doing something more.

You jumped at the opportunity to pay Czerka back for their treachery, finally you had the chance to right wrongs and make the galaxy a better place



## Wynne, Human Noble 5

### Stats

Str 10 (+0)  
Dex 16 (+3)  
Con 12 (+1)  
Wis 10 (+0)  
Int 14 (+2)  
Cha 16 (+3)

### Defense Bonus

Ref 19 (10+5+3+1)  
Fort 16 (10+5+1)  
Will 17 (10+5+0+2)

### Force Points 3

Hit points 35

### Skills

Deception +10  
Initiative +10  
Galactic Lore +9  
Tactics +9  
Perception +7  
Persuasion +10  
Pilot +10  
Treat Injury +7  
Use Computer +9

### Feats

**Weapon Finesse** (apply dexterity bonus to melee weapons)

**Point Blank Shot** (+1 to attack at short range)

**Precise Shot** (No penalty to firing into combat)

**Weapon Focus [Pistol]** (+1 attack with Pistols)

**Dead eye** (deal an extra dice of damage when you aim)

### Talents

**Born Leader** (Once per encounter you can grant all allies you can see +1 to skill and attack rolls, this lasts till the end of the encounter)

**Tactical Savvy** (When an ally spends a force point to improve a roll they can add your Intelligence modifier to the roll)

**Commanding Presence** (Make an attack if you hit you can make a command to nearby allies)

“*Hold the Line!*” allies gain +2 to defense till the end of your next turn

“*Onward!*” allies gain +2 to attack and damage rolls till the end of your next turn

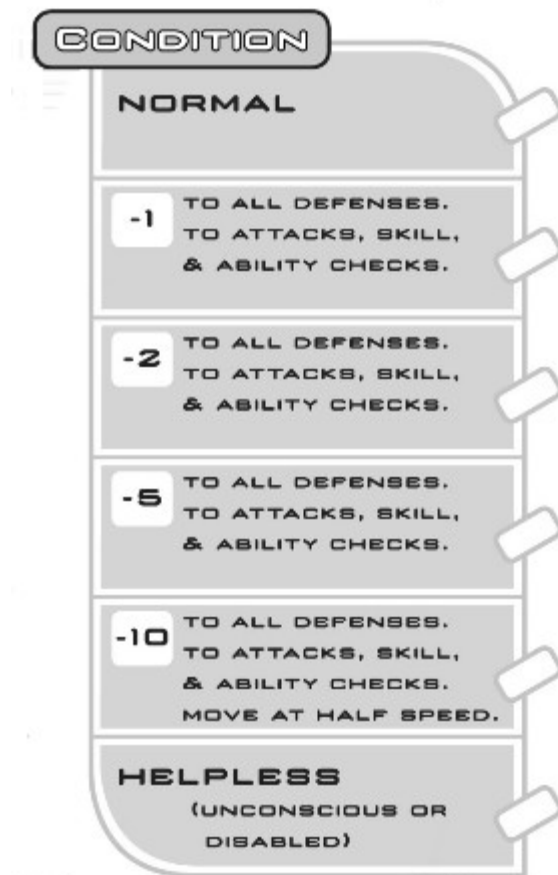
“*Turn the Tide!*” allies can move as a free action

### Combat

Heavy Pistol +7 (3d6 energy damage)  
Vibroblade +6 (2d6 slashing damage)

### Gear

Heavy Pistol, Vibroblade, Comlink, Med Kit



**Rann**

**Male – Human – Scoundrel**

Growing up in Nar Shadda is tough, even tougher when you are an orphan. Early on you fell in with the wrong kind of people, ended up joining a swoop bike gang and got in trouble with what little law they had on the Hutt moon.

When the Mandalorians declared war you joined the army out of desire to escape your past rather than out of patriotism. You fought in that war and later the Jedi war as part of the “Bonebreakers” regiment, at the battles of Telos, Catam, Pejow. After the war, your regiment disbanded and you went back to civilian life. You tried to go straight but your past caught up with you and you fell back into life as a smuggler. Unfortunately things didn't go well for you and you now owe a lot of money to men with very little patience.

This job may be your last chance to get the credits to pay back your loansharks before they break your legs or worse.



## Rann

### Human Scoundrel 5

#### Stats

Str 10 (+0)  
Dex 18 (+4)  
Con 12 (+1)  
Wis 10 (+0)  
Int 14 (+2)  
Cha 14 (+2)

#### Defense Bonus

Ref 21 (10+5+2+4)  
Fort 16 (10+5+1)  
Will 16 (10+5+1)

**Force Points** 3

**Hit points** 35

#### Skills

Acrobatics +9  
Deception +7  
Initiative +9  
Mechanics +12  
Perception +5  
Stealth +9  
Use Computer +7

#### Feats

**Skill Focus** (Mechanics)

**Rapid Shot** (take a -2 to an attack roll to deal an extra dice of damage with a melee weapon)

**Dead eye** (deal an extra dice of damage when you aim)

**Weapon Focus** (Pistols)

**Melee Defense** (trade attack bonus for Ref defense)

#### Talents

**Dastardly Strike** (When you sneak attack someone they are knocked one place down on the condition track)

**Sneak Attack** (deal an extra 1d6 damage with attacks against unaware or flanked targets)

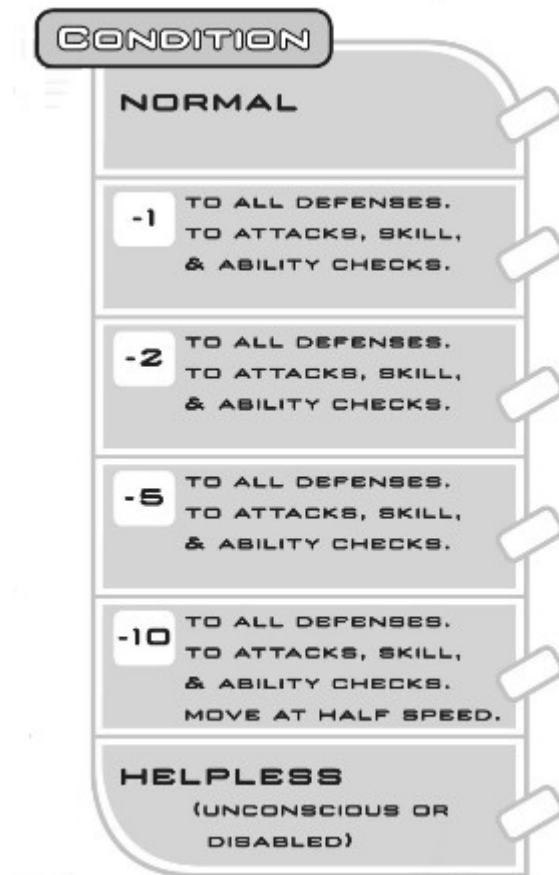
**Hit and Run** (Once per encounter, after you hit someone you can move as a free action)

#### Combat

Blaster Pistol +8 (3d6 energy damage)  
or vibro knife +3 (1d6 damage)

#### Gear

Heavy Pistol, Vibroblade, Comlink, tool kit



**Corran**

**Male – Human – Soldier 5**

When the going gets tough, the republic marines are there on the front lines, kicking ass and taking names. Growing up on Dantooine you idolised the republic soldiers, you were obsessed with the stories of excitement and adventure you read about on the Holonet.

When the Mandalorians declared war you enlisted in the army, you even lied about your age to get in. You were assigned to the marines as a heavy weapons specialist. You fought in that war and later the Jedi war as part of the “Bonebreakers” regiment, at the battles of Telos, Catam, Pejow. By the end of the war you were sick of battle and death. Long gone was the kid who thought war was an adventure, in his place was a soldier who saw too many of his friends die. You returned home to Dantooine where you struggled to settle back into civilian life. You were glad to be done with war but you missed your old regimented way of life and the comradeship of being a soldier.

When your old commander called you felt compelled to help him out of loyalty, he'd saved your life more times than you can count and even though you don't want to admit it you missed the excitement of battle.



## Corran

### Human Soldier 5

#### Stats

Str 14 (+2)  
Dex 16 (3)  
Con 16 (+3)  
Wis 12 (+1)  
Int 10 (+0)  
Cha 10 (+0)

#### Defense Bonus

Ref 20 (10+6+1+3)  
Fort 23 (10+5+2+3+3)  
Will 16 (10+5+1)

#### **Force Points 3**

**Hit points 65**

#### Skills

Endurance +8  
Initiative +8  
Perception +6

#### Feats

Armour Proficiency (light, medium)  
Weapon Proficiency (Heavy Weapons, simple weapons, rifles, pistols)  
Weapon Focus (Heavy Weapons)  
Autofire Sweep (sweep your heavy weapon in an arc hitting all enemies in a cone)  
Point Blank Shot (+1 to attack with ranged weapons at close range)  
Never Surrender (once per encounter when an attack would drop you to 0 hit points instead drop to 1 hit point)

#### Talents

**Cover Fire** (allies near you get a +1 bonus to defense when you attack)  
**Devastating attacks** (enemies get a -5 to damage threshold from your attacks)  
**Weapon Specialisation** [Heavy Weapons] (+2 damage with heavy weapons)

#### Combat

blaster pistol +8 (3d6)  
Repeating Blaster rifle +4 (3d10+2, area of effect damage, deals half damage if it misses)  
Vibroknife +7 (3d6+2)

#### Gear

Trooper armour, Blaster carbine (concealed in case), blaster pistol, Ammo pack

