

STAR WARS
FORCE
AND DESTINY

ENDLESS VIGIL



A Sourcebook for Sentinels

STAR
WARS
ROLEPLAYING



STAR WARS
FORCE[™]
AND DESTINY
ROLEPLAYING GAME

ENDLESS VIGIL

The Empire has cast a dark cloud over the galaxy, and few areas are as dark as its densely packed cities. Where the shadows hold sway, lawlessness prevails and injustice crushes the hope for peace.

Not all are content with this situation. Drawing on the Force, Sentinels have taken on the mission to combat crime, lead the oppressed, and even seek out those who would misuse the Force. Wherever there is evil, these crusading avengers are ready to fight back....

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Five!"

Dooarix had barely made it out of the cockpit of the Podracer before Lisali tackled the diminutive Gand in a ferocious bear hug. "Five wins, Dooarix! You did it!"

Dooarix returned the Pantoran woman's embrace. "You mean we did it, Lisali. Dooarix could not have done it without you."

"Oh, sure," Lisali grinned. "I mean, winning an illegal Podrace, that's easy. All the *hard* work is sitting on a building and keeping an eye on things."

The Gand let out a throaty buzz, his species' equivalent of a belly laugh. "Well, and collecting the bets. Seriously, though, we're a team, and we both know there wouldn't be any wins without your efforts. But what is important is that we have enough to finally leave Nar Shaddaa for good. Speaking of that...how much did we make?"

"Too much!"

The duo whirled around to see four angry men and women striding across the garage, followed by a spindly Muun. Three of the humans carried a collection of pipes, arc cutters, and industrial hydrospanners—the gear of a podracer's pit crew. The fourth—the only one wearing racing leathers—simply held a long, sharp vibroblade in one clenched fist. The Muun, conversely, was unarmed, and looked a bit nervous as he trailed along behind the group.

The man in racing leathers walked up to Dooarix and Lisali and leveled a grimy, accusatory finger. "That's the fifth time you've taken the pot, Gand, and I'm tired of it."

"Back off, Zeto," Lisali snapped. "You're just angry that he's that much better than you are."

Zeto's eyes narrowed. "He dodges police patrols, avoids traffic, and takes shortcuts the rest of us don't even know exist. Nobody's that good. Not without help."

"What are you suggesting, Zeto?"

Zeto jerked a thumb in the direction of the Muun. "Tell 'em, Feint."

The Muun stepped forward and bowed awkwardly. "Ah, hello. I am Tal Feint, and I already know both of you, Lisali Mitillan and Dooarix Gyll. I have been hired by these fine people to investigate your recent winning streak."

"I have been keeping you both under observation for the past six weeks. During that time, you participated in three races, including tonight's event. Each time, Mistress Mitillan, you have placed large bets, then retreated to an observation point from which you could see the entirety of the race course. Master Gyll, each of the obstacles you so advantageously avoided was something that Mistress Mitillan could observe from her location. Ergo, Mistress Mitillan, you were spotting for your companion."

Tal Feint adjusted the holodisplay over his right eye slightly. Tiny lines of glowing script crawled over the glass circle as the Muun read over the displayed information. "The rather strict bylaws of your pod racing league prohibit spotters or any other outside aid to a racer, of course. The only thing I have not been able to discover is how you, Mistress Mitillan, communicated this information to Master Gyll, since I could not detect any comm signals with my equipment. However—"

"Yeah, yeah, that's enough," Zeto sneered at Lisali. "Thing is, you and your pet bug are out of the league. But first, I'm going to collect the winnings that should have been mine, as well as some interest. In blood."

"You just try it," Lisali crouched down like an angry, cornered animal.

"Now, Master Zeto. I hardly think—"

"Stuff it, Feint. You've done your job," Zeto snarled. "Now it's my turn."

Lisali shoved her arms out at the brutish racer. "I said back off!"

Zeto flew backward as if hit by a speeder truck, skidding across the floor of the garage. At the same time, Dooarix ducked back into the cockpit of his Podracer and pulled a pair of holdout blasters from under the seat. He leveled one and tossed the other at Lisali, who reached back and snatched it out of the air without ever taking her eyes off the stunned pit crew.

The sudden silence of the garage was broken by a soft chuckle from Tal Feint. "Oh, I *do* see, now." He smiled, the nervousness suddenly gone from his expression. "That's how the two of you pulled this off."

He raised his hand to the three humans and made a vague gesture. "The police are coming. You should take your boss and leave at once."

One of the humans nodded. "We should take our boss and leave at once."

Lisali and Dooarix stared in astonishment as the pit crew picked up the semiconscious Zeto and left the garage. "How did you..."

"The Force can have a strong influence, especially on those who are big on brawn and short on brains," Tal replied. "What I did was not so different from how the two of you can sense each others' thoughts and communicate without saying a word."

He stepped toward the duo and abruptly stuck out his hand. "You see, we have something in common. Tell me, have you ever considered using your talents for something bigger than fixing races?"

SENTINELS OF THE FORCE

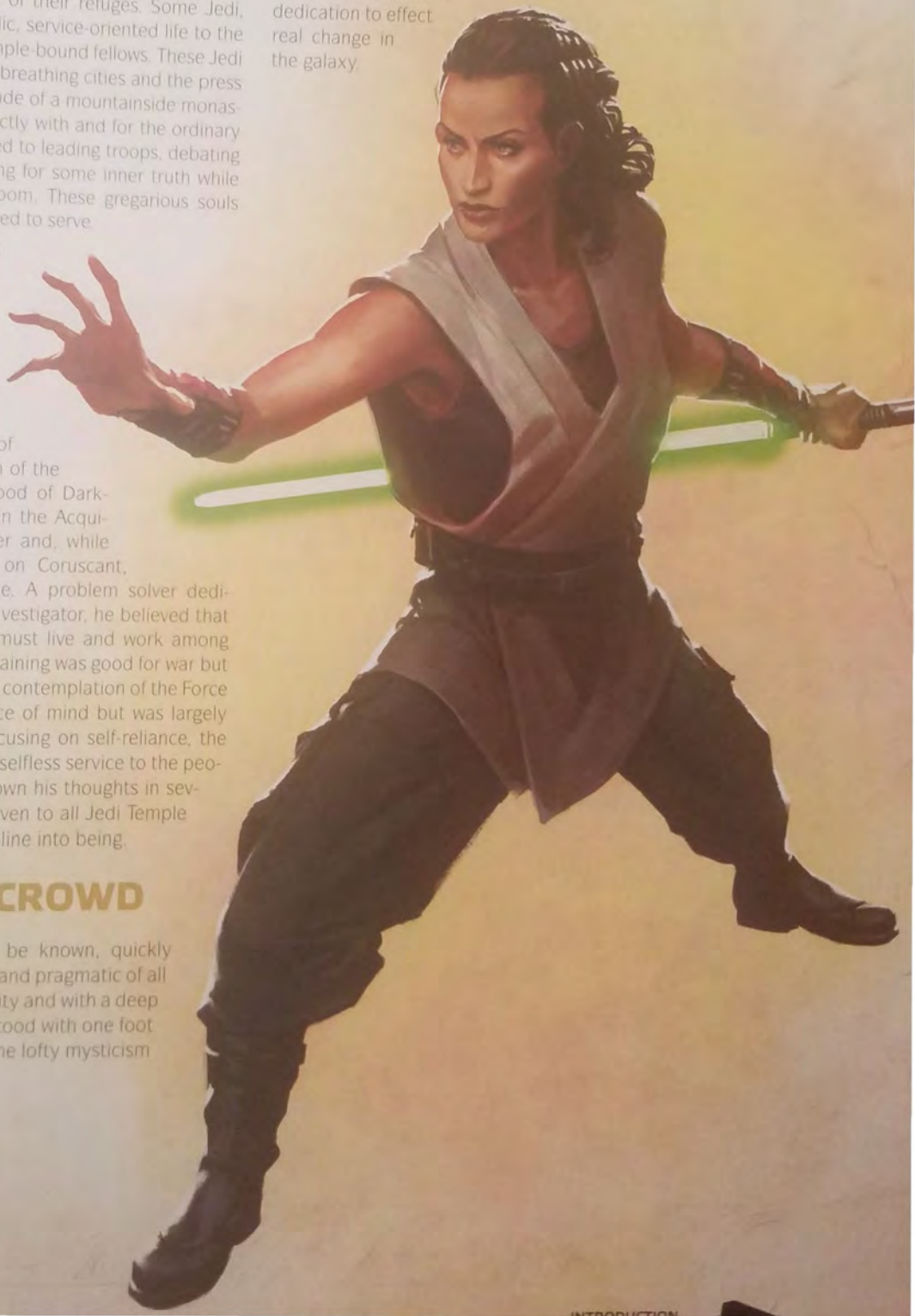
During the ancient days of the Jedi Order, many Jedi lived cloistered lives in the Jedi Temple on Coruscant or in countless monasteries spread throughout the galaxy. Separated from the pulse of the galaxy, they primarily studied and meditated on the ways of the Force, rarely leaving the confines of their austere lodgings. Some—such as the stalwart Guardians, the independent Seekers, and the wise Consulars—left their temples on missions of peace, exploration, or academic study for months or years at a time, but they were happy to return to the peaceful solitude of their refuges. Some Jedi, however, preferred a more public, service-oriented life to the quiet contemplation of their temple-bound fellows. These Jedi gained their energy from living, breathing cities and the press of crowds, not in the quiet solitude of a mountainside monastery. They relished working directly with and for the ordinary people of the galaxy, as opposed to leading troops, debating on the Senate floor, or searching for some inner truth while meditating in a bare temple room. These gregarious souls were Jedi Sentinels, and they lived to serve.

Even while they were still readily available, the old Jedi records were unclear about the beginnings of the Sentinels. Some sources, though, suggest that an ancient Jedi Master named Morrit Ch'gally founded that practical discipline. Ch'gally was a member of the Army of Light and a veteran of the crusades against the Brotherhood of Darkness. He served as a recruiter in the Acquisition Division of the Jedi Order and, while stationed at the Jedi Temple on Coruscant, developed a new Jedi discipline. A problem solver dedicated to justice and a cunning investigator, he believed that to truly serve the people, one must live and work among them. Ch'gally felt that combat training was good for war but worthless in peace, and that pure contemplation of the Force made for good debate and peace of mind but was largely impractical in the real world. Focusing on self-reliance, the cultivation of technical skills, and selfless service to the people of the galaxy, Ch'gally laid down his thoughts in several chapters of the guidebook given to all Jedi Temple initiates and brought a new discipline into being.

A FACE IN THE CROWD

The Sentinels, as they came to be known, quickly became some of the most worldly and pragmatic of all the Jedi. Strongly grounded in reality and with a deep understanding of the Force, they stood with one foot in the temporal world and one in the lofty mysticism

of the Jedi Order. They were as strong in the Force as any of their comrades, but were not as blinded by dogma or as beholden to ancient tradition as other Jedi. They understood that, while certainly powerful, the Force had its limitations and was only one tool in their well-stocked toolbox. The most important tool, certainly, but still a tool to use or set aside as the situation demanded. Following the teachings of Ch'gally, the Sentinels scattered to the galactic winds, using their skills and dedication to effect real change in the galaxy.



Over the long millennia, Sentinels became some of the most recognizable and accessible Jedi in the galaxy. Always ready with a helping hand or a bit of know-how, these wandering problem solvers focused on small-scale changes and bettering the lives of individuals over big picture political or military gains. It was during these formative years that the Sentinels developed their taste for justice and began earning a reputation as fierce defenders of liberty and champions of the downtrodden. Their work in the galaxy's massive cities brought them into close contact with the powerlessness of the common citizen, and also the cruel injustices that befell even the most powerful among them.

A FORCE FOR JUSTICE

Sentinels working throughout the galaxy saw that the agents of planetary and galactic law were often unable or unwilling to help the citizens they professed to serve. Many times, victims had no legal recourse and no one to answer their cries for help. Seeing an opportunity to serve the people, many Sentinels took on the roles of investigators or vigilantes. They stepped into the vacuum left by hidebound

or corrupt law enforcement and, in the service to the good people of the galaxy, took matters into their own hands. Wherever Sentinels lived, people knew that they could appeal to the Jedi for help, and would often receive that help at no cost. Over time, Sentinels gained a reputation as crack freelance law enforcers, private investigators to whom desperate individuals could turn when all other avenues had been exhausted.

This dedication to justice above law, and their ability to confront problems effectively and with few repercussions thanks to their membership in the Jedi Order, made the Sentinels as many enemies as friends. Indeed, the very people who benefited from their assistance sometimes resented it most of all. Occasionally this resentment boiled over, and Sentinels would be called upon to defend themselves against people they had once called friends and neighbors. This was, thankfully, a rare occurrence. The majority of those whom Sentinels helped were forever grateful; it was only the furious promises of vengeance from criminals apprehended and the petty, bruised egos of local officials superseded that caused the Sentinels any discomfort in the long run.

SENTINELS IN STAR WARS

Sentinels are the great problem solvers of the Jedi. Every situation, every being, even the Force itself can be seen as a problem or puzzle, a puzzle with dozens of different, constantly shifting solutions, but a puzzle nonetheless, and puzzles usually can be solved through application of knowledge and logic. Sentinels combine an extensive knowledge of the Force with more worldly skills such as law, investigation, close combat, and a variety of technical and mechanical skills. Cooler headed than Guardians and Warriors, and perhaps more contemplative than Seekers, Sentinels prefer thoughtful problem solving to quick-thinking action. Given a problem, such as a locked hatch, a Sentinel can envision a dozen ways through, whereas a Warrior might simply cut through it with a lightsaber and a Consular might knock or ask for the key.

This careful deliberation extends to Sentinels' fighting style as well. They rarely fight if it can be avoided. They prefer other, less lethal means of resolving conflict, much as the Consular does. Unlike their august and politically savvy brethren, though, Sentinels tend to use clever lateral thinking and trickery rather than rhetoric and doublespeak to deal with foes. The saying, "Violence is the last refuge of the incompetent" is a common one among the Sentinels. Even in the warlike and degraded Imperial era, Sentinels would rather talk or trick their way out of a conflict than fight their way out.

The Sentinels are no timid pack of pacifists, though. While they aren't as martial as their Guardian and Warrior colleagues, Sentinels are still dangerous foes and cunning combatants. The difference lies in how they fight, rather than the scope of their struggles. As in all other matters, Sentinels can and do use every tool at their disposal to dispatch an enemy. They are quick to adopt new weapons and fighting styles if they suit a situation. Unlike many of their brethren, Sentinels have no prejudice against blaster and projectile weapons. Indeed, their understanding of mundane, modern weapons often gives them an edge that other Jedi do not enjoy.

Sentinels suffered less from the rise of the Empire and the purge of the once-proud Jedi from the galaxy than their Jedi kin did. Their disdain for temple life and their broad presence throughout the galaxy ensured that many were far away from clone troopers during the full force of Order 66. Sentinels nevertheless suffered numerous losses. As they were so well known in their communities, they were easy prey for opportunists and Imperial lackeys. Many were turned in to Imperial authorities by the very people they had worked so hard for, oftentimes for only a handful of credits or the promise of Imperial favors. Those who were able to escape disappeared into the bowels of their great cities, where they continued to serve and to survive in the hope of carrying on the Jedi legacy.

SENTINELS IN THE CORE

The teeming worlds of the Core are a paradise to the Sentinels. Here, on these densely packed and chaotic planets, Sentinels put their myriad skills to good use. They gravitate toward heavily populated places like Coruscant, Kuat, and Corellia, worlds where the needs are great and the challenges greater. Where the whirl and rush of galactic civilization washes over an individual, and where the problems and puzzles of life are endemic and as varied as the stars, there you may still find Sentinels.

It is also here, in the galaxy's crowded cities and sprawling ecumenopoleis, where the Sentinels do their finest work. Artisans seek out ancient technologies and help the citizenry with their workaday technical problems. Shadows and Investigators stalk the streets, each searching for their prey and bringing justice to the dark recesses of the galaxy. Racers speed through the cities in powerful, dangerous machines or navigate the deep mazes of a metropolis on foot, using the very buildings and infrastructure as footpaths and ladders and bridges. The mysterious Sentries stay aloof—observing from afar and swooping in or striking from a distance with overwhelming force to face a problem when the time is right—and the passionate Shien Experts bring all the force of their lightsabers and Force powers to bear in the cause of righteousness.

Most modern Force adherents with strong moral fiber, analytical minds, and a fierce dedication to justice walk the path of the Sentinel—whether they know it or not. These individuals tend to gravitate toward the Core, where they feel they can do the most good. Of course, the Core is also incredibly dangerous for these individuals, as it is the seat of Imperial power and crawls with people who would sell a Jedi out to an Imperial agent for little more than a pat on the head. Despite this very real danger, most surviving Sentinels and young Force users with Sentinel-like leanings can be found working among the worlds of the Core.

SENTINELS IN THE OUTER RIM

Sentinels are rare sights in the Outer Rim Territories. While the Rim includes many large and densely packed population centers, even the most crowded of them is little more than a broad and open village to the fundamentally urban Sentinel. Despite this, many Sentinels, and many more who would follow their teachings, have spread out into the Rim over the roughly two decades since the rise of the Empire. Out among the wild and open spaces of the Rim, the pragmatic Sentinels find new challenges and new ways to use their prodigious natural gifts.

There are always problems that need solving in the Outer Rim, problems that a motivated Sentinel is well suited to deal with. Starships, industrial machinery, and agricultural equipment always need maintenance and repairs. People need assistance with all manner of personal and legal problems. Injustice is rampant, and many places are teeming with scum, scavengers, and criminals of every stripe. In these chaotic and often needy locations, even a single Sentinel can effect great change.







UNSEEN VIGILANTES

"The challenge of hope is to overcome corruption."

—Jedi Saying

Though the Jedi are all but gone, nearly eradicated when the Empire rose to power, the Jedi legacy of seeking out and combating injustice lives on. This is especially true for Sentinels, who regularly investigate crime and apply their own code of justice to those they apprehend. Operating covertly, sometimes embracing tactics as dark as those of the villains they oppose, these Force users often stand alone as the final arbiters of urban justice.

This chapter provides a variety of options for Sentinel characters, offering new backgrounds, emotional strengths and weaknesses, and Motivations. These options detail who Sentinels are, what they know, and what drives them.

Chapter 1 also includes three new species for **FORCE AND DESTINY** players: the Gand, the Muun, and the Pantorans. The Gand, Muun, and Pantorans each have unique perspectives as Force users, but they can also be selected using creating a character with any of the other *Star Wars* Roleplaying core rulebooks. The Gand have a unique relationship with the Force, involving a peculiar concept of individuality. This contradictory species defies characterization, and its supposed ignorance of the Force may simply be a mistranslation of its cultural mysticism. The Muun's logical and mathematical minds complement a rational Sentinel. Their

homeworld's culture created the InterGalactic Banking Clan, and their history includes backroom dealings in which they played both sides of the Clone Wars and the Galactic Civil War. The Pantorans are citizen-politicians clinging to the ideals of the Republic. The Galactic Civil War forced them to forge alliances and make deals, balancing their ethics and morals with practicality and security. While these three species have professions across all levels of society, their unique cultures bring interesting perspectives to the Force.

Players gain new specializations: the Racer, the Investigator, and the Sentry. Known for their vehicular expertise, Racers perceive motion as simply the proper placement in time and space. Investigators see crimes as disturbances in the Force. Sentries take crime personally, though, meeting violence with violence and intimidation.

Lastly, two signature abilities and a new Force power add versatility to the Sentinel's arsenal. *My City* reflects the Sentinel's ability to become one with his urban environments, while *Unmatched Foresight* enhances the Sentinel's senses, making the character hyperaware of danger. The new Force power *Manipulate* allows a Force user to change machinery on a molecular level, enhancing technology to benefit the Sentinel and allies.

THE NEVER-ENDING SEARCH

Like Guardians, Sentinels protect people. Unlike Guardians, Sentinels deal with the personal, the face-to-face, and the door-to-door. During the Republic, the two disciplines worked in tandem. Guardians handled the immediate threat by breaking the blockade, negotiating the treaty between two opposing forces, or capturing the assassin of a political leader—and then the Guardians left.

When the Guardians departed, Sentinels picked up the pieces. A blockade leaves shortages and economic fluctuations that reverberate for months, even years. A treaty is only the first step toward lasting peace, which requires follow-up negotiations and the recognition of the root causes of the war. An assassin's identity or backing may lead to further bloodshed between factions.

In the Galactic Civil War, Sentinels no longer have a Jedi Order to support them or give them guidance. Instead, the Force subtly encourages future Sentinels to find their way to a city, or to remain there if they have been raised in one. Inevitably, they find themselves in the middle of a problem in their community, one they can't ignore. Something internal pulls at them to address the problem. They can't leave it to someone else to solve—they must take action.

To do this work, Sentinels cannot be apathetic. They face long-term and endemic problems that require equally long-term and steady solutions. Characters might become Sentinels because they themselves suffered oppression. An onlooker might sympathize, and deciding to do something about the problem makes them a potential Sentinel. To some, the call of the Force is an awakening. For Sentinels, it is no different than a call to fight injustice.

But to be so personally involved in the fight for justice induces feelings of helplessness, terror, and rage. Sentinels' own passions can become their prisons. Too many Force users fall to the dark side thinking that violence and destruction can defeat an enemy, only to ignite more violence and destruction. As such, Sentinels must be selfless by putting others before themselves, yet they must remember that they remain forever vulnerable to their own needs, fears, and faults.

In the current state of the galaxy, where good people have to make the best of bad choices, Sentinels can help make those choices better. The tools of Sentinels are not just their lightsabers, but their words, their actions, their knowledge, and their passions and desires.

SENTINEL BACKGROUNDS

Any character with any background can become a Sentinel, but the career has a particular focus on technology, stealth, and personal interaction: all perfect skills for the fast-paced and chaotic life of a city-dweller. A Sentinel background also focuses on social, economic, and legal injustices. These inequities do occur on underdeveloped worlds, but they abound in places of high population density (in other words, cities). In this way, a Sentinel career ranks among the most modern of the Force user careers. This section lists some urban-focused life paths for fleshing out a Sentinel character.

ACTIVIST

Many Sentinels start off as activists in some form or another. Even *unawakened* to the Force, activists find themselves fighting injustice through social and legal pressure. They spread awareness, organize bodies of experts, and push for new laws. On planets that have (or claim to have) progressive rights and equalities, activists work out in the open—or at least not in hiding. On more oppressive planets, activists work quietly in the shadows but are no less effective. Those who fall to the dark side give in to their rage and desperation, their activism turning destructive for destruction's sake, or even becoming murderous in the name of justice.

As an activist, an **Artisan** can create anything from holographic images for spreading messages to technology intended to help groups organize. This type of activist focuses on communication: exposing injustice, informing the public,

and distributing vital data to protesters. An Artisan might realize a connection to the Force by foreseeing a violent government crackdown and warning the protestors ahead of time, or by fashioning art that reflects visions of a forgotten and idyllic past or a hopeful future. Unlike technology fetishists, an Artisan truly knows that art and technology serve the people, not the other way around.

An activist **Investigator** may start work seeking information to incriminate an oppressor, whether it is an individual, group, government, or corporation. Unable or unwilling to attack the perpetrator directly, this character aims to expose secrets and to warn the public. A proper investigation—one about finding the truth rather than digging up dirt to slander someone—requires intuition, a questioning mind, and a keen eye. An Investigator finds vital clues for the cause through mystical flashes of insight, feeling the Force in these brilliant leaps.

The **Racer** serves as an essential line of communication for activist groups, getting messages to the right people at the right time. Whether by foot or by vehicle, the Racer also speeds supplies or even people to where they are needed the most, into and out of danger zones. With governments monitoring comlink traffic and slicer agents scouring the HoloNet, sometimes the Racer proves more reliable and quicker. The Force is a powerful certainty in the Racer's turbulent life, driving the character from hot spot to hot spot as the Racer anticipates the next moment of conflict.

Activists tend to be targeted by the forces of the status quo. A **Sentry** intercepts those forces to allow fellow activists precious time to continue vital work undisturbed. Often the strength behind the podium, the Sentry protects the voices of the people, letting others inspire while tamping down unchecked violence both inside and outside the movement. Many start off as a bodyguard for major political figures, but some serve as faceless muscle. In either case, the Sentry remains out of the spotlight, allowing the Force to indicate when danger surfaces.

The activist **Shadow** senses corruption and is drawn to agents of the dark side. For every push toward justice, a countermovement forms to bolster the status quo, a mix of reactionaries and political conservatives. A Shadow discovers agents of the dark side manipulating the countermovement into increasing corruption, abuse of power, and violence. This character walks the Jedi path by first detecting, then defeating these insidious agents, allowing the movement to fight on more even ground.

A **Shien Expert** activist improves a community with clever thinking and unusual methods. For example, a city might lower the tax on goods sold in much larger quantities, favoring larger, possibly more government-friendly merchant groups and effectively punishing smaller sellers. The **Shien Expert** instead arranges collective bulk purchasing for many small-scale merchants, thereby allowing them to continue to compete fairly with the larger organizations. Alternatively, when a city shuts down the flow of public water to drive out the poorer citizens, the budding **Shien Expert** might set up trade with neighboring districts. By tackling dysfunctional and oppressive systems lengthwise, undercutting their effectiveness, and then breaking them with raw force, the activist unwittingly mimics the Jedi Order's **Shien** training by using cunning to deal with a conflict in an unorthodox fashion.

ARISTOCRAT

Aristocrats have (or had) money and perhaps a title. They may belong to an actual aristocracy, come from moneyed families, or bear historic names that grant them privileges, even if only token privileges. Sometimes these privileges oppress another group. Like elected or appointed officials, aristocrats are bolstered by their position and hampered by the conservatism of the system it is part of. In this case, cultural pressures rather than bureaucratic ones maintain the status quo. Sentinels with this background may still have family and friends who search for them, providing a resource, a source of conflict, and an emotional tie that enemies might exploit.

In some cultures, aristocrats are the only ones who have the money, leisure time, and interest to live the life of an **Artisan**. The traditional **Artisan** in the cultural elite has a unique position, creating art that conveys a subversive message while being appreciated by the very caste the art criticizes. The **Artisan** with "new money" may instead be more of a technological aristocrat—the corporate head who produces cutting-edge science and technology. This kind of **Artisan** realizes that prior work didn't bring about the change

envisioned, as greed or apathy warped innovations for the purposes of profit margins or watered-down entertainment. Ultimately, the aristocratic **Artisan** lives with the knowledge that living as a traditional aristocrat was never truly possible; reflection and inspiration from the Force broadens personal scope and causes the character to completely reject the earlier elitist life.

Driven by a sense of injustice from their privileged vantage point, some aristocrats see indifference or even corruption in their elite peers throughout the galaxy. What starts as a sudden insight inevitably branches into probing questions about the systems that gave them their titles in the first place. Just as they first examined their families, friends, elite organizations, or inherited corporations, **Investigators** pry up the veneer of aristocratic perfection to uncover the truth—that the power of the aristocracy was taken, not built. Their inability to keep silent about these truths and injustices means these characters can never return to a comfortable life.

Racers with this background embraces the thrill and danger of the race to complement their carefully-measured lifestyle. Popular media darlings, these aristocrats either race expensive vehicles in underground matches or takes on sponsors in sanctioned public races. However, **Racers** take this hobby seriously. To be the best and fastest takes mental fortitude, physical talent, and unexpected discipline. This desire to be more than a child of money—a person accepted on his own merits—opened such **Racers** to the Force, perhaps even mid-race, and guides their actions still.

An aristocrat-turned **Sentry** rejects peers and high-class society, much as an **Investigator** does. This **Sentry** uses money and privilege to protect vulnerable people. Dissatisfied with charity fundraisers and public relations campaigns, this character craves a more direct way of making the galaxy a better place. Never having felt want, though, a **Sentry** of this type struggles to understand what the oppressed need; still, the Force comes to those who strive to be better.

Bored with wealth, the **Shadow** aristocrat harbors a darker past, one spent collecting Sith artifacts and supporting agents of evil. Now, the **Shadow** instead funnels fierce energy into destroying such artifacts and agents. A desire for justice burns where the lust for novelty once thrived. No longer under the sway of the dark side but still seeking to remain hidden, this aristocrat uses rank and influence sparingly but selflessly. The **Shadow** is now dedicated to undoing damage done internally and on the galaxy as a whole while uprooting the influence of the Sith.

To a **Shien Expert** aristocrat, money and rank are systems to be understood and utilized; they are a means to an end. This aristocrat has no qualms against using either to advance personal goals, why not bribe a person or use a title to avoid needless conflict? In many ways, manipulating social status and economics might be considered the first front in warfare. The aristocrat realizes that this cunning has no meaning without a higher purpose, therefore, imbued with righteousness, the **Shien Expert** crafts plans and schemes that become dangerous and powerful.

GANG LEADER

Gang leaders don't always organize their groups purely for violence. Some toughs gather together to protect themselves and support each other. Other gangs mobilize to become the unofficial police of a neighborhood, especially in places where law enforcement refuses to patrol. Gangs are sometimes a symptom of a city suffering from the disease of an injustice, be it poverty or local persecution. They are only as violent and corrupt as their leaders, though, and those led by Sentinels might be the best forces of good in a city.

Gang leader **Artisans** never forget their humble beginnings, when they developed elaborate symbols to mark territory, denote allegiances, and communicate with gang members before learning to engage their community with more political art. Even though Artisans have left their gangs to expand their work, these former gang leaders never really abandon their roots. Using everything from low-tech methods (perhaps basic paint, paper posters, or

carvings) to slicing (for instance, slicing a public holoprojector), even now they dodge law enforcement and brawl with rivals while vandalizing surfaces in the richer districts, aiming higher and tackling bigger political opponents.

Investigators who were gang leaders build on the information networks they created with their gangs. Two dozen ears to the ground can gather more data than one, and those two dozen can quickly sift and analyze that information for truth, lies, and idle rumors. Investigators with this background find themselves further and further afield, encountering a spider's web of secrets that threaten more than their original territory. Still, they remain in touch with their gangs, which serve as centers of their own information webs, while tapping into the biggest web of them all: the Force.

Racer gang leaders often use their vehicles in the same way warriors (and brigands) use animals as their steeds. In some cases, these serve as badges of honor and respect, such that gang leaders feel compelled to own the most expensive or intricate vehicles. Gang leaders who once raided enemy gangs or even legal organizations—robbing from the rich or violent to feed the poor (or themselves)—have moved on to a higher cause, but their vehicles are still their calling card. Racer gang leaders may even continue to feel a responsibility to provide escort protection for community leaders or funeral processions. Racers who lose their vehicle lose control of their gang, but this frees them to seek belonging elsewhere, embracing the power of the Force.



Sentry gang leaders adopt a higher code of ethics, sometimes acting as police or working with the police (at least with trustworthy members). Gangs often end up sharing similarities with their leaders. Most Sentry-led gangs operate on the principle of might for right, but some gangs take on community service work. If the Sentry is particularly spiritual, the gang may end up sharing some similarities with the Jedi Order: welcoming young members, training them in combat, and instructing them to follow a path of morality. Many Sentry gang leaders have given up their leadership positions, though, as they are unwilling to lead their friends into danger for their own moral crusade.

Gang leaders who become **Shadows** delve deep into the criminal underbelly, seeking out the most corrupted individuals to neutralize. They tend to be either extremely righteous, to the point of fanaticism, or steeped in moral ambiguity. Their gangs may share their moralities, but most don't, following these Shadows only because such leaders are strong and effective. These leaders might break away from their gang when some of its members become addicted to bloodlust and the hunt. In such cases, the Shadows emerge from the darkness tempered, while their gang members have become the new agents of evil.

Shien Expert gang leaders understand that soft power provides many more opportunities to overwhelm an opponent. These leaders run their gangs via intimidation; verbal confrontations are common, and their gangs often revel in mystery, symbolism, and reputation. For example, instead of sending up a rival, a gang might leave something personal at the target's doorstep: a holoprojector of a loved one or images of the rival's day-to-day activities. The Force helps these gang leaders have a change of heart by revealing the horror and misery they have inflicted on others, yet they never manage to abandon their tendency to see weaknesses and exploit them.

LABORERS

Laborers start off in menial occupations that require essential but less-valued skills and often involve repetitive, physical work. They often suffer economic injustices on the lower rung of the socioeconomic ladder. Labor leaders fit the Activist background better, so this background often reflects those who grew up in humbler circumstances. A laborer's struggles can be about moral corruption but can also include fighting against despair and drudgery.

Artisan laborers have moved beyond handcrafting devices during off hours, allowing the Force the help guide their choices. Whereas once they were selling an odd piece here and there for profit, they now design machines to solve specific issues for individuals or entire communities. These Artisans realize that they can bring help to more people and more actively seek problems to solve. Instead of simply patching up a fellow laborer's cybernetic arm that was damaged on the job, for example, they look for more permanent solutions, such as better working conditions or different roles for their fellow citizens. Of course, they still fix the arm.

Investigators who began as laborers often feel that life doesn't make sense. After seeing their community suffer the death of peers, the collapse of the local economy, or the destruction of a beloved communal building, these laborers start asking questions and don't stop. The questions, of course, lead to more questions, but they also lead to enemies—enemies of the workers, or worse. These Investigators form personal connections while stitching together broken communities, perhaps even establishing dialogue between different factions. When they find the culprit, they often find that the crime is a symptom of a larger societal disease, leading them to look into bigger questions, bigger mysteries, and bigger enemies.

Many laborer **Racers** have experience as commercial drivers who race during their off time for sport or for profit. Others have been mechanics in official racing events and hope for a chance to prove themselves in a race. Racers who prefer foot power consider themselves urban spelunkers, seeing abandoned warehouses and factories less as a blight and more as an avenue for adventure. For all of these Racers, the Force calls them not to race away from the drudgery of their lives but toward a greater purpose.

Sentry laborers' backgrounds as bouncers, hired muscle, or even strikebreakers has exposed them to the inequities of the galaxy. Their desire to make a difference—and to do so physically—is what first brought them into conflict with a local boss or a petty governmental official. It is what brought them in contact with the Force. That same drive moves Sentry laborers into every new clash they have with the galaxy's corruption and injustice. For some Sentries, this sense of ongoing purpose gives them peace of mind. For others, the turmoil between right and violence remains a struggle, but at least they have a goal and the guidance of the Force.

Shadows with a laborer background have seen their communities' resentment, bitterness, and frustration turn to rage and hatred. Due to a variety of inequalities, those communities have had good reason to feel these negative emotions. Protests, strikes, and walkouts don't occur because laborers are happy. The hatred means agents of the dark side can come from within the community, not just from its oppressors, pushing good people to do bad things. How can Shadows condemn someone for giving in to anger when they feel it themselves? The moment when these laborers judge their communities' hatred in order to save them, they embrace their Shadow nature and the Force.

Laborers who become **Shien Experts** often started off identifying a dysfunctional system. Being a laborer working as a cog in a machine offers a special kind of perspective on systems. Shien Experts know that sometimes all it takes is a tiny bit of sand in a gear to cause things to come a grinding halt. Immediately perceiving a problem person or even a broken physical system, such as a factory's manufacturing line, Shien Experts seek out ways to fix or patch the flaw. Once they have fixed that system, the Shien Experts move on to new flaws and weaknesses elsewhere: people, systems, machines, laws, societies, and cultures.

OFFICIALS

Officials once worked in the system, either in the local bureaucracy, law enforcement, a religious organization, or the Empire itself. From their chairs and desks, they had access to those in power, but ironically, they had little power themselves, being cogs in a machine built of procedures, red tape, and a calcified culture. In an organization hostile to Force users, the official's title became a collar, and the position a leash, forcing the official to abandon this rigid life if the pursuit of something more meaningful is desired.

Artisans with this background might use public works to improve citizen morale. This includes public art but can also encompass architecture, city planning, or technological improvements. Such Artisans might find themselves stifled in a bureaucracy, as large groups of apathetic people move slowly. On one hand, working in a bureaucracy offers incredible insight on why a society can't accomplish its goals. On the other hand, Artisans often abandon the systems they work for, as they can perceive and implement solutions well before an organization has had their first meeting.

Officials who become **Investigators** start off with some sort of investigative authority: anything from local law enforcement to a corporate oversight committee. Their time spent investigating upward, grinding against the leadership structure, gives them an excellent command of bureaucracy, despite all its hurdles. Whereas other officials may burn out, unable to bring about the change they want, or give up and join the oppressors, Investigators accept that truth and justice far outweigh a title or badge of office, and they keep pushing.

Racers with this background learned their craft as couriers or drivers, tasked with getting important people and valuable items to their destinations quickly and safely. Even on a planet with an active HoloNet, document couriers are still needed to provide secure transmission of sensitive information. Racers who are attuned to the Force, however, find themselves refusing specific jobs or using strange routes on which they can influence seemingly unrelated events. Racer officials use their skills to protect communities and coordinate resistance, employing their experience with vehicles and institutions in crossing boundaries and battle lines.

Sentries who once worked in a corporate or governmental structure may have served as bodyguards protecting government ministers and foreign dignitaries, corporate leaders, and other important people. They now struggle against a world that assigns importance via a different metric, a metric that brute power and violence. Sentries from this level of society have earned powerful enemies by abandoning their charges to save someone more vulnerable, or their former employers may want them apprehended or dead since they know too much about their shady dealings.


Officials who become **Shadows** are governmental or corporate oversight experts frustrated by bureaucratic restrictions or hostile peers. Their greatest concern is that agents of the dark side are pulling the strings, corrupting souls, laws, and public confidence. These Shadows can literally and figuratively lose themselves in the shadows, breaking the governmental procedures, civic laws, or corporate bylaws they swore to protect. Perhaps when they defeat the real demons they can return to deal with the mundane ones.

Shien Experts who worked as officials understand the patterns of bureaucracies and economic systems. In many ways, a corporate takeover mirrors the language and tactics of warfare. Diplomacy becomes contract negotiations; cutting off supply lines is similar to buying out or bankrupting vendors; and training and squad tactics can be compared to skills education and team-building exercises. Where before they destroyed careers, ruined lives, caused unnecessary damage, and inflicted suffering, Shien Experts now devote their skills to repairing the broken game.

REFUGEES

Refugees have escaped violence, starvation, and persecution only to face similar problems in their new home. In some cases, cities are unprepared to handle an influx of refugees and have no social services set up to accommodate them. In extreme instances, governments separate refugees from the rest of the population and cut them off from economic opportunities. On other worlds, differences in culture create tensions among the populations, and refugees face violence from the citizenry rather than the government.





An **Artisan** with this background makes practical technology to help fellow refugees subsist or has developed an artistic skill to bolster morale. Due to the unstable nature of this life, an Artisan builds technology to fix or serve as a stopgap solution for immediate problems. This character could create HoloNet taps to access information, craft power converters to give refugees energy, or even build machines that can repurpose city land into farms. Since people can become refugees regardless of socioeconomic status, many skills, branches of knowledge, and talents from all walks of life are present but unused in their communities. An Artisan taps into this diversity to help the community survive another day. This Sentinel may move on from a refugee background, but the personal lessons of austerity, innovation, and imagination remain vibrant and strong.

The **Investigator** serves an important role in the refugee community. Left on their own, refugee communities find themselves creating their own rules and structures. When a host planet fails to deliver on promises of security and enforcement, an Investigator may fill the void. The Investigator has an additional burden. Catching a criminal doesn't simply bring one person to justice; it also elicits unfair judgment on the refugees' ability to police their own. In many ways, this character has never left the refugee camp, believing that the only justice people can receive is the justice they make for themselves.

A **Racer** might have begun by taking parts from abandoned starships, repurposing repulsors and engines, hammering durasteel hulls to make bleachers and tracks, and creating a racing circuit, albeit a dangerous one. In this case, what began when authorities tried to shut the circuit down—citing anything from safety to immoral behavior—becomes a life spent bringing justice and economic self-sufficiency to communities in need all over the galaxy. A Racer refugee never sees racing as a frivolous sport, but as a promise of hope and a necessary part of a community.

Refugee camps need their own police force and a **Sentry** can help fill this role. As one of the downtrodden, a Sentry earns the trust of local communities. However, the host planet's police may have a different agenda: to prevent the refugees' culture or crime from "infecting" the host society. Where this is the case, enforcement stops at the border of the camp. In the worst case situations, authorities may use the refugees as easy scapegoats for the host planet's own problems. A Sentry can act as an intermediary authority, sometimes working with the host planet's authority, but always trying to bring justice to those who have no power or rights. Refugee camps are a hotbed of frustrated, disenfranchised people, and agents of the dark side are ready to exploit them. These agents can also prey on the host community's fear of the refugees, influencing both sides and fostering conflict and pain as they clash.

A **Shadow** has to pick the battles to fight and carefully decide who to save and who to strike down amid the overwhelming negative emotion on both sides. This character must also control personal emotions carefully, for sometimes a Shadow may be unable to both realize justice and eliminate those who follow a darker path.

As a refugee, a **Shien Expert** has a firsthand experience of struggling in a position of weakness. This is a classic case of asymmetrical warfare, with no resources, a demoralized people, no weapons, a poor strategic position (because refugees are given the worst land to occupy), and a lack of communication (or outright antirefugee propaganda). The opponents being faced are the unfair laws, prejudices, and lack of support of the host planet. When the Shien Expert leaves the refugee camp, whether triumphant or defeated, the character learns valuable lessons not only of resource management, but of empathy, insight, and moral fortitude.

SENTINEL MORALITIES

Sentinels tend to personally meet the people they attempt to save. They feel each success and failure viscerally, whether receiving a smile and an embrace from a grateful citizen or witnessing the tears and despair of a victim's friends and loved ones. Sentinels also spend quite some time navigating their emotions around the people they protect. They must care enough to remain engaged, but keep their distance lest they give their personal relationships priority over their calling. In addition, the myriad injustices throughout the galaxy can be overwhelming, and despair can set in when fighting injustice requires constant, unending effort. Sentinels develop mental walls and emotional blocks to keep themselves clear and impartial, but not so much so that they become callous and cold. As a result, Sentinel Moralities tend to be personal and immediate, constantly requiring their management and attention.

Sentinel Moralities fall into three broad categories: discipline, justice, and relationships. Emotional strengths that deal with discipline require Sentinels to put their emotions in check. These Sentinels find energy and inner peace when they practice rituals and methods to keep themselves centered. Emotional weaknesses can occur when Sentinels go too far, fetishizing the rituals and methods into a crutch, twisting them into something selfish and demanding.

Game Masters can present the opportunity to roleplay these through plot complications in which players have to choose between a disciplined option and an impulsive one. For example, while on a mission, Sentinels discover someone has

been kidnapped. Do they change their plans to undertake a rescue? In the players' eyes, which is the disciplined choice and which is the impulsive one?

Emotional strengths centering on justice make Sentinels focused characters. They get an emotional charge when working to solve an injustice, and in the case of the Justice emotional strength, the work becomes literally who they are. Conversely, the justice-based emotional weaknesses can turn Sentinels bitter and petty, directing their energies toward punishment rather than salvation, compassion, or construction. GMs should constantly reinforce the theme that injustice never ends, presenting frequent choices for the players and always following up with the consequences.

Lastly, and more dangerously, relationships require the most nuance for Sentinels, since these emotional strengths rely on other people. Sentinels put their trust in others so they can feel grounded. Since people rely on the Sentinel for protection and guidance, this symbiotic and mutual relationship benefits all parties to it. However, this makes Sentinels vulnerable, as their emotional weaknesses can burn out their capacity to feel. Worse, their weaknesses can also do the diametric opposite, intensifying their feelings into a searing laser-like spotlight that is almost impossible for the Sentinel to withstand. These characters should have a list of NPC friends and allies who can provide essential support but also require help and protection. When the friends' needs interrupt the Sentinel's mission, does accepting or denying the relationship play to the Sentinel's strengths or weaknesses?

Players may replace **Table 2-1: Morality** on page 50 of the **FORCE AND DESTINY** Core Rulebook with **Table 1-1: Sentinel Moralities** on page 17. Players may choose to roll randomly on the table or select a Morality based on their background, core philosophy, or desired character arc. Each character starts play with a Morality value, as described on page 49 of the **FORCE AND DESTINY** Core Rulebook.



TABLE 1-1: SENTINEL MORALITIES

d100	Emotional Strength	Emotional Weakness
01-08	Bravery: The character either defies fear or respects it, using it as a guide. Fear means opportunity for action, and bravery comes from taking the risks that others will not.	Defiance: The character mistakes defiance for bravery. This merely serves to cause tension and trouble for others, while generating a false sense of personal satisfaction.
09-16	Frugality: There is strength in living a simple life, not just in eschewing possessions but also in keeping relationships simple, so as not to be distracted from the bigger picture.	Condemnation: The character insists on a standard that no one can bear. This includes the condemnation of the self, punishing oneself for transgressions imagined or actual.
17-24	Caution: The character understands that those caught in a conflict are the most vulnerable. Being reckless only serves those in power, who have the time and resources to develop counter-plans.	Fear: While fear often forces a person into inaction, it can also propel a character into an ill-advised action. Letting fear guide one's actions means never preparing, never giving forethought.
25-32	Wonder: In a city, every day provides a new adventure. This keeps the character connected, always learning, and alive. The city teaches the character to remain open to new experiences, as it surprises daily.	Alienation: With too many people and too many problems, the character gets overwhelmed and withdraws. The city continues on, ignoring any one person. Why not let time take care of the problem?
33-40	Compassion: This character takes the time to engage with the troubles of a stranger (and there are so many). This can range from a offering willing ear to providing clothing and other support.	Hatred: Seeing so much suffering causes the character to differentiate between the good people who deserve help and the bad who deserve hate. Having clearly identified the bad, the character can now blame them for the suffering.
41-48	Mercy: Transgressions happen all the time. This character has taken a higher path, giving people another chance to be better. Punishment for every transgression only means everyone ends up in chains.	Weariness: Even a saint can burn out. It's not that people don't deserve help or a second chance, it's that there is always another. And another. And another. Soon this tide becomes faceless, and even suffering becomes abstract.
49-56	Righteousness: The character takes anger and, instead of suppressing it, uses it to fuel work. Pushing harder allows him to advocate for those who can't do so for themselves.	Spite: The character deliberately tries to upset or hurt those beneath him. Indulgence in this pettiness comes easily as these individuals deserve contempt.
57-64	Pride: This character might take pride in personal accomplishments, but definitely takes pride in the work of others and of the community. When a community succeeds, it justifies the character's efforts.	Arrogance: By making oneself the pinnacle of achievement, all others fall short. Soon, no one is worthy of the character's time or consideration.
65-72	Modesty: The character eschews credit and thanks. After all, anyone can do this work. This attitude ensures discipline and focus to the task at hand, and thus helping others and reducing suffering.	Vanity: The character turns self-deference into false modesty, denigrating himself and expecting others to bolster his ego. A twisted passive-aggressiveness can emerge, in which the character demands recognition for this modesty.
73-80	Trust: This character believes in giving everyone the benefit of the doubt. The good that comes from trusting others builds communities and provides emotional support.	Guardedness: The character has been betrayed one too many times and refuses to allow it to happen again. Why expect better of a person when there is no reward for doing so?
81-88	Justice: A strong sense of right and wrong means the character's focus becomes sharp and intense when a wrong is identified. Correcting a wrong brings a strong sense of satisfaction.	Cruelty: This character not only serves as a self-appointed judge and executioner, but also starts to believe that inflicting pain is a fitting punishment. How else are the wicked supposed to learn?
89-96	Malleability: This character is morally and ethically flexible and judges situations and others based on relative circumstance for the good of the community, rather than on a strict legal code.	Dogmatic: When pressed or emotionally burned out, this character falls back on rigid edicts instead of context. It takes emotional energy to grasp all points of view, and sometimes there isn't time.
97-00	Roll twice on this chart. The PC has multiple emotional strengths and weaknesses	



Gand



Muun



Pantoran

NEW SPECIES

The Force flows through all living things, and no biology or culture prevents a people from being able to understand or utilize it. Even the Empire's active oppression of Force users and its propaganda campaign have simply pushed these desperate souls underground. In the shadows, in the hidden cracks within society, these beings learn to depend on the Force even more. Those who aren't under the heel of the Empire may invent their own terminology to explain the strange phenomenon, calling it luck, religion, or fate.

The sheer size of the galaxy guarantees that on any given day someone becomes aware of the Force and explores its mysteries. Emboldened by their new awareness, such individuals seek out others who have had similar experiences, slowly uniting into a loose coalition. Meanwhile, the Galactic Empire uses soft and hard methods to suppress their dialogue. Most beings know of the Empire's hard methods of arrest and extermination, but most underestimate the power of soft methods. Propaganda pushes individuals to doubt their experiences, to not question their new awareness, and to believe in the supremacy of the Empire. This propaganda sometimes reinforces cultural elements that bolster a species' bias against the Force, such as the Muun species' sense of superiority and rationality. Uniformity threatens the Force, especially the Empire's version of uniformity.

Each species brings a new perspective on the Force based on its own cultural experiences. Each individual contributes yet another perspective, sometimes one parallel with cultural

views, sometimes perpendicular to them or completely outside the cultural norm, always layered with intelligence and nuance. With millions or even billions of people on a single planet, to assume that all of those individuals think the same way about the Force is myopic and foolish.

The hundreds upon hundreds of species throughout the galaxy don't fragment the Force; they instead provide new meanings, new ideas, and new constructs to understand this powerful, ever-present energy. The Force, like life itself is enriched by diversity.

GAND

With a cultural outlook that some consider simple or transcendent, the Gand, an insectoid species, enjoy a deep and complicated culture. Their emotional steadiness and (apparent) humility should make the members of this species natural disciples of the Force. However, it takes a specific kind of ambition to walk the Jedi path.

Physiology: The Gand comprise numerous subspecies. Two of the most commonly known subspecies are Gand with lungs (who thus require ammonia respirators) and Gand without lungs who absorb the necessary compounds through consumed food and liquids. There are many other subspecies, and rumors of genetic manipulation abound, but no outsider has verified these claims. The Gand find questions about their physiology perplexing and a little embarrassing.

GAND MYSTICISM

On average, Gand stand a little over one-and-a-half meters tall, have three fingers on each hand, and have large compound eyes capable of sensitive night vision. Their skin color range from brown to green to purple. Due to their genetic diversity, many Gand possesses characteristics that vary from the norm, including heads of unusual shapes and sizes, additional fingers, and multiple versions of internal organs. All Gand tend to have a tough yet flexible exoskeleton, and their regenerative abilities are remarkable, making them a hardy species.

Society: Gand society, to outsiders, appears to contain a multitude of contradictions, mostly due to the visitors' imperfect knowledge. For example, early academic records suggest the Gand had a monarchy. However, no such currently lineage exists, and the Gand don't appear to have a word for queen or king. Whether the records detailed an offshoot colony, the Gand evolved away from a monarchical government, or the original academic mistakenly attributed hive insect characteristics to the species, only the Gand might know, and they have no interest in the topic.

Other academics call Gand society meritocratic. While the Gand value individual achievement, they don't believe it superior to communal achievement, simply different. For example, individual Gand have no first name until achieving something notable. However, there is no shame in only owning a surname. After all, a society requires the hard work and dedication of the unnamed. Some academics believe that becoming notable, and thus more individual, separates a Gand from the community, resulting in a philosophical goal for that individual. Again, only non-Gand project any negative connotation onto this change in status. To Gand, individuality is necessary and natural, both a loss and a gain, and a process that is simultaneously complex and simple.

Gand refer to themselves as "this Gand" up until they become full-fledged members of society. At that point, they refer to themselves by their surname. If Gand achieve something particularly impressive, such as becoming findsmen, they may introduce themselves with their first name. Only the most accomplished of Gand call themselves "I." If a Gand performs a shameful act, that individual may revert to a single name or no name at all as temporary penance.

The Gand undergo this process of naming due less to rigid rules than to the structure of their society, culture, and language. They view self-promotion the same way. For a Gand, faking a name or reputation is as odd and strange as a human introducing herself using the name of a famous Duros actor. While there are instances of Gand falsifying a name, they are rare outliers.

Outsiders tend to call Gand xenophobic, but the insectoid species bears no widespread hatred or fear of non-Gand. Gand are, however, particularly concerned about the disruption of their culture by outsiders. Even the casual adoption of a loan word may cause confusion and miscommunication that ripples unpredictably throughout Gand society. The fact that their ammonia-based atmospheres allow them to segregate outsiders makes avoiding culture disruption an easy matter, however. It also helps that traveling Gand often return to their homeworld or a nearby Gand society to get back to their roots.

Gand mysticism immediately summons the image of the findsmen. Expert trackers, the findsmen turned this profession into a religious pilgrimage, gaining a well-earned reputation for tracking prey, lost objects, and missing people.

This mysticism, however, bears a strong resemblance to the Force. Some believe that the religious worship the findsmen utilize can be found in any Gand who seek out notoriety and excellence in the earning of their name, a process they call *janwuine*. The act of obtaining *janwuine*, of becoming a master at a task, is itself a mystical act.

A Gand weaponsmith, for example, would prepare to make future masterpieces in similar ways, traveling the galaxy to learn the best weapon-crafting techniques and following mystic insights to unearth old technologies. Gand consider the travel itself a necessary tempering of body and mind before crafting a masterwork.

However, most of this is conjecture on the behalf of non-Gand academics. Outsiders may call this work following the path of the Force. Gand would simply call this earning their name.

Academics have various theories about contradictory reports on Gand society. Some believe the society is undergoing rapid changes and cultural shifts. Others believe the Gand explain themselves in vague and contradictory terms to prevent cultural disruption. A few academics suggest the misinformation is a deliberate cultural prank—an example of Gand humor.

Homeworld: The rocky Outer Rim planet Gand, located in the Shadola sector of the Slice, has an atmosphere of thick ammonia mists that is toxic to most oxygen-breathing life forms. Gand isn't near any major hyperspace lanes, and is close to the Centrality, a region so devoid of stars that starships have been known to run out of fuel when crossing its barren expanse. For these reasons, as well as for the species' insular nature, Gand remains isolated from the rest of the galactic community.

However, outsiders can visit at the various orbital stations surrounding the homeworld, built to facilitate trade. The Gand designed the stations for the comfort of offworlders, so they can wander about freely while the Gand wear breathing apparatuses. A few privileged offworlders have been given permission to set foot on Gand soil, but only in the alien quarters at spaceports. As the ammonia mists are usually thick and dangerous, the majority of offworlders do not protest this arrangement.

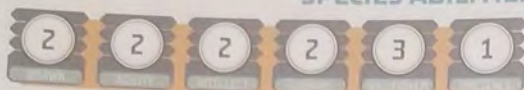
Language: The language of Gand is spoken with drones and clicks that non-Gand find difficult to emulate. Likewise, most Gand struggle to produce the sounds for Basic, and so they depend on translator modules or droids. The particulars of the Gand language means translations often sound simplistic or "childlike," adding to the perception that Gand are uncomplicated and humble.

Gand who travel offworld make dedicated efforts to learn other languages (mostly to avoid embarrassing misunderstandings). These individuals manage to master Basic, although the Gand language's drones and clicks color their pronunciation. Whether these Gand have the physiology to speak Basic, simply the motivation to learn, or a mix of both, the Gand won't say.

Perception of the Force: Due to linguistic differences, it is difficult to understand the Gand's relationship to the Force. Gand would simply say they have no relationship, and that it is a meaningless question. Perhaps the Force isn't a separate perception as any other Gand sense, or perhaps they don't have an equivalent word for the Force.

Other species with knowledge of the Force think that only Gand findsmen are Force-sensitive, and findsmen's prey swear those Gand do have something more than simple talent. In addition, findsmen exhibit a specific kind of mysticism in hunting their prey, seeing signs and portents in everyday things: swirls in smoke, scratches on durasteel, or reflections on transparisteel. The findsmen are in decline, however, and accounts of their abilities have been fading into myth and legend, just like tales of the Jedi.

SPECIES ABILITIES



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Gand begin the game with one rank in Discipline. They still may not train Discipline above rank 2 during character creation.
- **Ammonia Breathers:** One notable difference between the two main subspecies of Gand is that one has lungs and one does not. Those who have lungs breathe an ammonia gas mixture. Those without lungs do not respire and gain all necessary metabolic substances through food. When playing a Gand, each player chooses whether he wishes his character to have lungs or not. If he selects to play a lungless Gand, his character is immune to suffocation (but not the wounds suffered from being exposed to vacuum). If he chooses to play a Gand with lungs, he starts the game with an ammonia respirator, and treats oxygen as a dangerous atmosphere with Rating 8. However, he gains +10 starting XP.

MUUN

Despite being an Outer Rim society, the Muun remain an important center in galactic politics; they started and maintain the InterGalactic Banking Clan (otherwise known as the Banking Clan or the IGBC) and stabilized the credit used

from the deepest Core World all the way to the edge of the Outer Rim. While Muun culture as a whole is conservative and rigid, the personal beliefs of individual Muun vary wildly, especially among those who travel the galaxy and mingle with other species. The Muun feel the same passions as any other species when facing moral and ethical decisions, fighting for survival, or being influenced by the Force.

Physiology: The humanoid Muun stand nearly two meters tall on average. Compared to humans, they have elongated heads and a slim build, giving them a gaunt look. Their skin tone falls on the paler end of the spectrum, usually appearing white, pink, or gray. Their features—a small nose, mouth, and ears—are subtle. Due to their three-heart circulatory system, the Muun have a robust constitution and can often live about a century.

Whether gained through natural ability or cultural influence, the Muun pride themselves on their advanced mathematical skills. Their children boast mathematical capabilities that rival those of university students on other worlds. Possessing a strong grounding in mathematics, logic, and science, the Muun have a reputation for intelligence and rationality. However, their history shows that they have some their own harmful and dangerous biases, rooted in their pride and ego.

Society: The traditionalist and conservative Muun believe their society a meritocracy in which the intelligent rise up through the ranks. Muun culture praises business and economics as the most intellectual and practical of pursuits. Those who don't join the IGBC usually start their own corporation. Nevertheless, since the Banking Clan is such a massive and pervasive entity, it is difficult to know where it begins and where Muun society ends.

The InterGalactic Banking Clan, and thus the Muun people, remained neutral in galactic politics throughout the Republic era to keep the economy stable. Muun internal politics tend to be similarly neutral and supportive of the status quo. This attitude has trickled down to individual Muun, who consider neutrality the highest form of political practice. In fact, most Muun believe they shouldn't concern themselves with the Galactic Civil War, an apathy that the Empire encourages. However, this conflict differs from others in that the Empire now controls the IGBC.

On the other hand, Imperial control over the Banking Clan and the soft occupation of Muun worlds have caused an increase in radicalized Muun, who reject the ideal of neutrality as a societal default. This new militancy is tempered by their conservative background. Rather than participate in outright violence or public protests, these budding activists engage in economic and corporate crimes, such as embezzlement and speculation, to siphon funds from Imperial accounts and disrupt Imperial businesses on Scipio. A few take these funds to fill Rebel treasuries, knowing that if the Rebellion succeeds, the Muun can become truly independent again. These brave few face myriad challenges: their peers' conservatism, their own doubts over their intuition and emotions about their homeworld, and the Empire's consistent message that a strong Muun is a compliant Muun.

UNDER THE EMPEROR'S BOOT

By the time the Republic and then the Empire established control over the InterGalactic Banking Clan, the Muun government and IGBC administration were essentially one and the same. The Empire kept the basic structure of the IGBC intact, as it was concerned about the galactic economy crashing. For the rest of the known galaxy, the credit remained the credit.

But for Muun, the Empire now owned their society and culture, just as a board of investors owns a corporation. Even as the Muun went on with their day-to-day lives, they knew that their world, government, and institutions no longer had full autonomy. What happens to a people when they discover their culture, their rights, and their freedoms can be bought and sold?

Only a few Muun in high administrative positions know that cells from Imperial Intelligence have installed themselves in the Banking Clan as observers. But some suspect them of performing socio-economic experiments. Muun economic theorists have seen strange market fluctuations that appear to have direction and purpose. They can only be explained by intelligent and purposeful manipulations of local markets. But to what end?

If true, then the knowledge gained from these experiments could be used to influence credit, supply, and demand levels, which in turn would influence behavior as people adjusted to those levels. Could the Empire be testing how quickly it can change a society? If the Empire can change societies at will, then the Muun are truly not independent. If so, what other changes have the Muun suffered without realizing? How has their culture been altered these past two decades?

Homeworld: The Muun originated from the icy planet of Scipio in the Albarrio sector. Though it had powerful geothermal energy, the planet offered little in the way of natural resources. Another planet the Muun colonized, which they named Muunilint, was more temperate with rich mineral deposits. Drawing on Muunilint's abundant resources, the Muun were able to spread outwards into the galaxy. It wasn't new resources that rocketed them literally and figuratively into galactic politics, however. Instead, it was their establishment of the common credit—soon to become the standard currency for the galaxy—and the InterGalactic Banking Clan.

The rise of the IGBC on Scipio, and especially the laws the Muun put in place to keep its transactions as secretive as possible, have made that world a hotbed of power and intrigue. Hosts of outside agencies, power brokers, "respectable" representatives of crime cartels, and others reside here along with the native Muun, all endlessly plotting and dealing to better their economic interests. The Empire's powerful presence here watches over the flow of credits, working to ensure none are directed towards disloyal factions.

All of this has transformed Scipio from a desolate ball of ice into a world filled with spectacular structures to house all of these players and their support personnel. Graceful arches and towering columns mix with stone cliffs and ice pillars to create wondrous vistas. The main vault of the IGBC itself is one of the most impressive architectural edifices in the region, but like everything else on Scipio it is the credits within that make the greatest impression.

Language: The Muun rarely use their own language with outsiders, despite their insistence that the vocabulary and grammar possesses perfect mathematical clarity. One of the few intelligently constructed languages in the galaxy (as opposed to organically formed), Muun uses tones that make some species disparagingly call it an offshoot of Binary. The language's creators designed it to evolve by establishing new compound words instead of adopting loan words from other languages. This feature might be due to egocentric preference rather than any claim to logic, as some newer words end up dozens of syllables long.

Muun traditional education teaches Basic less as a courtesy to other races and more as a practicality, since Muun deal with species from across the galaxy. Rather than learn additional languages, most Muun simply utilize protocol droids. Muun who travel widely may learn more due to circumstance, as a protocol droid might not always be nearby to hire or purchase.

Perception of the Force: It may appear to outsiders that the greedy, self-serving Muun would be unlikely to have a connection to the Force. Darth Plagueis, a Muun, is irrefutable evidence to the contrary. In addition, one Muun contingent has a philosophical perspective on commerce, seeing it as being less about the accumulation of money and more about how sentients communicate. Economies function in cycles, just as living beings do. The Empire rose like any other government and is doomed to fall eventually, like a living organism. To these Muun, the galaxy is alive, and money is its sinew. But what is the lifeblood of the galaxy? What is the purpose of commerce? Can it be used to improve all lives in the galaxy, not just Muun lives? In seeking the answers to these questions, Muun economic philosophers find themselves close to understanding the Force.

SPECIES ABILITIES



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 90 XP
- **Special Abilities:** Muun begin the game with one rank in Knowledge (Education) and one rank in Knowledge (Core Worlds). They still may not train Knowledge (Education) or Knowledge (Core Worlds) above rank 2 during character creation.
- **Deep Pockets:** Muun characters start the game with an additional 1,000 credits (they may not spend these credits during character creation).

PANTORAN

These blue-skinned near-humans come from a cold climate and were vibrant participants in galactic society during the time of the Republic. In the time of the Galactic Civil War, the democratic and politically active Pantorans have found themselves in a precarious position in galactic politics, one rife with disaster but also promise.

Physiology: Pantorans are a near-human species with skin of various shades of blue and yellow eyes (with some rare instances of black). Their hair ranges in color from black and blue to light purple and white. They have an average height similar to that of humans, a bit less than two meters. Their physiology allows them to be comfortable in lower temperatures, requiring only a couple of layers of casual clothing in icy climates. In all other aspects, Pantorans are nearly identical to humans.

Society: Fiercely independent believers in freedom and democracy, the Pantorans still have small cultural holdovers from a more feudal era. Pantorans wear yellow marks on their forehead, under their eyes, and on their cheeks to denote their family names and lineages. Most Pantorans have a general interest in genealogy and history, and enjoy spending time searching for long-lost relatives and connections to ancient heroes and historical figures. A few Pantorans still hold noble titles. Some also wear headgear and jewelry proudly denoting birthplaces and associated famous geographic regions where ancient Pantoran battles, treaties, artistic works, and the like occurred. However, in this current age, Pantorans have turned global politics and debate into an art form in the spirit of democracy.

Bitter and heated arguments rage across Pantoran society regarding the fate of their homeworld. When the Republic fell and the Galactic Empire ascended, Pantorans became deeply uncertain about their relationship with the galaxy. In both their democratic Assembly and public squares, three different camps have formed regarding Pantora's political future. One camp—the appeasers—considers integration with the Empire a pragmatic goal. With the Empire's recognition, Pantora would gain security both militarily and economically. Another camp insists on maintaining the ideals of the Republic. These traditionalists, or republicans, consider the Empire a betrayer of those ideals, although many also believe that the Rebels cannot truly restore the Republic. A growing few believe that Pantora needs to strike out on its own, to found new colonies and exploit new resources. These expansionists believe that they need to forge treaties with the nearby slavers and spice traders, but enough Pantorans see that direction as abhorrent that any such bill dies on the Assembly floor.

Homeworld: The far Outer Rim world of Pantora, a moon of the ice world Orto Plutonia, is located halfway between Suarbi and Alzoc in the Sujimis sector. Surrounded by slavers and spice traders, Pantorans consider themselves the last holdover of the Republic, complete with a democratic Assembly. The Assembly's highest executive position is that of the Chairman. Second in leadership and head of the legislative branch is the Speaker of the Assembly, who keeps the Chairman's power in check.

THE ONE-DAY WAR

During the Clone Wars, Pantora attempted to petition the Galactic Senate to recognize its sovereignty over its parent planet, Orto Plutonia. However, the Jedi who investigated the matter discovered the Talz who claimed to have been there for generations. The Chairman of the Assembly declared war on the Talz, but died in the ensuing slaughter. After receiving emergency powers, Senator Riyo Chuchi negotiated a treaty between the two peoples.

To many Pantorans, this One-Day War represents both the dangers of political power and the triumph of diplomacy and democracy. It also represents Pantora's eager, naive, and potent desire to be recognized as a global power and participant in galactic politics. No world or people felt a greater psychic blow than the Pantorans when the Galactic Empire dissolved the Senate.

New tensions are arising now between the Talz on Orto Plutonia and the Pantorans. Since the collapse of the Republic, Pantora has been cut off from the galaxy. It is desperate to secure resources, including the natural resources on Orto Plutonia. The Talz, however, have no interest in allowing industry on their planet. Some Pantorans want to reaffirm Riyo Chuchi's treaty out of respect for the Talz and the Republic. Others want to educate the Talz and integrate them into Pantoran society and political debates. Still other Pantorans think the treaty only refers to the Talz's geographic location and that the rest of the planet is fair game. The Talz themselves sense something amiss, as they have reported unauthorized starships landing on Orto Plutonia. Who is piloting them and for what end, however, they do not know.

Somewhat isolated from the rest of the galaxy, Pantora doesn't suffer direct oppression from the Empire, but the loss of the Republic has meant the loss of resources and money from the Senate. Pantora has been alone for the past two decades, struggling against the lawlessness of its neighboring systems. As a result, it has slowly built up a small navy of patriots and volunteers. The Assembly fears that making the navy any larger, though, might attract the attention of the Empire.

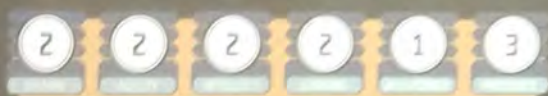
Individual members of the Assembly have made their own undocumented deals with other planets for resources, technology, information, and even mercenaries. The Assembly turns a blind eye as long as the deals don't threaten the security of Pantora or its citizens. As time goes on, however, the likelihood of an incident forcing Pantora to exercise its sovereignty increases. Most Pantorans hope for this to occur later rather than sooner, especially as the Galactic Civil War rages on without a clear winner.

Language: Another vestige of Pantoran feudal culture is found in the various dialects of its language. Each dialect is distinct enough that communication, though possible, is difficult. For this reason, when the Pantorans originally joined the Galactic Senate, they adopted Basic as their official global language, and now Basic is the first language of most Pantoran children. The homeworld's education continues to emphasize a Republic-inspired curriculum, so Pantoran and its various dialects are slowly becoming unfashionable. Nevertheless, distinct Pantoran accents still permeate their spoken Basic. In addition, some Pantorans encourage private language education. Most end up learning a practical trade language, such as Huttese.

Perception of the Force: Pantorans, like humans, have no specific relationship to the Force. As members of a society struggling with galactic isolation for the past two decades they are open to new ideas, both good and bad. Their homeworld is flush with new philosophies and schools of thought: some foreign, others native, but all changing to match the Pantoran character. These include old, forbidden ideas about the Force. In addition, their devotion to Pantora's future makes them highly motivated in unearthing Republic-era knowledge and technologies. They seek out ancient Jedi artifacts and temples as well as old Sith devices and bases, although their knowledge of the Jedi

and Sith is spotty at best. Some younger Pantorans view the Republic as having a mythical quality, attributing to the Jedi near-impossible abilities more appropriate to wild tales told around the campfire. While this makes the average Pantoran open to the Force, it also makes them susceptible to the dark side.

SPECIES ABILITIES



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 110 XP
- **Special Abilities:** Pantorans begin the game with one rank in either Cool or Negotiation. They still may not train Cool or Negotiation above rank 2 during character creation.
- **Tundra Dwellers:** When making skill checks, Pantorans may remove imposed due to cold environmental conditions.

NEW SPECIALIZATIONS

Sentinel specializations focus on two aspects of city life: navigating social interactions and manipulating technology. These endeavors support the Sentinel's goal of improving civilization by alleviating suffering. The Artisan, Shadow, and Shien Expert specializations include skills to blend into society or influence the right people. Then, depending on the specialization, a Sentinel tackles a problem through technological means, by stealth, or via cunning tactics. With the lives of innocents on the line, direct warfare can only bring about more misery.

ENDLESS VIGIL provides three additional specializations for the Sentinel that magnify the focus on technology or city life. The Investigator solves crimes and unearths secrets to bring perpetrators to justice. The Racer can be a Podracer or runner moving with speed and accuracy along the path of the Force. The Sentry protects the vulnerable, lying in wait until danger strikes.

All Sentinels, regardless of their specialization, have six core career skills: Computers, Deception, Knowledge (Core Worlds), Perception, Skulduggery, and Stealth. These skills represent the core areas of competency that all Sentinels are likely to possess or develop. Sentinel characters automatically gain one rank each in any three of these skills of their choice without spending starting experience, and they receive a discount when they spend experience to purchase ranks in any of these skills.



Each specialization also has its own list of four additional career skills, from which players select two for their character. This may allow players to select a skill twice at creation, thus beginning with two ranks in that skill. No character may start the game with more than two ranks in any skill, however, regardless of how many opportunities the player may have had to select it (such as by combining a free rank from a species with one from the career list and one from the specialization list).

INVESTIGATOR

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Investigators examine unsolved crimes, using their knowledge and skills to figure out the who, what, when, where, and why. They don't seek this information merely to satisfy some obsession over the ugly side of society but rather to honor the victims by bringing the perpetrators to justice.

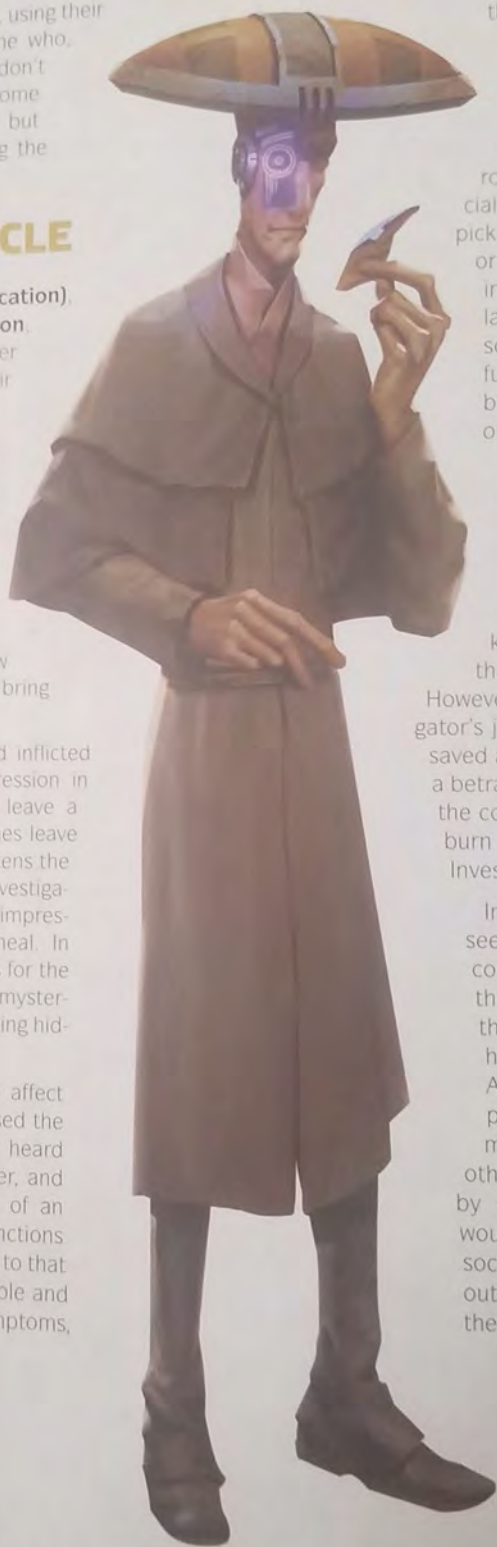
A LIVING CHRONICLE

Investigators receive **Knowledge (Education)**, **Knowledge (Underworld)**, **Perception**, and **Streetwise** as additional career skills. Characters who select this as their starting specialization may choose two of these skills and gain one free rank in each without spending starting experience.

Investigators piece together what has been lost or stolen by uncovering the past. Weaving the stories of what happened into a living chronicle, they discover secrets and untangle lies. Only by understanding the how and why of a crime can Investigators bring the one who did it to justice.

Since crimes are inflicted upon (and inflicted by) people, these acts leave an impression in the Force. Particularly violent crimes leave a strong disturbance. Extremely evil crimes leave a wound—a cold, dark space that frightens the unwary and consumes the foolhardy. Investigators can tease out details from those impressions, unwinding them so they can heal. In many ways, Investigators are physicians for the souls of communities, solving festering mysteries, airing out toxic secrets, and cauterizing hidden crimes.

These violent impressions can also affect individuals. Even if they haven't witnessed the crime in question, investigators have heard rumors, have felt their community suffer, and can read their peers with the insight of an insider. In many ways, a community functions as a single, living organism, and damage to that organism reverberates in both predictable and surprising ways. By tracing those symptoms, Investigators get to the source.



Investigators have many tools in their kits besides the Force. Understanding the local customs and language, being familiar with the unspoken rules of a community, and knowing how to bluff their way into a back room requires knowledge and social skills. Slicing a security camera, picking a lock to search an apartment, or staking out a person of interest in an investigation means breaking laws without getting caught. And sometimes—oftentimes—successfully sneaking into and out of a building can bring the Investigator one step closer to the truth.

The greatest tools of Investigators, though, can often become their greatest weaknesses. Their emotions can help them understand a person's motives, giving context to a fact. If a perpetrator killed a dangerous drug lord, is that person a murderer or a savior? However, emotions can cloud an investigator's judgment. If the good friend who saved a life turns out to be a slaver, is it a betrayal to turn that friend in? Finally, the constant exposure to suffering can burn out even the most stalwart of Investigators.

In the final analysis, Investigators see crime and victimization as a corruption of the Force. They feel the Force as something that flows through people, affecting their health, psychology, and well-being. A corruption of the Force makes people angrier, more fearful, and more likely to lash out and harm others. These constant cuts caused by crime chip away at a society, wounding the Force until the whole society falls to the dark side. Airing out the source of the wound allows the society to finally heal.

SENTINEL: Investigator

Career Skills: Computers, Deception, Knowledge (Core Worlds), Perception, Skulduggery, Stealth
 Additional Career Skills: Knowledge (Education), Knowledge (Underworld), Perception, Streetwise

ACTIVE

PASSIVE

FORCE TALENT

STREET SMARTS

Remove ■ per rank of Street Smarts from Streetwise and Knowledge (Underworld) checks.

COST 5

KEEN EYED

Remove ■ per rank of Keen Eyed from Perception and Vigilance checks. Decrease time to search a specific area by half.

COST 5

UNCANNY SENSES

Add □ per rank of Uncanny Senses to all Perception checks.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

TALK THE TALK

When making a Knowledge skill check, the character may spend 1 Destiny Point to substitute Knowledge (Underworld) or Streetwise for the required skill.

COST 10

GRIT

Gain +1 strain threshold.

COST 10

STREET SMARTS

Remove ■ per rank of Street Smarts from Streetwise and Knowledge (Underworld) checks.

COST 10

TOUGHENED

Gain +2 wound threshold.

COST 10

TOUGHENED

Gain +2 wound threshold.

COST 15

KEEN EYED

Remove ■ per rank of Keen Eyed from Perception and Vigilance checks. Decrease time to search a specific area by half.

COST 15

STREET SMARTS

Remove ■ per rank of Street Smarts from Streetwise and Knowledge (Underworld) checks.

COST 15

RECONSTRUCT THE SCENE

Perform the Reconstruct the Scene action, make a **Hard** (◆◆◆) Perception check to identify the physical characteristics of person present at the scene within 24 hours.

COST 15

SENSE ADVANTAGE

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

COST 20

UNRELENTING SKEPTIC

When targeted by a Deception check, add ▼ to the check equal to ranks in Vigilance.

COST 20

CLEVER SOLUTION

Once per session, make one skill check using Cunning rather than the characteristic linked to that skill.

COST 20

SENSE THE SCENE

Perform the Sense the Scene action, make a **Hard** (◆◆◆) Perception check and add ○ no greater than Force rating. If successful, spend ○ to identify the emotional characteristics of one person involved in the crime.

COST 20

VALUABLE FACTS

Once per encounter, perform Valuable Facts action, make an **Average** (◆◆) Knowledge check. If successful, add ○ to one ally's skill check during the encounter.

COST 25

DEDICATION

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

COST 25

IMPROVED STREET SMARTS

Once per session, may take an Improved Street Smarts action, make a **Formidable** (◆◆◆◆) Streetwise or Knowledge (Underworld) check to learn one vital clue from the GM. Reduce the difficulty once per rank of Street Smarts.

COST 25

FORCE RATING

Gain +1 Force rating.

COST 25

Racers race. Whether by landspeeder, airspeeder, starship, or on foot, the Racer speeds forward to be the first and the fastest. However, the Force grants not only grants extra-sensory insight about the race, but also guides Racers to think about what the race means.

EYES TO THE FUTURE

Racers receive **Cool, Coordination, Piloting (Planetary)**, and **Piloting (Space)** as additional career skills. Characters who select this as their starting specialization may choose two of these skills and gain one free rank in each without spending starting experience.

For these characters, racing is less about speed and more about knowing their position in time and space. Racers don't ask how to get somewhere; they intuit their arrival at their destinations. In many ways, they push to understand the future in relation to the positioning of self. The Force, racing forward in time in its own way, has carved a path that Racers must follow.

With the Force, physical obstacles aren't obstacles per se. They represent perceptual shadows on the fabric of space-time. Racers use the Force to peer into these shadows, seeing not only what exists in the shadow, but also when such interactions exist in the shadow. If they don't exist in the shadow at all, Racers avoid them. They were either never supposed to be there, or their life possibly ended before then. If Racers know they don't exist at some point in a potential future, then they can pick a future in which they do.

As their skills develop, this perception extends from their own relative position to those of other living beings. Racers become predictive not only about their own place in space-time, but also about other beings' places relative to them. This allows Racers an eerie ability to be at the right place at the right time to intercept an individual. Catching a bounty just before the target escapes or rescuing a person in need at just the right time is an incredible benefit to the community. In the wrong hands, this talent can be terrifying, as dark side Force users employ it to tail their target, stalking and harassing with a looming presence at every turn.

Obviously, Racers must have a calm demeanor and steady hands, even if the adrenaline rush and excitement of a race would shake the steeliest nerves. Anger can push them to excessive aggression, and fear can lead to hesitation at the wrong moment. Mistakes cost lives; not just for Racers' lives but also those of other pilots, audience members, pit crew, and innocent bystanders. Many Racers claim to attain a paradoxical stillness in the middle of a race, achieving a transcendental oneness with vehicle, speed, and self. At this point, the Force flows naturally through them. However, ordinary, practiced skill in piloting a starship or speeder is a must, for even Racers can't rely on the Force alone.

Podracing is the first obvious practical application for this specialization. The Racer specialization also can be useful with everything from racing on foot to racing starships. For Racers, notions of time, space, and position become almost meaningless. Racers can be twelve parsecs away from a target, but close to interception with a fast hyperdrive, while those on foot may be only a yard away, but separated by a high, impassable durasteel wall. Which one of these Racers is closer to the goal?




SENTINEL: Racer

Career Skills: Computers, Deception, Knowledge (Core Worlds), Perception, Skulduggery, Stealth
Additional Career Skills: Cool, Coordination, Piloting (Planetary), Piloting (Space)

ACTIVE

PASSIVE

 FORCE TALENT

GRIT

Gain +1 strain threshold.

COST 5

SKILLED JOCKEY

Remove per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks the character attempts.

COST 5

CONDITIONED

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

COST 5

SHORTCUT

During a chase, add per rank in Shortcut to any checks made to catch or escape an opponent.

COST 5

SHORTCUT

During a chase, add per rank in Shortcut to any checks made to catch or escape an opponent.

COST 10

FULL THROTTLE

Take a Full Throttle action; make a **Hard** (◆◆◆) Piloting check to increase a vehicle's top speed by 1 for a number of rounds equal to Cunning.

COST 10

SHORTCUT

During a chase, add per rank in Shortcut to any checks made to catch or escape an opponent.

COST 10

CONDITIONED

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

COST 10

SKILLED JOCKEY

Remove per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks the character attempts.

COST 15

IMPROVED FULL THROTTLE

Suffer 1 strain to attempt Full Throttle as a maneuver and decrease its difficulty to **Average** (◆◆).

COST 15

FREERUNNING

Suffer 1 strain when making a Move maneuver to move to any location within short range.

COST 15

IMPROVED FREERUNNING

Suffer 4 strain when making a move maneuver to move to any location within medium range.

COST 15

GRIT


Gain +1 strain threshold.

COST 20

SUPREME FULL THROTTLE

When performing Full Throttle, top speed increases by 2 instead of 1.

COST 20

 FORCE RATING


Gain +1 Force rating.

COST 20

BETTER LUCK NEXT TIME

Take a Better Luck Next Time action; make a **Hard** (◆◆◆) Cool check to force a competitor to suffer a major misfortune.

COST 20

 SUPERHUMAN REFLEXES

Once per session; after generating on a Piloting check, cancel the and add equal to ranks in Cool.

COST 25

DEDICATION


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

COST 25

IMPROVED SHORTCUT

When engaging in a chase or race, may suffer 2 strain to add equal to ranks in Shortcut to the check.

COST 25

 INTUITIVE EVASION

Perform the Intuitive Evasion maneuver; suffer 1 strain and commit up to ranks of Intuitive Evasion. Upgrade difficulty of combat checks targeting starship or vehicle by equal amount. Suffer 1 strain every round remains committed.

COST 25

Despite the grand legends of the Jedi and their sweeping battles in half-forgotten wars, neighborhoods still needed day-to-day protection. Padawans may have dreamt of striking down an evil general or forging alliances between powerful armies, but when they became Sentries, they patrolled the streets, city blocks, and alleyways to help the overlooked, the common people. These foot soldiers gained none of the glory of their peers, and their thankless tasks have not been preserved in Jedi myths, but their work has benefited countless lives throughout the years.

HUNTING THE HUNTERS

Sentries gain access to the additional career skills of **Coordination**, **Lightsaber Stealth**, and **Vigilance**. Characters who select this as their starting specialization may choose two of these skills and gain one free rank in each without spending starting experience.

Although both have a lightsaber-focused specialization, Sentries and Shien Experts differ considerably. Whereas Shien Experts approach life and combat as tactical exercises, Sentries concentrate on the immediate and the personal. They reach their targets through speed or subterfuge, stay aware of potential threats, and strike sure and quick.

Sentries are concerned with the present: a crime committed is a violation too far and stopped too late. While other Sentinels concern themselves on the bigger picture, Sentries pick up the pieces in the moment. They catch those who slip through the cracks and are forgotten, and stop those who break through safeguards to do irreparable damage. To Sentries, the details are the real picture, and allowing one person to suffer in order to promote justice is no justice at all.

Perhaps the most personally engaged of the Sentinel specialists, Sentries defend individuals, whether a specific person they are charged with protecting or a random person walking down the street. During the days of the Jedi Order, Sentries were accused of being too attached to the singular, becoming too emotionally involved with people and losing sight of larger tasks. However, the Sentries remained steadfast, channeling grief, anger, and love into pushing themselves to their limits to save their charges, and finding strength in their personal attachments.

Despite their efforts—or perhaps because of them—Sentries don't have a glowing reputation for purity. They revel in their reputation, utilizing fear and surprise against their opponents. Sentries can only maintain this reputation among their adversaries if their communities fear them as well. They must become the monster who the monsters fear.

The Force guides Sentries to be in the right place at the right time to prevent violence. They move unseen, sometimes on rooftops to get a higher perspective, sometimes in the shadows to get an up-close point of view. Their senses expand as Sentries search for an opportunity, an opening to get the jump on evil.

TALENTS WITH CONFLICT COSTS

Certain talents give the Player Character who possesses them Conflict at the beginning of each session. The knowledge associated with these talents is dark enough that simply understanding it can tempt a PC to the dark side; see page 51 of the **FORCE AND DESTINY CORE Rulebook** for more on Conflict. These talents are delineated with the following symbol in their header:

■ TALENT NAME 

Once engaged in combat, their priorities change. After slipping out of the shadows or dropping down from above, Sentries operate visibly and encourage their enemies to target them. Sentries want to be the most intimidating and to be the most dangerous-looking so that their enemies will fear them and fight them rather than their charges. Their talents lie not in ending a fight quickly or attacking directly, though; Sentries work best when surprising opponents, removing them one by one and giving the rest a chance to run away or surrender. In this way, this lets Sentries use the negative emotions of fear and anger to disorient their opponents.



SENTINEL: Sentry

Career Skills: Computers, Deception, Knowledge (Core Worlds), Perception, Skulduggery, Stealth
Additional Career Skills: Coordination, Lightsaber, Stealth, Vigilance

ACTIVE

PASSIVE

FORCE TALENT

TOUGHENED
Gain +2 wound threshold.
COST 5

REFLECT
When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.
COST 5

GRIT
Gain +1 strain threshold.
COST 5

CONDITIONED
Remove █ per rank of Conditioned from Athletics and Coordination checks. Reduce the damage and strain suffered from falling by 1 per rank of Conditioned.
COST 5

UNCANNY REACTIONS
Add █ per rank of Uncanny Reactions to all Vigilance checks.
COST 10

GRIT
Gain +1 strain threshold.
COST 10

REFLECT
When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.
COST 10

UNCANNY REACTIONS
Add █ per rank of Uncanny Reactions to all Vigilance checks.
COST 10

SLEIGHT OF MIND
Add █ to all Stealth checks unless the opposition is immune to Force powers.
COST 15

IMPROVED SABER THROW
When performing the Saber Throw action, may increase the range to long range. When attacking a target at long range, spend ●● to have weapon return to hand.
COST 15

SABER THROW
Perform Saber Throw action; make Lightsaber combat check as ranged attack at target within medium range, adding ○ no greater than Force rating. Must spend ● and succeed to hit target; spend ● to have weapon return to hand.
COST 15

IMPOSSIBLE FALL
Once per session, perform Impossible Fall incidental when falling; make Force power check and spend ● to decrease fall by one range band and land somewhere safe. Spend ● to decrease distance by one additional range band.
COST 15

DODGE
When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.
COST 20

FEAR THE SHADOWS
Perform the Fear the Shadows action; make a **Hard** (◆◆◆) Deception check to force a single minion group or rival to flee the encounter.
COST 20

CONSTANT VIGILANCE
May always use Vigilance when making checks to determine initiative.
COST 20

SLEIGHT OF MIND
Add █ to all Stealth checks unless the opposition is immune to Force powers.
COST 20

FORCE RATING
Gain +1 Force rating.
COST 25

IMPROVED REFLECT
When reflecting a hit that generated ☠ or ☠☠☠, may hit one target in medium range with the same damage as the initial hit, after original attack resolves.
COST 25

DODGE
When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.
COST 25

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
COST 25

NEW TALENTS

The following pages describe each new talent introduced in **ENDLESS VIGIL**. Every entry includes the information required for gameplay. See page 135 of the **FORCE AND DESTINY** Core Rulebook for more information on talents.

BETTER LUCK NEXT TIME

Activation: Active (Action)

Ranked: No

Trees: Racer

Once per session during a race or chase, the character may perform the Better Luck Next Time action. He makes a **Hard (◆◆◆) Cool check**. If he succeeds, something terrible happens to one of his competitors. This could be a high-speed collision, having to dodge into a dead end to avoid an obstacle, or even an attack by enraged fans or spectators, as long as the GM approves it. At minimum, the competitor should suffer a major collision with an obstacle.

CLEVER SOLUTION

Activation: Active (Incidental)

Ranked: No

Trees: Investigator

Once per game session, the character can choose to make one skill check using Cunning, rather than the characteristic linked to that skill. When he does this, he must explain how, in this particular instance, his cunning is helping him overcome this challenge.

CONSTANT VIGILANCE

Activation: Passive

Ranked: No

Trees: Sentry

The character may always choose to use the Vigilance skill when making checks to determine Initiative.

FEAR THE SHADOWS

Activation: Active (Action)

Ranked: No

Trees: Sentry

Force talent. The character may perform the Fear the Shadows action. He makes a **Hard (◆◆◆) Deception check** targeting a single minion group or rival within long range. If he succeeds, that minion group or rival flees the encounter. At the GM's discretion, these NPCs may not flee due to extenuating circumstances (such as if there is no realistic path or means to leave the encounter, or if the only way to leave the encounter may result in their deaths from a dangerous fall or lethal atmosphere). A character who has purchased this talent automatically gains 1 Conflict at the beginning of a game session.

FREERUNNING

Activation: Active (Incidental)

Ranked: No

Trees: Racer

Once per round, before performing a Move maneuver, the character may suffer 1 strain. If he does so, he may use his Move maneuver to move to any location within short range (even straight up) as long as there is some sort of object to move across or a path to move along.

FREERUNNING (IMPROVED)

Activation: Active (Incidental)

Ranked: No

Trees: Racer

Once per round, before performing a Move maneuver, the character may suffer 4 strain. If he does so, he may use his Move maneuver to move to any location within medium range (even straight up) as long as there is some sort of object to move across or a path to move along.

FULL THROTTLE (IMPROVED)

Activation: Active (Maneuver)

Ranked: No

Trees: Racer

The character may voluntarily suffer one strain to attempt Full Throttle as a maneuver. In addition, the difficulty of Full Throttle is reduced to **Average (◆◆)**.



FULL THROTTLE (SUPREME)

Activation: Passive

Ranked: No

Trees: Racer

When the character successfully performs Full Throttle, the ship's top speed increases by two for a number of rounds equal to his Cunning, instead of one.

IMPOSSIBLE FALL

Activation: Active (Incidental, Out of Turn)

Ranked: No

Trees: Sentry

Force talent. Once per session, when the character is falling, he may perform the Impossible Fall incidental. He makes a Force power check and may spend 1 to land somewhere safe, such as on a pile of empty boxes in a street or a muddy spot in the middle of a lava field. The character may then spend additional 1 to reduce the effects of the fall by one range band (see Table 6–9: Falling Damage on page 221 of the **FORCE AND DESTINY** Core Rulebook), and may do so multiple times.

RECONSTRUCT THE SCENE

Activation: Active (Action)

Ranked: No

Trees: Investigator

Once per session, the character may perform the Reconstruct the Scene action. He makes a **Hard (◆◆◆) Perception check** while present at a crime scene (or similar location). If he succeeds, he identifies all prominent physical characteristics of one person who was at the crime scene when the crime was committed (if the crime occurred within the last 24 hours). This could include the person's weight, height, and species, for example. He may identify all the physical characteristics of one additional person similarly tied to the crime scene per additional ✨.

SABER THROW (IMPROVED)

Activation: Passive

Ranked: No

Trees: Sentry

Force talent. When performing the Saber Throw action, the character can choose a target within long range. If the character does so, he must spend 1 to have the weapon return to his hand.

SENSE THE SCENE

Activation: Active (Action)

Ranked: No

Trees: Investigator

Force talent. Once per session, the character may perform the Sense the Scene action. He makes a **Hard (◆◆◆) Perception check** while present at a single crime scene (or similar location), adding 0 no greater than his Force rating to the check. If he succeeds and generates 1, he may identify the emotional state of one person involved in the crime (such as the perpetrator or victim). He may spend additional 1 to identify the emotional state of one additional person involved in the crime, and may do so multiple times.

SHORTCUT

Activation: Passive

Ranked: Yes

Trees: Racer

During a chase, the character adds 1 per rank of Shortcut to his checks made to catch or escape an opponent.

SHORTCUT (IMPROVED)

Activation: Active (Incidental)

Ranked: No

Trees: Racer

When engaging in a chase or race, the character may suffer two strain to add ✨ equal to ranks in Shortcut to the check.

STREET SMARTS (IMPROVED)

Activation: Active (Action)

Ranked: No

Trees: Investigator

Once per session, the character may perform the Improved Street Smarts action. He makes a **Formidable (◆◆◆◆◆) Streetwise** or **Knowledge (Underworld) check**, reducing the difficulty once per rank of Street Smarts. If successful, the GM reveals one vital clue pertaining to a current mystery the character is attempting to solve.

The clue should be something that the character could not normally find out, but it does not have to be the full answer to the mystery. For instance, it could be evidence that cancels a false lead or otherwise helps move the story along. The GM should tailor the information depending on the skill used. Streetwise might mean the character learns about the information from a network of street urchins, while Knowledge (Underworld) could mean the character draws on his own vast knowledge about criminal enterprise to discover a previously unseen clue.

SUPERHUMAN REFLEXES

Activation: Active (Incidental)

Ranked: No

Trees: Racer

Force talent. Once per session, when the character generates 1 on a Piloting (Planetary) or Piloting (Space) check, he may cancel the 1 result and add ✨ equal to his ranks in Cool to the results.

TALK THE TALK

Activation: Active (Incidental)

Ranked: No

Trees: Investigator

When making a Knowledge skill check, the character may spend one Destiny Point to substitute Knowledge (Underworld) or Streetwise for the required skill. The GM may suitably embellish any information gathered due to a success on the check to reflect its criminal and underworld origins.

UNRELENTING SKEPTIC

Activation: Passive

Ranked: No

Trees: Investigator

When targeted by a Deception check, the character automatically adds 1 to the check equal to his ranks in Vigilance.

SENTINEL MOTIVATIONS

Motivations provide a key method of understanding a character for both players and the Game Master. Players excited about their Motivations frequently offer cues that help the GM provide story hooks and adventures that link to those Motivations. In turn, when players choose a Motivation, they signal to everyone at the table what their character is all about. Sentinels are motivated to right the wrongs committed by agents of the dark side, selfish people in positions of power, and unfair systems powered by apathy. This section introduces a new category of Motivations, Injustices, which fit the talents and skills of Sentinels as they maneuver in a teeming city and manage desperate people.

SENTINELS AND INJUSTICES

Similar to the Cause category of Motivation as presented in the **FORCE AND DESTINY** Core Rulebook, the new Injustice category represents social ills that motivate Sentinels. Unlike Causes, which can span worlds, Injustices (at least in the context of a Sentinel's Motivation) are less broad and affect a specific and known population. Injustices are abstract as a concept, but specific instances are concrete, as there is always a group of people suffering from the Injustice.

Players can choose the Motivations that fit their characters during character creation, or they can roll randomly. To

TABLE 1-2: RANDOM SENTINEL MOTIVATIONS

d10	Result
1-2	Ambition
3-4	Cause
5-6	Faith
7-9	Injustice
10	Roll once on each of any two categories

choose randomly from the expanded list, a player first rolls on **Table 1-2: Random Sentinel Motivations** instead of using the corresponding **Table 2-3: Random Motivation** from page 105 of the **FORCE AND DESTINY** Core Rulebook. A player who rolls Injustice then rolls again on **Table 1-3: Specific Injustices** to determine which Injustice to use as the character's Motivation. Otherwise, the player should consult the appropriate table in the **FORCE AND DESTINY** Core Rulebook for the category rolled.

GMs can also use **Table 1-3: Specific Injustices** as a plot generator, to randomly create an oppressed group and its problems. Note that this list doesn't encompass every kind of injustice. GMs should encourage players to find injustices appropriate to their Sentinels. Unfortunately, there is no lack of wrongs being inflicted in the galaxy to draw from

TABLE 1-3: SPECIFIC INJUSTICES

d100	Result
01-10	Disenfranchisement: Beyond just the loss of voting rights, this can also mean the loss of other essential rights. Sentinels fighting this Injustice seek to reinstate such losses through diplomatic, legal, or even illicit and violent means.
11-20	Displacement: Without a home or a homeworld, a species not only loses resources, but also the loss of identity. Even those who have an economic buffer might find themselves in a bureaucratic limbo with no legal status.
21-30	Hunger: Considered the most basic Injustice, the denial of food has made civilizations collapse. Sentinels often find a wide range of complex obstacles in solving this problem—apathy, poverty, logistics, and institutional stubbornness.
31-40	Illness: Illness can devastate communities, and finding a cure requires uncovering and understanding the root causes. Sentinels split their time healing the sick, investigating causes, and preventing others from simply removing the victims.
41-50	Imprisonment: A just society isolates a troubled individual for rehabilitation and community protection, while an unjust one imprisons based on prejudice or a lust for power. Sentinels battling unjust imprisonment often find themselves fighting against corrupt police forces and legal system personnel, especially with a planet aligned with the Empire.
51-60	Oppression: Similar to Disenfranchisement, this Injustice sees one group using culture, law or violence to abuse others, usually a minority. Sentinels spend as much time fighting the oppressors as they do protecting the oppressed.
61-70	Poverty: Money makes modern civilization work. A lack of money results in not only an inability to participate in modern society but also a dearth in access to resources that help a person earn an income in the first place. Money may not buy happiness, but the lack of money guarantees misery and can lead to crime.
71-80	Prejudice: Sentinels fighting prejudice often operate as street-level diplomats, confronting individuals about their acts and stopping violence as it occurs. Prejudice is usually personal and ingrained; Sentinels might find themselves arguing with bigots completely unaware or in denial of their bigotry.
81-90	Slavery: The responsibility for slavery rests not only on the shoulders of the slavers, but on the societies and industries that benefit from their labor. This Motivation can also include manumission and droid rights.
91-100	Violence: Warfare is but one type of violent Injustice. Gang warfare, armed conflicts between authorities and criminal elements or resistance groups, or terrorist attacks can turn a vibrant community into a place of despair and horror.

SIGNATURE ABILITIES

In addition to the specializations available within a given career, a character also has access to that career's signature abilities. These abilities are special, elite talents for only experienced characters of the specified career. They are feats made possible through skill and ability gained over a long and successful career.

SIGNATURE ABILITY BREAKDOWN

A signature ability is composed of three elements: the nodes linking it to a talent tree, the ability's basic form, and a series of upgrades that augment the ability.

Each signature ability has four nodes lined up across its top. These four nodes match up with the four talents on the bottom row of a talent tree. Each node can either be active, showing a bracket facing upward, or inactive, remaining blank. To be able to attach a signature ability to a tree, the character must own all of the talents along the bottom row of the destination talent tree that match up with the active nodes on the signature ability.

ABILITY BASIC FORM

To acquire a signature ability, a character must first purchase the basic form of the ability. This takes up the entire first row of the signature ability tree and is purchased with experience points. The experience cost of each signature ability is listed in its box.

UPGRADES

A character who has purchased the basic form of the signature ability can further customize the ability by purchasing upgrades. Upgrades, much like talents, are purchased with experience points. An each upgrade may only be purchased if it connects to the basic form of the ability or to a previously purchased upgrade. The experience cost of each upgrade is listed in its box.

ACQUIRING SIGNATURE ABILITIES

Before purchasing a signature ability or any of its upgrades, the character must "attach" that ability to the bottom of one of the character's current in-career talent trees. Once a signature ability has been attached to a tree, no other signature abilities may be attached to that tree, and the attached ability cannot be removed or switched to a different tree. A character can only acquire a signature ability from his career and can only attach that ability to in-career talent trees.

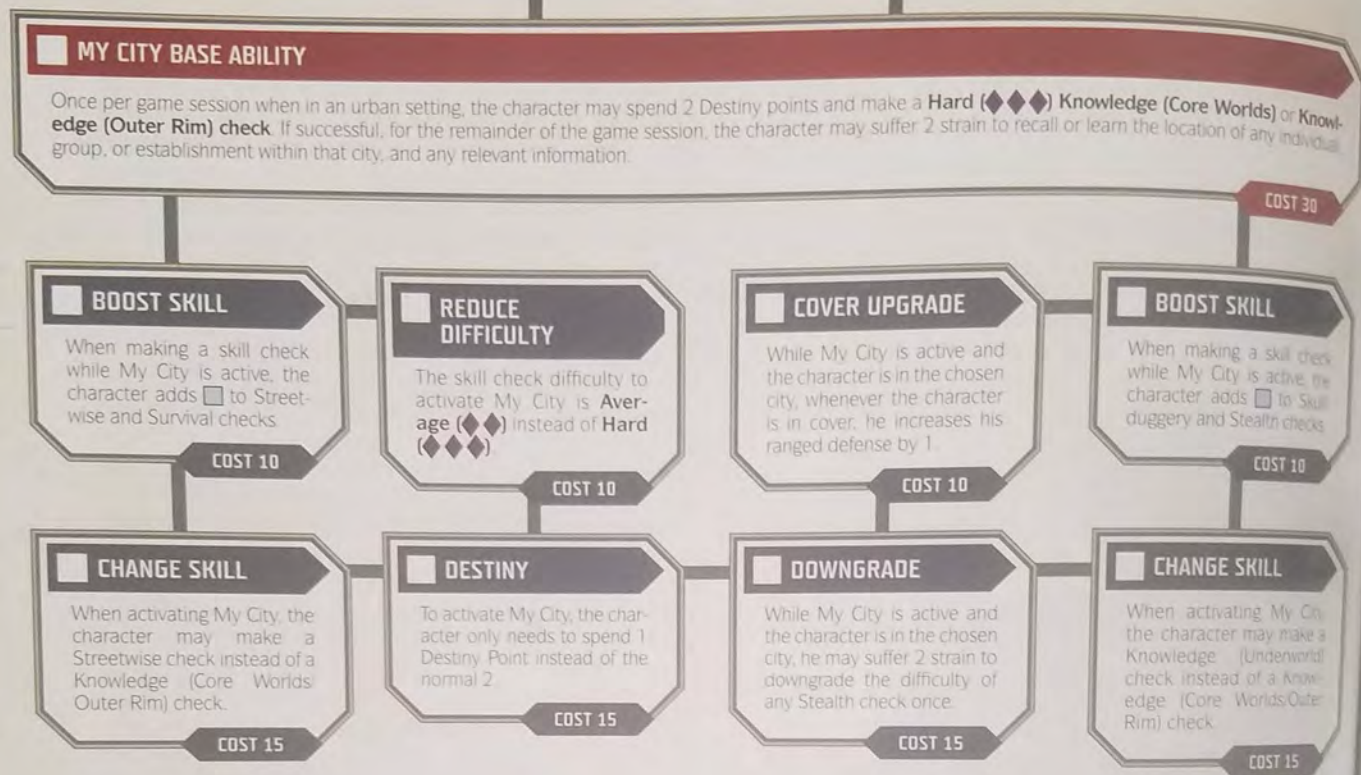
To attach a signature ability to one of his talent trees, the character must own all of the talents along the bottom row of the destination talent tree that match up with the active nodes on the signature ability. Then, once a signature ability has been attached to a talent tree, the character may purchase the ability's basic form and its upgrades using experience, just as if they were talents.

The Sentinel career has access to two signature abilities: My City and Unmatched Vigilance.

NODES



Sentinel Signature Ability Tree: My City



SENTINEL SIGNATURE ABILITY: MY CITY

The habitat of many Sentinels is more than just where they live. It is their primary focus, and defending it dominates their thoughts. They study its streets and buildings, learning the best ways and times to travel through it. They also learn the hidden secrets of those who live there, whether law-abiding citizens or crime lords using veneers of respectability to avoid the rightful punishment. For these Sentinels, such knowledge and expertise is more than just useful information—it can become the decider between life and death.

BASE ABILITY

Once per game session when in a chosen urban setting, the character may spend 2 Destiny Points and make a **Hard (◆◆◆) Knowledge (Core Worlds) or Knowledge (Outer Rim) check** (depending on the location). If successful, for the remainder of the game session, the character may suffer 2 strain to recall or learn the location of any individual, group, or establishment within that city, along with any relevant information such as reputation, rumored or open ties to the Empire or Rebellion, or criminal nature (if any).

UPGRADES

Boost Skill Upgrade: While My City is active and the character is in the chosen city, the character adds to Streetwise and Survival checks.

Boost Skill Upgrade: While My City is active and the character is in the chosen city, the character adds to any Skill Duggerly and Stealth checks he makes in that setting.

Change Skill (Underworld) Upgrade: When activating My City, the character may make a Knowledge (Underworld) check instead of a Knowledge (Core Worlds/Outer Rim) check.

Change Skill (Streetwise) Upgrade: When activating My City, the character may make a Streetwise check instead of a Knowledge (Core Worlds/Outer Rim) check.

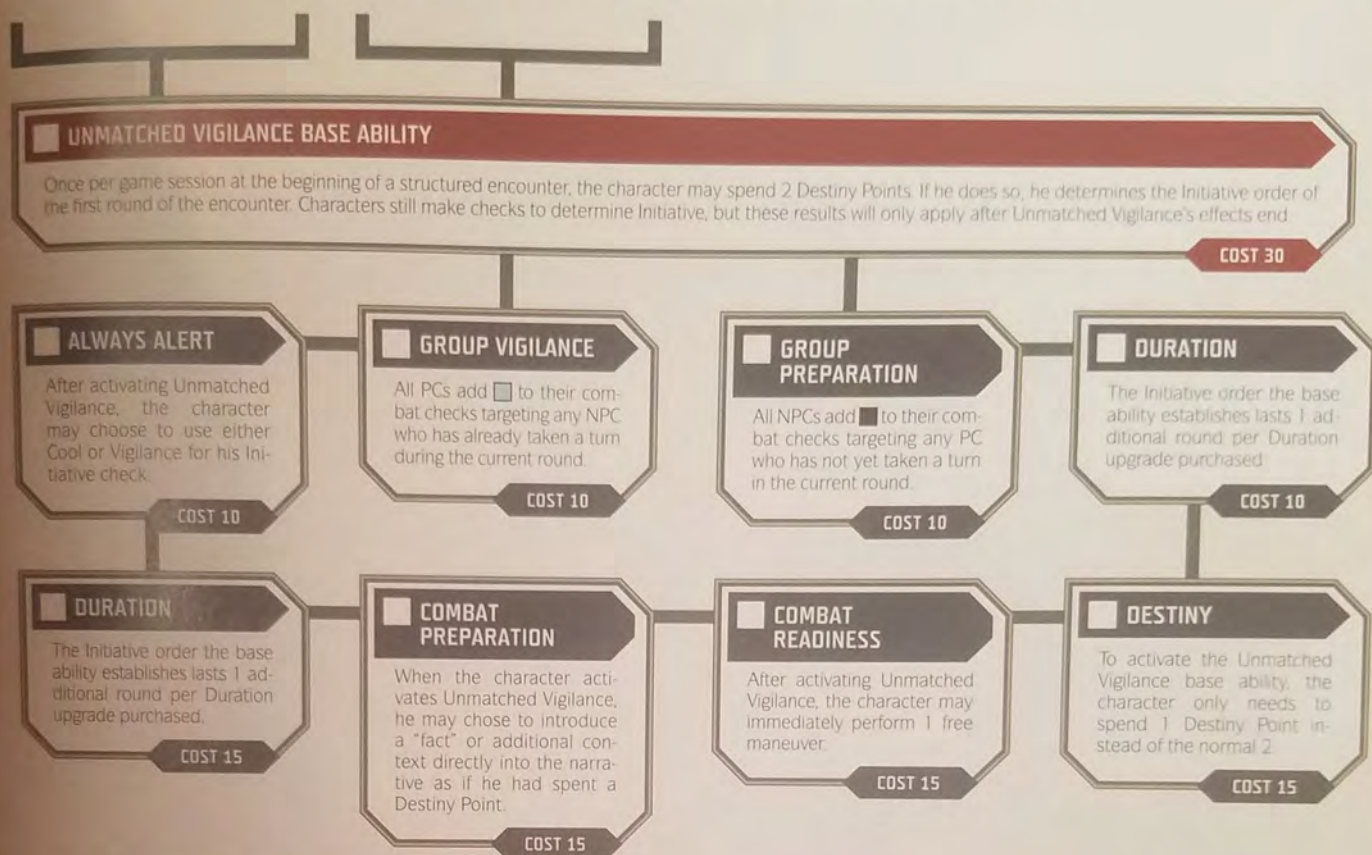
Cover Upgrade: While My City is active and the character is in the chosen city, whenever the character is in cover, he increases his ranged defense by one.

Destiny Upgrade: To activate My City, the character needs to spend only 1 Destiny Point instead of the normal 2.

Reduce Difficulty Upgrade: Activating the base ability requires an **Average (◆◆) skill check** instead of a **Hard (◆◆◆) skill check**.

Downgrade (Stealth) Upgrade: While My City is active and the character is in the chosen city, the character may suffer 2 strain to downgrade the difficulty of any Stealth check once.

Sentinel Signature Ability Tree: Unmatched Vigilance



SENTINEL SIGNATURE ABILITY: UNMATCHED VIGILANCE

A classic mark of many Sentinels is their foresight and alertness. From carefully scouting out the terrain and possible cover in likely combat locations to always watching for signs of ambush, they are rarely if ever caught unawares. To their enemies, Sentinels appear to possess complete situational awareness, and always seem to be a step ahead of them.

Part of this is the intense preparation that Sentinels undergo before they conduct their crusades against injustice. They often carry a wide variety of useful items on their persons, and always seem to have just the right device or piece of gear in their pockets or packs for the current situation. With plans for any contingency readied and an unending vigilance, they can be the masters of almost any encounter.

BASE ABILITY

Once per game session at the beginning of a structured encounter, the character may spend 2 Destiny Points. If he does so, he determines the Initiative order of the first round of the encounter. Characters still make checks to determine Initiative, but these results will only apply after Unmatched Vigilance's effects end.

UPGRADES

Always Alert Upgrade: After activating Unmatched Vigilance, the character may choose to use either Cool or Vigilance for his Initiative check until the end of the encounter.

Combat Preparation Upgrade: When the character activates Unmatched Vigilance, he may choose to introduce a "fact" or additional context directly into the narrative as if he had spent a Destiny Point.

Combat Readiness Upgrade: After activating Unmatched Vigilance, the character may immediately perform one free maneuver.

Duration Upgrade: The Initiative order that Unmatched Vigilance establishes lasts one additional round per Duration upgrade purchased.

Destiny Upgrade: To activate the Unmatched Vigilance base ability, the character needs to spend only 1 Destiny Point instead of the normal 2.

Group Preparation Upgrade: All NPCs add to their combat checks targeting any Player Character who has not yet taken a turn in the current round.

Group Vigilance Upgrade: All PCs add to their combat checks targeting any NPC who has already taken a turn during the current round.

FORCE POWER: MANIPULATE

While many Force users seek to use their powers to interact with other living beings or enhance their own abilities, some are more attuned to how the Force affects and modifies machinery. These characters apply the Force to affect components and circuitry on a molecular level, allowing them to better craft and repair items. Whether helping patch up a landspeeder's power converter or facilitating intricate alterations in a computer's logic circuitry, the Force power Manipulate can greatly increase the efficacy of any repair work, crafting efforts, or item creation.

Such Force users can perform astonishing feats to keep ships running despite horrendous damage, and can push vehicles far past normal mechanical limits. Although the Force cannot touch the circuits that form a "mind" of a droid, this power can alter a droid or other machine's physical components to allow Force users greater combat effectiveness against mechanical adversaries or enemy vehicles.

BASIC POWER

The Force user shapes machine components on a molecular level, allowing better crafting and repairing of items.

The Force user may spend 1 to cause one vehicle or starship he is engaged with to recover one system strain. The user may activate this multiple times, increasing the system strain recovered by one each time.

UPGRADES

The upgrades for Manipulate fall into two general categories: those that increase the potency of the core ability to increase the user's skills with machines, and those that give the user new ways to use this ability.

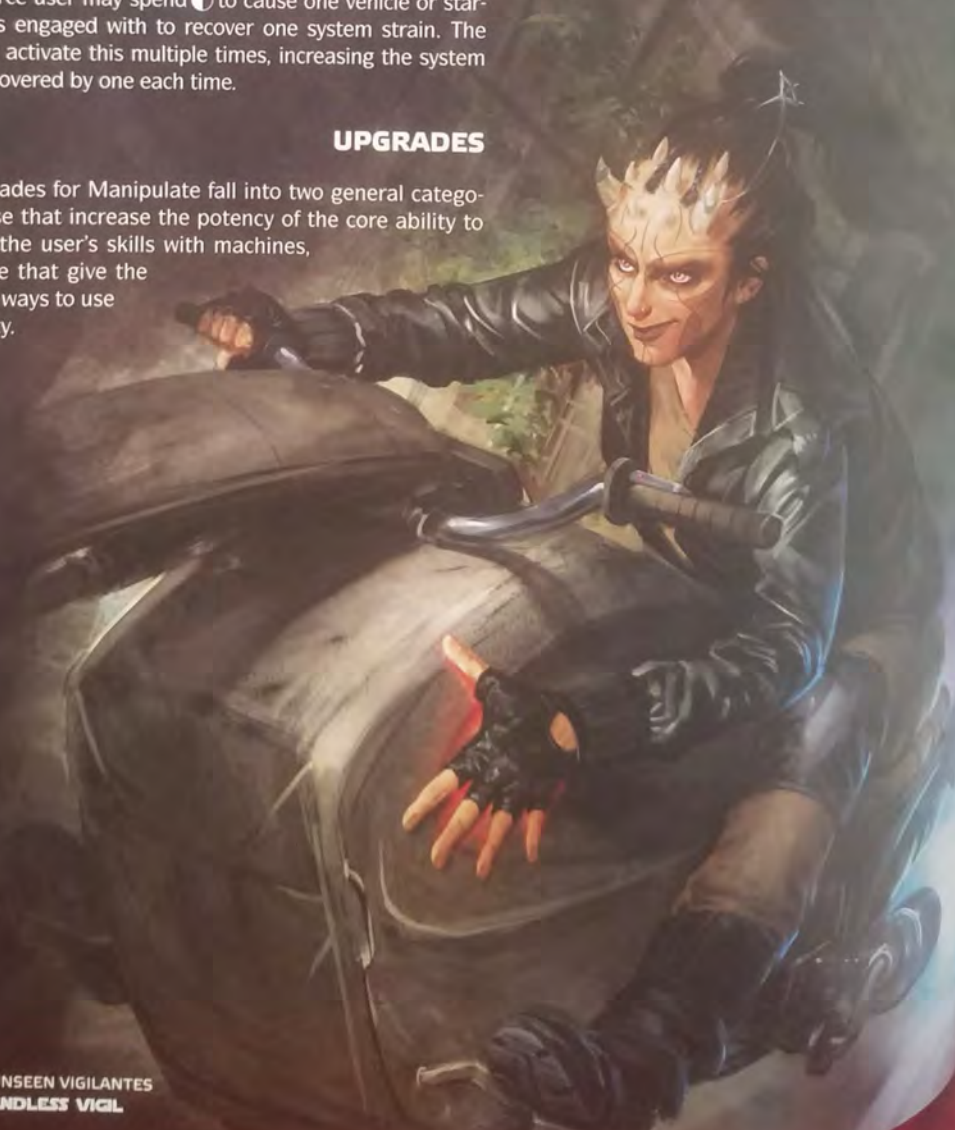
Control Upgrade: The power gains the ongoing effect. Commit 1. Upgrade the ability of Computers and Mechanics checks once. This cannot be activated multiple times.

Control Upgrade: When performing a combat check against a droid, ship, vehicle, or other mechanical construct within engaged range, the user may spend 1 to incur 1 additional strain or system strain on the target. The user may activate this multiple times, increasing the strain or system strain inflicted by one each time.

Control Upgrade: When making a Mechanics skill check the user may roll a Manipulate power check as part of the pool. The user may spend 1 to gain ✨ or ⚡ (user's choice) on the check. The user may activate this multiple times, adding additional ✨ or ⚡ to the check each time.

Control Upgrade: The user may spend 1 to heal a number of wounds equal to his Intellect in an engaged droid. This counts as the use of an Emergency Repair Patch (see page 50). The user may not activate this multiple times.

Control Upgrade: The power gains the ongoing effect. Commit 1. One damaged weapon or item counts as being undamaged. This can be activated multiple times.



CONTROL
Control Upgrade
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Control Upgrade

Force Power Tree: Manipulate

Prerequisites: Force Rating 1 +

Force Ability

MANIPULATE BASIC POWER

The Force user shapes machine components on a molecular level, allowing him to mend damaged mechanical systems. The Force user may spend 1 to cause one vehicle or starship he is engaged with to recover one system strain. The user may activate this multiple times.

COST 10

CONTROL

Ongoing effect: Commit 1. One damaged weapon or item counts as being undamaged.

COST 5

STRENGTH

When using this power, spend 1 to cause targets to recover 1 additional strain or system strain, or heal 1 additional wound for every Strength upgrade purchased.

COST 5

CONTROL

Ongoing effect: Commit 1. Increase the system strain threshold of 1 vehicle or starship at engaged range by 3 per 1 committed.

COST 10

CONTROL

When making a Mechanics skill check, the user may roll a Manipulate power check as part of the pool and may spend 1 to gain 1 or 2 (user's choice) on the check.

COST 10

RANGE

Spend 1 to increase the power's range by a number of range bands equal to Range upgrades purchased.

COST 10

CONTROL

The user may spend 1 to heal a number of wounds equal to his Intellect in an engaged droid.

COST 10

CONTROL

When performing a combat check against a droid, ship, vehicle, or other mechanical construct within engaged range, the user may spend 1 to inflict 1 additional strain or system strain on the target.

COST 10

CONTROL

Ongoing effect: Commit 1. Increase the hull trauma threshold of 1 vehicle or starship at engaged range by 3 per 1 committed.

COST 15

RANGE

Spend 1 to increase the power's range by a number of range bands equal to Range upgrades purchased.

COST 10

STRENGTH

When using this power, spend 1 to cause targets to recover 1 additional strain or system strain, or heal 1 additional wound for every Strength upgrade purchased.

COST 10

CONTROL

Ongoing effect: Commit 1. Upgrade the ability of Computers and Mechanics checks once.

COST 15

RANGE

Spend 1 to increase the power's range by a number of range bands equal to Range upgrades purchased.

COST 15

MASTERY

When performing a Manipulate power check as part of a Mechanics skill check, the user may spend 1, 1 to gain 1 on the check.

COST 20

Control Upgrade: The power gains the ongoing effect: Commit one or more 1. Increase the system strain threshold of one vehicle or starship at engaged range by 3 per 1 committed.

Control Upgrade: The power gains the ongoing effect: Commit one or more 1. Increase the system strain threshold of one vehicle or starship at engaged range by 3 per 1 committed.

Control Upgrade: The power gains the ongoing effect: Commit one or more 1. Increase the hull trauma threshold of one vehicle or starship at engaged range by 3 per 1 committed.

Control Upgrade: Manipulate may be used cause droids, including PC droids, to recover strain.

Mastery Upgrade: When performing a Manipulate power check as part of a Mechanics skill check, the user may spend 1, 1 when using the power to gain 1 on the check. The user may not activate this multiple times.

Range Upgrade: The user may spend 1 to increase the power's range by a number of personal range bands equal to Range upgrades purchased. The user may activate this multiple times, increasing the range by this number each time.

Strength Upgrade: When using this power to cause a target to recover strain or system strain or heal wounds, the user may spend 1 to cause the target to recover one additional strain, system strain, or heal one additional wound per Strength upgrade. This may be activated multiple times.



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TOOLS OF JUDGMENT

"Hokey religions and ancient weapons are no match for a good blaster at your side, kid."

—Han Solo

Operating mostly in urban environments, Sentinels often use not only the techniques of police and civilian investigators, but their technologies as well. Many also freely borrow from those on the other side of the law, fighting crime and injustice with means as violent and deceitful as those of the criminals they pursue. For these Sentinels, local laws and even moral precepts are weighed against the desire to crush injustice, end the careers of tyrants, or even eliminate dark side Force users—a treacherous and narrow moral path littered with precipitous falls to the dark side. Sentinels seek out methods and approaches that others might dismiss or not even consider to accomplish their goals.

This willingness to operate outside of normal bounds also manifests in the weapons and gear these urban avengers use in their missions. Sentinels have the Force as their ally, but also rely on more mundane mechanisms—from long-range scanners to detect crime in a distant alleyway to lockbreaking devices—that they can augment with their Force abilities. For all Sentinels, though, these are simply additional tools to use in their many-faceted wars for justice.

This chapter includes a wide variety of items that Sentinels can use to further their crusades against crime and injustice wherever they find them, or however they define them. Within, players can find new ranged weapons for their characters to use in their missions, as well as potent lightsaber weapons including lightwhips and phase-knives. Their lightsabers can be customized with new attachments to alter power output and allow them to function as pistol weapons—a very useful alteration given the dangers Sentinels and other Force users face should their lightsabers be discovered. New lightsaber crystals are detailed as well.

Few Sentinels would venture into urban jungles without a host of support devices, and so this chapter includes a plethora of items to aid these characters. Racing enthusiasts can use crash gear and g-suits plus a host of Podracers and Podracer modifications, while those who seek to watch over their cities can utilize new security and surveillance equipment as well as survival gear for the hazards of urban ruins. Sentinels who follow darker paths can also call on new drugs and poisons. Lastly, players can find new droids and starships to support their Sentinels in their never-ending war against injustice across the galaxy.

NEW WEAPONS

A Jedi's occupation has always been peace—peace within oneself and peace throughout the galaxy. Unfortunately, the old axiom that having peace means preparing for war has been proven time and again over the countless millennia of galactic history. The tools of war are a sad requirement for life in the modern galaxy, and the most prevalent of those are personal weapons.

RANGED ENERGY WEAPONS

With the Force at their command and their lethal, nearly unstoppable lightsabers at their sides, the Jedi rarely used ranged weapons. Indeed, prejudice against blasters and projectile weapons was so widespread in the Jedi Order that many Jedi never learned to use even the simplest blaster pistol. These days, however, when just possessing a lightsaber is suspicious, and the wearing of blasters in polite company is as common and expected as the wearing of trousers, many Force users carry a blaster for self-defense.

BR-219 HEAVY BLASTER PISTOL

The BR-219 is a rare, high-performance heavy blaster pistol produced by BlasTech. A large, intimidating weapon, the BR-219 has a short, thick barrel with a broad aperture, a heavy-duty frame, and a custom grip with an integral recoil compensation system. These super-heavy pistols were developed in response to requests from bounty hunters and law enforcement agencies for a powerful, pistol-sized weapon for use in taking down particularly dangerous opponents. To meet the demand, BlasTech turned to one of its most popular and well-respected product lines and developed the BR-219 from its E-11 series of military blaster rifles.

Using the E-11's receiver and firing mechanism, BlasTech engineers then reengineered the XCiter and actuating module to produce an overcharged bolt, equipped the drastically shortened barrel with an improved Galven pattern, and developed a special and highly volatile blend of blaster gases to feed their new weapon. All of this enhanced technology combined with the new bespoke blaster gas made for an extremely powerful—if slightly inaccurate and finicky—pistol. The bolt from the BR-219 is nearly as powerful as the E-11's, and the weapon produces a tremendous noise and muzzle flash when fired. It is neither a subtle nor a restrained weapon; openly carrying one of these massive pistols makes an eloquent point about the user's intentions.

The BR-219 is not sold through BlasTech's usual dealer network. Instead, the weapon must be custom ordered straight from the factory. A thorough Imperial Security Bureau background check and a specially issued carry permit are required to purchase one of these weapons legally. Of course, this background check can be circumvented by purchasing the pistol on the black market or acquiring it through other less-than-legal means. Carrying a BR-219 without the proper permit is a risky business, and being found with an

illegally purchased model is grounds for immediate Imperial imprisonment. Using a BR-219 in combat for an extended period of time is, to say the least, quite hazardous. The immense heat generated by the high-performance blaster gas and the overcharged action of the firing mechanisms put an incredible amount of strain on the weapon.

GMs may spend ☉☉ from a check to cause the BR-219 to become damaged one step (undamaged to minor, minor to moderate, etc.) and suffer the penalties listed on page 166 of the **FORCE AND DESTINY** Core Rulebook until repaired. In addition, Game Masters may spend ☹ to cause the BR-219 to melt down and explode, destroying the weapon and dealing the weapon's base damage to the user.

GLX FIRELANCE

Introduced during the waning years of the Galactic Republic, SoroSuub's GLX Firelance is one of the company's most popular models of blaster rifle. The product of a long and extensive spate of market research among professional soldiers, the weapon was developed to provide a simple, reliable, high-performance blaster with most of the power of a full-sized blaster rifle in a package the weight and size of a carbine. The GLX was an immediate success, especially among bounty hunters and mercenaries. It was so popular, in fact, that SoroSuub marketed the GLX as "the most effective weapon available for freelance law enforcement agents." Orders poured in from all across the galaxy, and the rifle soon became one of SoroSuub's best-selling products.

The rifle itself is a traditionally-styled, compact weapon closer in size and weight to a blaster carbine than to a full-sized blaster rifle. It has a short barrel with an integral flash hide, a top-mounted carrying handle that extends the length of the receiver, allowing easier carrying by those with larger hands or in bulky armor, and a solid stock with built-in recoil compensators. The GLX features a select-fire system that allows the weapon to operate in single-shot or automatic mode, and its stun setting is the most powerful in its class—able to render even the toughest opponents or most dangerous creatures insensible.

LD-1 TARGET RIFLE

Merr-Sonn's LD-1 is the company's latest foray into the highly competitive long-range blaster market. It is an elegant, well-built blaster rifle featuring a precision barrel, lightweight skeleton stock, and minimal foilfiber reinforced polycarbonate furniture. The weapon's firing mechanism is a slightly detuned version of Merr-Sonn's military-grade blaster system, giving the rifle pinpoint accuracy and an incredible punch at extreme range. The LD-1 is also equipped with a Mk 13 computer-aided macroscope with various optical enhancements and an Autosteady gyro-gimbal system to increase the weapon's performance at long and extreme ranges. It is easily disassembled and is sold with a custom-fit carrying case for transporting the rifle around in a relatively discreet fashion.

TABLE 2-1: RANGED WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Energy Weapons									
BR-219 Heavy Blaster Pistol	Ranged (Light)	8	3	Short	2	2	(R) 625	7	Stun setting, Vicious 2
GLX Firelance	Ranged (Heavy)	7	3	Long	3	3	1,600	6	Auto-fire, Disorient 2, Stun setting
LD-1 Target Rifle	Ranged (Heavy)	9	4	Extreme	6	3	1,275	7	Accurate 2, Cumbersome 3, Pierce 3, Slow-Firing 1
SSG Mk II Paladin	Ranged (Heavy)	8	3	Long	4	2	3,250	8	Auto-fire, Pierce 1, Stun setting, Superior
Other Weapons									
KWS Mk I Saberdart	Ranged (Light)	1	—	Long	3	2	1,600	9	Limited Ammo 1
NX-14 Needler	Ranged (Light)	5	—	Short	1	1	(R) 650	7	Pierce 3

Since its introduction, the LD-1 has become wildly popular. Its performance, power, and build quality are nearly unmatched in its segment. These qualities—combined with its official classification as a sporting blaster, which allows it to circumvent most weapon restrictions in the galaxy—have driven the LD-1 to consistently outsell the older SoroSuub X-45. In addition, aggressive marketing by Merr-Sonn and regular appearances on a popular HoloNet adventure-drama program have established the LD-1 firmly in both military and popular culture.

It is rumored that a variant called the LD-1a is produced in small numbers for the Imperial Security Bureau. The truth of these rumors has yet to be verified, but if there is a special ISB version of the LD-1, it would sell for a Moff's ransom on the black market should one ever appear there.

SSG MK II PALADIN

Contracted by the Republic specifically for use by the Senate Guard, the Mk II Paladin is an ornate, highly accurate blaster rifle designed for ceremonial use. Built to exacting specifications by SoroSuub, Paladin rifles are as much works of art as they are weapons. With their highly polished black barrels and frames, pearlescent silver polycarbonate furniture, and ornate fittings, they are striking weapons that make quite an impression on those who see them.

Despite their officially ceremonial nature, these weapons are incredibly potent in combat. Respectable range and accuracy, and the ability to switch between single-shot and auto-fire make Paladin rifles very dangerous in the right hands. From the factory, they are fitted with slings, collapsible stocks, and a number of other features designed to optimize their combat efficiency while maintaining their ceremonial look. In addition, when assigned to Senate Guardsmen, these weapons were fitted with an under-barrel stun prod that, combined with their stun setting, made them suitable for crowd-control duties as well as combat.

Today, Paladin rifles are a rare sight and most remain in storage in armories deep below the Imperial Palace on Coruscant. Some have made their way to the galactic weapons market, however, commanding steep prices whenever they are sold.

The damage from the Superior quality is included in the weapon's profile. When the integral stun prod is used in close combat, it has the following profile: Melee; Damage +2; Critical 6; Range (Engaged); Disorient 2, Stun Damage.

OTHER RANGED WEAPONS

While blasters are often the ranged weapon of choice, many still prefer other weapons that offer unique capabilities beyond what energy weapons offer.

KWS MK I SABERDART

Kaminoan Weaponsmiths, a subsidiary of Kaminoan Armsmiths Ltd., is a small weapons producer based on the watery planet of Kamino. Its products are all essentially handmade, produced in small numbers by highly trained craftsmen and sold in limited runs. The company is relatively unknown outside of certain circles—namely bounty hunters and professional killers—but among its select clientele, it has a reputation for well-made, high-quality products.

Perhaps their most popular product is the Mk I Saberdart. The Saberdart, a name that applies to both the dart itself and its launcher, is a tiny, roughly triangular durasteel alloy dart fired via compressed air. The dart has three hooked barbs surrounding a central cylinder tipped with an incredibly sharp needle. Within the central core of the dart is a small, fillable chamber used to deliver toxins and poisons to targets at range. Saberdarts can be used to deliver anything from tranquilizers to deadly neurotoxins such as Fex-M3 and Malkite themfar. They are silent, deadly, obscure, and largely untraceable, which makes them a perfect weapon for assassins.

Saberdart launchers have lightweight barrels that propel their darts via compressed gas. Dart launchers can be built into gloves, pieces of armor, other weapons, even innocuous pieces of everyday gear like datapads and glowrods.

Saberdarts may be loaded with 1 dose of synthetic neuroparalytic (see page 181 of the **FORCE AND DESTINY** Core Rulebook), or any other poison the GM deems appropriate. Whenever the wielder successfully attacks a target with the weapon (even if she deals no damage), the target also suffers the effects of being exposed to the poison.

NX-14 NEEDLER

Considered incredibly niche, obscure weapons with little combat utility, needlers are a rare sight in the galaxy. They are compact, small-framed, slug-throwing pistols that utilize a powerful, miniaturized mass driver to fire sharpened ferro-ceramic darts at very high velocities. The first needlers were introduced by Golan Arms during the height of the Galactic Republic. Nearly silent in their operation, and remarkably hard to detect when concealed, they were heavily marketed to individuals and government operatives who needed a reliable, easily concealed, difficult-to-trace weapon. Along with their silent operation and ease of use, one of these weapons' biggest selling points is their ammunition. Darts fired from a needler bypass personal energy shields with ease, and they can be coated in a variety of lethal and non-lethal toxins to subdue or kill targets. This has made them very attractive to bounty hunters, spies, and assassins, who appreciated their versatility and deadly utility.

The NX-14 is one of Golan Arms' latest forays into needler technology. Its smallest, most compact offering to date, this weapon is slightly smaller than a grown human's hand and roughly as thick as a common datapad. It is constructed of an inert, light-absorbing fibermesh polycarbonate with shielded internals, making an already difficult-to-detect weapon nearly impossible to find when concealed properly. The weapon's standard ammunition is a solid, spin-stabilized, razor-sharp ferroceramic dart that can punch through nearly any personal armor or shield with ease.

A needler removes all ■ added by a personal deflector shield. Anyone searching an individual carrying a concealed needler adds ■ to her Perception check to find the weapon.

LIGHTSABER WEAPONS

Jedi have always preferred their lightsabers to blasters and other projectile weapons. Even today, when openly carrying a lightsaber can be a death sentence, many Force adherents carry these weapons both to secretly uphold the ancient Jedi traditions of swordsmanship and to keep their skills honed.

CROSSGUARD LIGHTSABER

Crossguard lightsabers are common among students of Makashi and any other Force users who enjoy the challenge and excitement of dueling. They resemble a standard lightsaber and operate like one with one exception: just beneath their blade, they have a smaller, low-output emitter set in the hilt. The internal circuitry is run through a splitter, and through use of a specialized power modulator, the weapon produces two secondary, very short blades at ninety-degree angles to the main blade. While their primary purpose is to vent raw power away from the main blade, in practice these smaller blades could catch an opponent's blade, either blocking it or, with a little luck, disarming the opponent altogether.

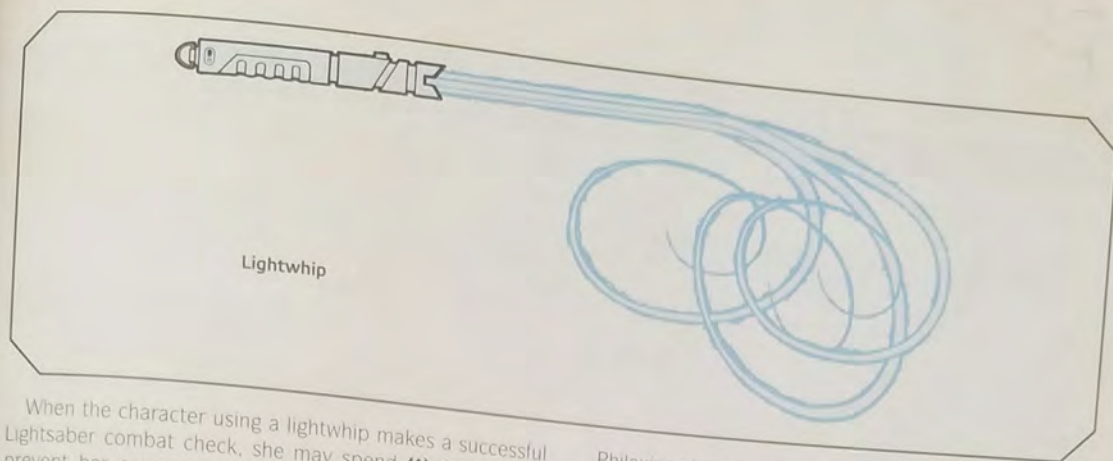
Whenever an enemy engaged with the character makes a Melee or Lightsaber check, after the attack is resolved, the character may spend ☉ or ☉☉☉ to hook her opponent's blade and disarm him. Aside from losing the weapon, any other effects of being disarmed are left to the GM's discretion.

LIGHTWHIP

Lightwhips are, perhaps, the rarest and most bizarre of the numerous lightsaber variants. Highly modified lightsabers, lightwhips consist of a short lightsaber hilt built from alloys or composites laced with either cortosis or phrik. Their internals are modified in such a way that the plasma's containment field is more flexible, allowing each emitter to create thin, snaking, fluid blades several meters in length. These modifications also have an unintended side effect of reducing the raw damage output and striking capabilities. Once active, lightwhips can both deal damage and capture or entangle an opponent. Due to the instability of the energy blades, though, lightwhips are extraordinarily hard to master and can be more of a danger to their users than their opponents.

TABLE 2-2: LIGHTSABER WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Lightsabers									
Crossguard Lightsaber	Lightsaber	6	2	Engaged	1	4	(R) 9,700	10	Breach 1, Defensive 1, Sunder
Lightwhip	Lightsaber	4	4	Short	1	1	(R) 11,400	10	Ensnare 1, Pierce 5, Unwieldy 4
Philaxian Phase-Knife	Lightsaber	+1	3	Engaged	1	1	1,500	8	Pierce 4, Vicious 1
Lightsaber Hilt									
Crossguard Lightsaber Hilt	Lightsaber	0	—	Engaged	1	4	900	7	Defensive 1



Lightwhip

When the character using a lightwhip makes a successful Lightsaber combat check, she may spend ☹ ☹ or ☹ to prevent her opponent from using the Parry incidental to reduce damage. A user may not add lightsaber crystal attachments to a lightwhip, and cannot use a lightwhip to parry or reflect attacks.

PHILAXIAN PHASE-KNIFE

Developed originally by an obscure cadre of artificers, these blades were popular amongst cutpurses and assassins before Republic scouts discovered Philaxia. Once the population obtained technology such as vibroblades and other modern conveniences, phase-knives fell out of favor. The weapons may have remained an unremarked oddity had a wandering Jedi not stumbled across one decades later.

Philaxian phase-knives appear as no more than knife-hilts in their inactive state. When activated, however, they project a molecular shield that forms a weightless but solid "blade." The blade is sharper than comparable vibroblades, but its unique balance makes it very difficult to wield. The user can also adjust the size and shape of the blade on the fly; certain shapes make it surprisingly good as a thrown weapon.

When used with the Saber Throw talent, a character may spend ☹ ☹ or ☹ (instead of ☹) to have the phase-knife return to her hand. A user may not add lightsaber crystal attachments to a phase-knife. Anyone searching a character carrying a deactivated phase-knife adds ■ to the Perception check to find the weapon.

NEW ARMOR AND CLOTHING

For every specialization in the galaxy, there is usually a specialized uniform. From the uniforms of the Corellian Dreadnaught crews to the dress whites of an Imperial Navy admiral to the simple coverall of a speeder mechanic, for every job there is a garment.

A character wearing crash gear ignores the effects of ongoing Critical Injuries on any Intellect- or Cunning-related checks, but still suffers from the injuries themselves. She also cannot be disoriented.

CRASH GEAR

Most sets of crash gear consist of an assortment of protective wear designed to allow a user to better survive the inevitable collisions and buffeting that are part of every race or mission. Typical outerwear includes layers of microfiber cloth and impact-absorbing gel inserts worked into a jumpsuit or other form-fitting outfit, along with thick gloves and boots. Most importantly, crash gear comes with protective headwear. These can range from small skullcaps (known colloquially as "skid lids") to full-face, internally supported, environmentally sealed helmets that can rival military gear. Like crash gear outerwear, crash helmets include gel-packs and wicking microfiber but also have strong polycarbonate shells lined with dense polyfoam for greater protection. Some helmets are also equipped with integral face shields or flip-up visors that are tinted and polarized to protect the wearer's eyes from both debris and flaring lights.



Crash Gear Helmet

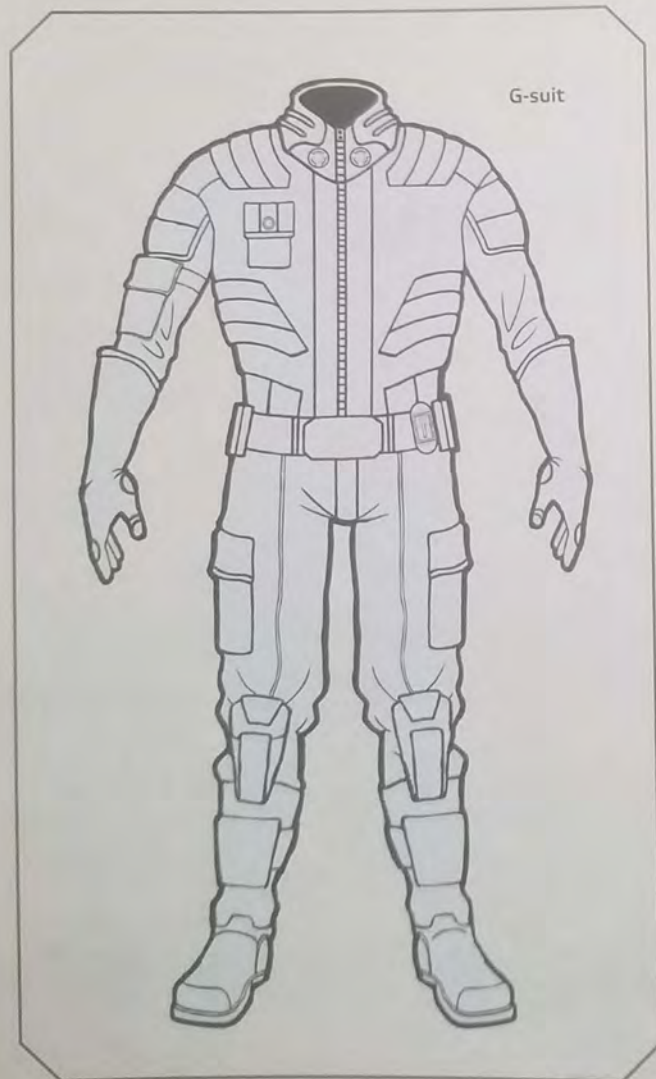
TABLE 2-3: ARMOR AND CLOTHING

Type	Defense	Soak	Price	Encumbrance	Hard Points	Rarity
Crash Gear	0	1	550	1	1	3
G-suit	0	1	2,000	2	1	3
Pit Crew Coveralls	0	1	150	1	1	2
Zephyr Stealth Suit	1	1	(R) 5,500	2	1	8

G-SUIT

G-suits, or gravity suits, are special garments worn under flight suits by pilots and racers who are regularly exposed to high g-forces, such as those experienced while racing or performing aggressive aerobatics. G-suits use inflatable bladders, pressurized gel pockets, and compression garments to keep pilots' blood from pooling in their lower extremities, causing a dangerous condition known as g-LOC (g-induced loss of consciousness) which occurs when the brain is deprived of blood. G-suits pilots to push their ships or vehicles further and operate them more aggressively without fear of blacking out.

A character wearing a g-suit reduces the strain cost to perform a second Pilot Only maneuver during a turn by 1.



PIT CREW COVERALLS

Working as a mechanic in a pit crew, whether fixing lowly groundcars on a dusty Outer Rim backwater or maintaining elaborate podracers in a high-end racing circuit, is a dirty job. It requires clothing that stands up to hard wear and resists chemicals, fuels, lubricants, paints, welding spatter, and anything else heavy work can throw at it. Pit crew coveralls are thus ubiquitous wherever individuals work with racing machines or other powerful vehicles. These garments are sturdy, one-piece suits that fit over regular clothes to protect both the clothes and the wearer. They are typically made of sturdy, tear-proof textiles and secured with heavy-duty clasps and zippers. Most are flame resistant and some can even be sealed up with a helmet to act as an emergency, limited-use environmental suit. No matter the type, though, pit crew coveralls are always covered in pockets and hanging tabs that allow a wearer to carry tools and parts with ease.

When wearing pit crew coveralls, a character reduces damage she suffers from fires and weapons with the Burn quality by 1. In addition, wearing pit crew coveralls increases the character's encumbrance threshold by 1.

ZEPHYR STEALTH SUIT

Stealth suits, produced by companies like Ayelixe/Krongbing Textiles and Creshaldyne, are designed to make a wearer difficult or impossible to detect by visual or technological means. Constructed from a wide array of materials and using technologies such as optical camouflage, silhouette breakers, thermal sinks, and sound deadeners, they render a wearer nearly invisible under the right circumstances. Zephyrs are a common type of such stealth wear for those who often perform covert missions, and are favored amongst urban vigilantes, criminals, and industrial spies alike. These suits have dark, muted colors with matte-finish hardware and come with gloves, boots, and a head garment that covers everything but the wearer's eyes.

A character wearing a zephyr stealth suit upgrades the ability of any Stealth checks she makes once.

NEW GEAR AND EQUIPMENT

One of the guiding principles of a Sentinel's life is being prepared for whatever happens. Keeping on top of innovative solutions to problems and interesting new mechanical aids is one way to stay prepared, so many Sentinels invest in a wide array of gear for different situations.

DROIDS

During the time of the Republic, the Jedi never had much use for droids. In fact, many Jedi scorned them as unnatural, since they exist outside of the Force. These days, however, those few remaining adherents of the Force don't have the luxury of rejecting a tool just because they object to its construction. Sentinels especially know the value of droids—as tools, as adversaries, and occasionally as companions.

DUM-SERIES PIT DROID [MINION]

Produced in huge numbers by Serv-O-Droid, the ubiquitous DUM-series droids are a common sight in workshops, mechanics' garages, and racing pits all across the galaxy. Introduced during the days of the Galactic Republic, these droids were constructed at the Serv-O-Droid facility on Cyrillia for labor, repair, and light construction use. Throughout the decades during which the DUM series has been in service, these droids have gained an unfortunate reputation as poorly programmed, hapless, and clumsy things that are often not worth the trouble of keeping. They are also highly disposable, thanks to their cheap construction and low price point; most DUM-series droids are simply discarded or recycled when damaged rather than repaired. Scrapyards throughout the galaxy are littered with the remains of DUM-series droids, and few individuals consider them to have any worth at all.

Despite their reputation and the common prejudices against them, DUM-series droids are quite capable within the narrow range of their abilities. DUM-series droids stand roughly one meter high. They have a spindly, almost skeletal appearance, with long, thin limbs and agile digits. They have a broad, flared, dome-shaped head dominated by a single large, round photoreceptor equipped with multi-spectrum scanners that detect microscopic damage in metals and other solid materials. Designed to work in large packs, they are equipped with a built-in comm system that includes a constant data link allowing groups of the droids to work together more efficiently and effectively without vocal communications. In addition, DUM-series droids can lift and carry weights well out of proportion to their tiny size. When deactivated, DUM-series droids can fold up into rough cubes covered by their broad heads. This allows them to be stored and shipped easily. They can also use this mode to protect themselves from danger such as crashing vehicles or falling debris.

While not particularly well liked by the general galactic population or well supported by Serv-O-Droid, DUM-series droids are still a common sight in the galaxy. They are especially popular in the Outer Rim, where their relative strength and mechanical programming make them excellent assistants to poorer shipwrights and vehicle builders. DUM-series droids are also closely associated with Podracing; nearly every Podracing team keeps a stable of these droids to maintain their vehicles and salvage scrap from crashed competitors along racecourses.

1	1	0	0	1	1
DRAWN	ABILITY	INTELLECT	ENDURANCE	WILLPOWER	TECHNIQUE
SOAK VALUE		HP THRESHOLD		MOR DEFENSE	
3		2		0 0	

Skills (group only): Computers, Mechanics, Perception

Talents: Fine Tuning 2 (repair an additional 2 system strain when repairing ships or vehicles).

Abilities: Droid (does not need to breathe, eat, or drink, and can survive indefinitely underwater or in vacuum; immune to poisons and toxins), Networking (for every three DUM-series droids in a group, add to all Computers, Mechanics, and Perception checks they make), Silhouette 0

Equipment: Built-in comms suite.



TABLE 2-4: NEW DROIDS

Item	Price	Rarity
DUM-Series Pit Droid	450	1
Guardian Police Droid	8,100	6
MI-Series Security Droid	(R) 41,225	7
TC-SC Infiltrator Droid	(R) 15,600	8

GUARDIAN POLICE DROID [RIVAL]

GU-series "Guardian" police droids were the primary law enforcement droids operated by the Coruscant Security Force during the final years of the Republic. Designed and built by Cybot Galactica specifically for the CSF, countless thousands of these droids patrolled the sprawling upper levels of Coruscant's Galactic City for generations. While in service, GU-series droids gained a reputation as solid and levelheaded, if unimaginative, law enforcers. They were programmed for various police work, such as patrol, peacekeeping, crime scene investigation, detective work, and riot control. Although they were reliable, the GU-series droids suffered from a lack of initiative. Clever or dedicated criminals could usually outthink them with little difficulty.

Guardian police droids stand just under two meters tall. They have roughly human proportions, with long, dexterous arms, powerful legs, and a round head with gold-colored photoreceptors. Their heads are capped with a tall, cap-like structure reminiscent of a shako or kepi, complete with a short brim over their photoreceptors; this structure houses sensors and a powerful communications suite. The droids are often painted dark blue with silver and white accents, with a CSF badge painted on their left chest plate. When on patrol, Guardians are typically armed with a BlasTech SS-410 Police Special blaster pistol and a simple truncheon. Depending on the situation, they can also be equipped with stun batons, grenade launchers, riot shields, and blaster rifles.

By the end of the Clone Wars and the rise of the Galactic Empire, most Guardian droids were phased out of operation with the CSF. Replaced by stormtroopers and newer-model, more aggressive droids, surplus GU-series droids were sold off to other worlds, reassigned to lower-priority sectors, or simply scrapped. Some can still be found patrolling the lower levels of the Imperial capitol, however. Many of these veteran droids have not had a memory wipe in decades and some have even developed very distinct personalities similar to no-nonsense police officers. They still serve the people of Coruscant, but most are entirely too old and outdated to be carrying out actual police duties.

3	2	2	2	3	2
STRONG	AGILITY	INTELLIGENCE	ENDURANCE	WILLPOWER	PRESENCE
SKIN VALUE		BY TARGETABLE		MID INTENSE	
4		10		0 0	

Skills: Athletics 2, Melee 1, Perception 3, Piloting (Planetary) 2, Ranged (Light) 2, Streetwise 1, Vigilance 2.

Talents: Nobody's Fool 1 (upgrade the difficulty of any Charm, Coercion, or Deception checks made against the droid once)

Abilities: Droid (does not need to breathe, eat, or drink, and can survive indefinitely underwater or in vacuum; immune to poisons and toxins)

Equipment: Baton (Melee; Damage 5, Critical 5; Range [Engaged]; Disorient 2), SS-410 blaster pistol (Ranged [Light]; Damage 6, Critical 3; Range [Medium]; Stun setting)

MI-SERIES SECURITY DROID [NEMESIS]

Holowan Mechanicals' imposing MI-series security droids are some of the most efficient and dangerous droids in the galaxy. A recent entry into an already crowded security droid field, Holowan made its new droids stand out by arming them to their metaphorical teeth and marketing them heavily among wealthy civilians and small planetary governments. Its plan paid off, and within a scant few years it had a nearly two-year waiting list for new MI-series models.

At first glance, MI-series droids look more like a front-line combat droids than private security units. They stand just over two meters tall and are covered in thick plastee armor of a type usually found in heavy battle hardsuits and power-assisted armor. They have two heavy-duty front legs that end in broad feet, and a small, armored head fitted with two large, red photoreceptors. Their most striking features are the two sets of arms mounted to their torso.

The upper arms, which are mounted to the droid's shoulders, are proportional to the size of the droid. Each of these arm ends in a powerful weapon cluster that includes a pair of light repeating blasters and a pair of short-range stun blasters. The lower arms are huge, seemingly much larger than the droid's chassis should be able to support, and end in a



pair of massive, powerful hands, each with two fingers and an opposable thumb. The weapons loadout, multitude of arms, and very aggressive programming with which these droids are equipped makes them incredibly formidable opponents.

MI-series droids have stern, humorless personalities and are given to barking orders and making bold declarations. Their voices have a deep, resonant tone that heightens their intimidation factor. They are programmed to close quickly with non-hostiles, invading their personal space while warning or ordering them away from some forbidden area. Very few individuals in the galaxy can withstand having a two-meter tall, heavily armed, very angry droid looming over them while demanding they leave an area lest the droid open fire. MI-series droids that go for too long without a memory wipe tend to develop disturbing, almost sadistic personality traits and can become unhinged and dangerous without constant upkeep. At least one of these powerful droids, a unit designated MI 726, is known to have gone rogue and taken up a life of anti-Imperial crime.



Skills: Brawl 5, Coercion 4, Perception 3, Ranged (Heavy) 4, Vigilance 4.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).

Abilities: Droid (does not need to breathe, eat, or drink, and can survive indefinitely underwater or in vacuum; immune to poisons and toxins). Fire Sweep (as an action, the droid can make a **Hard** [◆◆◆] Ranged [Heavy] check to inflict one hit that deals base damage with its built-in twin light repeating blasters on up to two targets within medium range, plus one additional target per [◆] on the check; it can only hit each target once this way).

Equipment: twin light repeating blasters (Ranged [Heavy]; Damage 11; Critical 3; Range [Long]; Auto-fire, Linked 1, Pierce 1), twin stun blasters (Ranged [Heavy]; Damage 6; Critical -; Range [Close]; Linked 1, Stun Damage), Oversized Arms (Brawl; Damage 7; Critical 4; Range [Engaged]; Knockdown).

TC-SC INFILTRATION DROID [NEMESIS]

Produced by Cybot Galactica and marketed primarily to government and military intelligence agencies, TC-SC droids are frighteningly effective tools for espionage, infiltration, and assassination. Particularly inconspicuous-looking, they stand just under two meters tall and appears to be normal third-degree droids, such as protocol models or teaching units. They have spindly limbs; an oversized, humanoid head with a featureless faceplate; and a set of four small, red photoreceptors. These droids come in a variety of gender programming options, and their personalities are usually quiet and conciliatory. They seem, at first glance, to be simple, uncomplicated droids going about their drudgery with little fanfare. Which, of course, is exactly what their designers want.

CQ-3.80 MULTISPECTRUM DISGUISE SUITE

TC-SC droids are equipped with CQ-3.80 MDS, a cutting edge piece of espionage tech. The MDS is a combination of advanced, high-definition, miniaturized holoprojectors, voice modulators, scanners, and bio-sign generators that allows the droids to take on the appearance of nearly any sentient being in the galaxy. Combined with their programming and exhaustive cultural and behavioral databases, the MDS makes TC-SC droids almost impossible to detect except under the most intense and invasive scrutiny. Piercing the illusion created by a functioning multispectrum disguise suite and detecting the droid for what it is requires a **Formidable** (◆◆◆◆) Perception check.

Their innocuous looks and seemingly meek personalities are only one of the myriad of weapons the TC-SC droids utilize. They are deadly and cunning, easily equal to the best espionage agents in the ISB. Their programming includes not only intelligence and counterintelligence techniques, but also stealth, infiltration, combat, assassination, and even acting and mimicry. The most potent weapon, however, is the powerful CQ-3.80 multispectrum disguise suite that shroud them in a nearly foolproof holographic disguise. This allows TC-SC droids to take on the appearance of nearly any species in the galaxy. Combined with their programming, and given time to observe and study a target, these droids can even impersonate specific individuals.

While they are quite effective and dangerous, TC-SC droids are, thankfully, relatively rare. Their systems—though powerful—are delicate, and the droids require constant maintenance. They also require memory wipes more often than other droids due to quirks in their programming. Without the regular maintenance and memory wipes, some TC-SC droids have lost themselves in their disguises and come to believe that they are actually who or what they were last impersonating. On a few rare occasions, these droids have gone rogue and disappeared. At least two ISB TC-SC droids have deserted their missions in the Outer Rim in the last decade and remain at large in the galaxy following their own whims.



Skills: Athletics 2, Computers 3, Cool 3, Deception 4, Melee 3, Perception 3, Ranged (Light) 3, Skulduggery 3, Stealth 4, Vigilance 3.

Talents: Adversary 2 (upgrade the difficulty of all attacks targeting this droid twice), Indistinguishable 2 (Upgrade difficulty of checks to identify the droid twice).

Abilities: Droid (does not need to breathe, eat, or drink, and can survive indefinitely underwater or in vacuum; immune to poisons and toxins).

Equipment: Multispectrum disguise suite.

DRUGS AND POISONS

The use of spice, serums, and other drugs is common to the elite and the destitute alike in many cities. The powerful use them as one more decadent luxury, or as tools to secure their position, while the powerless turn to them when no true help seems likely to arrive.

KARRAK SPICE

This rare spice is well known for its properties as a powerful painkiller and for the degenerative toxins that build up in long-term users. Underworld pushers frequently attempt to sell it instead of medicine, knowing it suppresses most symptoms of illness long enough to appear effective, while doing nothing to cure the customers of their need for its "treatment." As if this practice were not repugnant enough, the spice has another, less-known property that offers another venue for exploitation: karrak spice suppresses Force abilities in those who take it. This property is tracked by the Imperial Science Bureau, which is working on new ways to refine or duplicate it. The ISB has also developed improved forms of the spice that are sometimes issued to Imperial agents hoping to capture a Force-using target.

When taken by characters who are not Force users, a single dose of karrak spice removes ■■■ added to checks from pain or illness for twelve hours, but it imposes automatic ☹ on all checks for twenty-four hours as it slows down thought and reflexes. Force users who take a dose of karrak spice receive both effects for twice the duration and also count their Force rating as one lower while it is active.

QUESTIONER-9 INTERROGATION SERUM

Interrogation serums are a favored product of the Empire. Used by Imperial authorities from local police forces to the ISB, and even the Inquisitorius, these serums come in a wide variety of forms. Such serums are also available on the black market, where they are purchased by powerful crime lords and ruthless vigilantes. The drug known as Questioner-9 is a typical example, noteworthy primarily for the flexible means of application and for the low synthesis cost that makes it available to Imperial authorities and criminals alike. Interrogators typically inject the serum into a restrained or helpless target, but Questioner-9 can also operate through ingestion by an unsuspecting diner.

The serum takes effect in the victim's system after a delay of about five minutes. At this point, the victim upgrades the difficulty of all checks to withhold information or resist manipulation (including resisting Force powers such as Influence) once for the next 24 hours.

YALADAI SPICE

Yaladai spice is a prized and expensive stimulant, worth many times the value of more common drugs, such as glitterstim, on the black market. To most, it offers a supreme clarity of thought and focus, along with a sense of relaxation that refreshes the user even through extended activity. The spice is extremely addictive with long-term use, but those

who can afford to take it regularly rarely stop for this reason. The benefits of yaladai spice express themselves most strongly among Force users, who can use it to temporarily enhance their abilities and connection to the Force. This can be a double-edged sword, as the enhanced connection usually amplifies any negative emotions or effects to which the user experiences

Yaladai spice has effects that last for one encounter. When a character under the effects of the spice suffers strain, she suffers three less strain, to a minimum of one. This does not apply to voluntary strain loss. Additionally, a Force user under the effects of yaladai spice can add ○ to any Force power checks she makes. When she does so, however, the spice doubles any strain and Conflict suffered for using ● to generate ○.

SCANNING AND SURVEILLANCE EQUIPMENT

While some Force users shun technology that aids awareness, relying on their connection to the Force to give them the edge they need, being able to balance the two and draw on the benefits of both can be even more effective.

INFRABINOCULARS

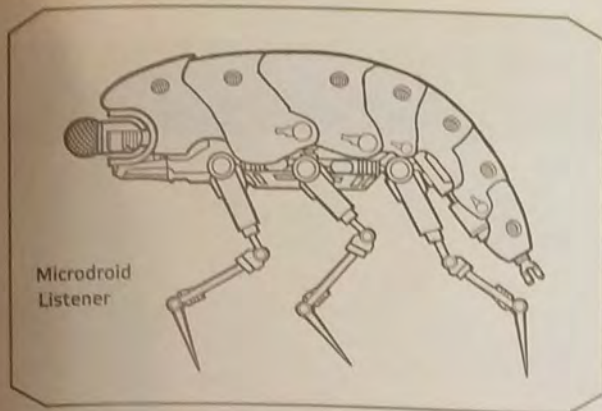
A normal pair of macrobinoculars allows their user to see distant objects with great clarity, and more advanced electrobinoculars allow for surveillance in dim light or at greater ranges. Both tools are of limited use in a city, where the walls of high-rise buildings frequently limit lines of sight. Infrabinoculars are specialized tools designed to enhance awareness in urban environments. Instead of enhancing vision at a distance, infrabinoculars are able to pick up heat signatures through even thick or shielded walls, outlining life forms and other heat-emitting phenomena.

A character using infrabinoculars can see through up to two meters of wall, possibly allowing surveillance of a whole building at once. Walls made of dense materials or constructed to shield their interiors may impose one or more ■ on Perception checks to see inside, at the GM's discretion.

Some models of infrabinoculars can alternate between this infrared sensor package and a long-range view equivalent to that of electrobinoculars. This more advanced model is also listed in **Table 2-5: New Gear**, on page 50.

MICRODROID LISTENER

These tiny spiderlike automata are little more than mobile audio bugs, barely worth the name "droid." Characters must place and activate them like any other audio bug, hiding them behind furniture or in vents. However, once the microdroids are in place, they follow a set of pre-programmed instructions from their master, returning after a set period of time or upon detection of a specific keyword or audio cue. Because microdroids do not broadcast their surveillance data, they can be quite difficult to detect until they return.



Microdroid Listener

Planting this device without being noticed requires an **opposed Skulduggery versus Vigilance check**. Once in place, a character must make a **Daunting (◆◆◆◆) Vigilance check** to locate it even when she is specifically searching for one. The microdroid has no self-defense or evasive capabilities, although some manufacturers fit their models with a self-destruct in case of tampering.

TAGGECO PRIVACY-7 AUDIO CURTAIN

This is one of a wide range of products marketed to beings interested in privacy and discretion. The device comprises two matched rods covered in microemitters. Users can plant the rods onto nearly any horizontal surface in order to create a sound-dampening field between them. Multiple sets of the rods can fully enclose a conversation, or the user can place them at a physical gap, such as an open door or the entry to an enclosed booth at a tapcafé.

Characters attempting to listen in on a conversation which is being obscured by one or more audio curtains must make a **Hard (◆◆◆) Perception check** to understand anything being said. The GM can spend ☉ or ☽ to have the character misunderstand key words or phrases.

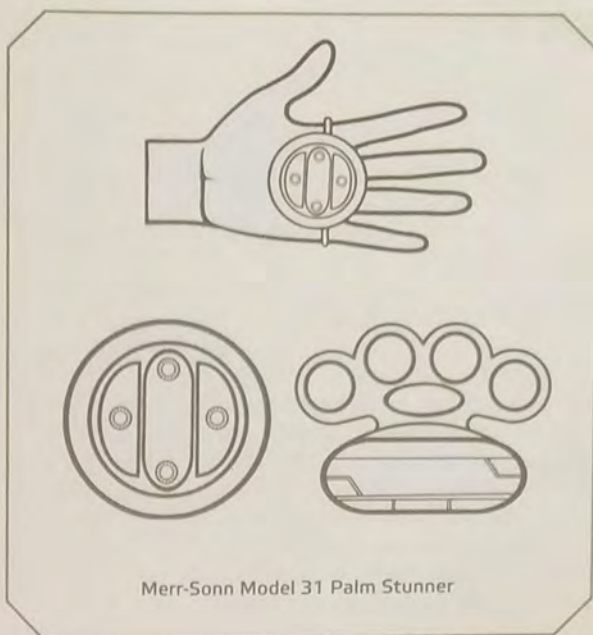
SECURITY EQUIPMENT

Sentinels often work in the shadows of their environments and in the gray areas of whatever situations they encounter. Devices to assist them in such dark places can make this burden a little easier to bear.

MERR-SONN MODEL 31 PALM STUNNER

This high-output stun weapon takes the form of a flat lens small enough to conceal in the palm of a hand. This compact construction, though, restricts its use in actual combat due to the limits of its power storage. Instead, the owners of these devices typically use them to incapacitate an unaware target with a careful application.

A character can use a palm stunner on an unaware target with an **opposed Skulduggery versus Resilience check**. A successful check automatically incapacitates a minion, or deals 17 damage to the strain threshold of a rival or nemesis. In addition, each ☼ on the Opposed Stealth check increases the damage dealt by 1.



Merr-Sonn Model 31 Palm Stunner

SCRAMBLE KEY

Breaking into a facility secured with an electronic lock usually requires a knowledgeable slicer, but the galactic underworld has invented myriad ways to perform the task in the absence of such personnel. Scramble keys, also called lottery keys or luckbreakers, are one such tool. Scramble keys interact with electronic locks that require a password or code input to open. Instead of providing or faking the legitimate entry code, scramble keys cycle through possible codes at incredible speeds, offering up a barrage of possible matches in fractions of a second.

The processing power is such that they are typically able to generate potential matches faster than they can input all of them. Some criminals claim it is possible to notice when a scramble key generates the correct code through faint tremors or buzzing in the device, even if the key has not yet input this code, and that they can adjust the controls to allow them to select the correct code for immediate input. This procedure can be less effective, but could save valuable time if the operator's hunch is correct. Many Force-sensitive users find they have a special knack for this approach and can intuitively select correct codes with ease.

A scramble key bypasses most simple electronic locks within five minutes of application. At the Game Master's discretion, more complicated locks may require additional time to crack or might trigger alarms at the brute force incursion. The user may attempt to speed up this process with a **Daunting (◆◆◆◆) Skulduggery check**, relying on pure intuition to select the correct code from those the scramble key generates. Success reduces the time needed to crack a common lock to a single minute, but failure immediately triggers any relevant alarms. Force-sensitive characters may make a Force power check as part of this check, adding either ☼ or ☽ for each ☉ generated.

TOOLS

Those in tune with urban environments understand the unique challenges of a city that others might overlook. With the proper tools in hand, though, Sentinels can be ready for anything from a simple power failure to city-wide collapse.

DISASTER RELIEF KIT

These compact containers for use in relief efforts when catastrophe strikes inhabited regions, from the largest cities to the most isolated villages. They contain basic ration packs capable of sustaining four individuals for up to a week, along with a limited selection of first aid essentials. Also inside is a rugged micro-generator fueled for a week's worth of operation, enough to power a lamp, miniature stove, water purifier, and other essential tools. Chemically treated duraplast casings surround the contents, sealing them against any contamination and waterproofing the interior. The cases can also double as water and food storage units, or even personal flotation devices in an emergency.

A single disaster relief kit can sustain the basic needs of four individuals of most known species for a week, or potentially up to ten days with careful rationing.

EMERGENCY REPAIR PATCH

Emergency repair patches are designed to be both portable and easy to use even in the midst of stressful combat situations. Typically they consist of a semi-flexible durasteel disk rimmed with auto-activating thermal welds. Some patches also contain an electrically inert inner insulation layer to protect against shortouts. Emergency repair patches can be quickly applied over a damaged portion of a droid's chassis, then quickly spot-welded into position, protecting the droid's interior safe from further damage and reinforcing the chassis's structural integrity.

An emergency repair patch is a one-use item that mechanics can use to patch small holes in items or vehicles, or more commonly to heal wounds in droids. It takes a maneuver for a character to use one on himself or another. Each patch automatically heals 3 wounds on a droid. This can be done five times in a day. The sixth patch heals no wounds, though, as the droid is so patched together that further patches would be useless. It takes a day for the droid's self repair diagnostics (or some actual repairs) to restore its body to enough functionality to be able to accept additional emergency patches. See page 227 of the **FORCE AND DESTINY** Core Rulebook for more information.

TABLE 2-5: NEW GEAR

Item	Price	Encum	Rarity
Drugs and Poisons			
Karrak Spice (1 dose)	(R) 80	0	1
Karrak Spice (100 dose cargo container)	(R) 6,400	5	2
Questioner-9 (1 dose)	(R) 300	0	1
Questioner-9 (100 cargo dose container)	(R) 24,000	5	2
Yaladai Spice (1 dose)	(R) 1,000	0	1
Yaladai Spice (100 cargo dose container)	(R) 80,000	5	2
Scanning and Surveillance Equipment			
Infrabinoculars	350	1	1
Infrabinoculars (with long-range sensors)	500	1	2
Microdroid Listener	(R) 1,500	0	1
TaggeCo Privacy-7 Audio Curtain	500	4	1
Security Equipment			
Palm Stunner	(R) 500	1	1
Scramble Key	(R) 750	1	2
Tools			
Disaster Relief Kit	250	2	2
Emergency Repair Patch	25	1	1
Foot Speeder	2,000	4	4
Repulsor Assist Unit	620	1	3
Urban Compass	125	1	1

FOOT SPEEDER

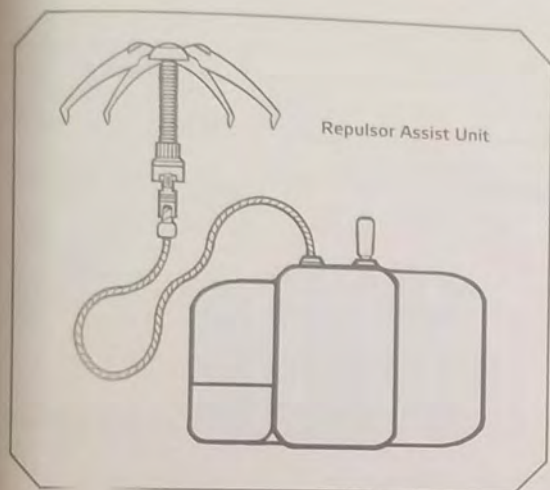
These curious contraptions combine the swiftness of a speeder car with an ease of storage and simple construction that makes keeping and maintaining them much less expensive than doing so for an actual vehicle. Foot speeders are constructed around a repulsorlift pad large enough for a single being to stand upon, with a steering vane extending up that doubles as a support for the occupant to hold onto.

A foot speeder allows a person to function as a **Singular** 1, Speed 1, Handling -1, System Strain Threshold 4 vehicle that can only operate in atmosphere, and requires **Planetary** to operate. It has a flight ceiling of five meters.

REPULSOR ASSIST UNIT

Some models of grappling hook and climbing harness rely on forces other than sheer muscle power for operation. Repulsor assist units use a miniaturized repulsorlift generator to make whatever they bear nearly weightless, be it a live user climbing a sheer wall, or a bale of cargo attached to the integrated hook via magnetic clamp and hauled up by retractable cables. A typical model is highly compact, consisting of a small metal case that stores both the wound-up cables and the lift generator, with a small hook or magnetic clamp clipped to the side.

A character using a repulsor assist unit reduces the difficulty to climb by 2 (to a minimum of 0). A repulsor assist unit can also be attached to a cargo to reduce the encumbrance value of the cargo by 7.



URBAN COMPASS

While constructed around common datapads, urban compasses are more specialized tools. These compasses are equipped with a network of miniaturized sensors and data transmitters that connect to any actively broadcasting frequencies to collect information about the position of the user, possible routes to the user's destination, local conditions, and other information relevant to navigating a large city.

Individuals using an urban compass to find their way around a city remove ■■ from checks due to unfamiliarity with the city, traffic, or other avoidable travel hazards. Additionally, an urban compass can turn up information on local establishments and customs, granting □ to checks to find information about the city's operation, various landmarks of note, and businesses of all types.

LIGHTSABER ATTACHMENTS

Whether tinkering in the back of a junkyard workshop in a major city or forced into new modes to disguise illicit weapons, finding a way to modify a lightsaber rarely fails to pay off. Sentinels, in particular, are fond of the unexpected edge they gain from unique enhancements to their weapon.

DAMPING EMITTER

Careful modifications to the power cells and blade emitter allow the owner of a lightsaber to add a stun setting of sorts, drawing on the power of a normal lightsaber crystal, but with less intensity than is normally used. A damped lightsaber can still inflict serious injuries, however, as the emitter can only limit the power of a heavily modified crystal so much.

Models Include: None; users must custom-make each lightsaber attachment.

Base Modifiers: As a maneuver, the wielder of the lightsaber may adjust the device to deal Stun damage. While the lightsaber is set to deal Stun damage, it decreases the damage it deals by 2, increases its critical rating by 1, and loses the Breach quality. Adjusting the lightsaber to normal settings requires another maneuver.

Modification Options: 2 Stun Damage + 1 Mods.

Hard Points Required: 1

Price: 2,000 credits.

OVERCHARGED POWER CELL

Lightsabers are exceptionally efficient weapons, able to run nearly forever off a single basic power cell, thanks to the remarkable focus of the kyber crystal installed within and the contained energy loop of the blade. As such, tampering with a lightsaber's power cell and adjusting its output usually does more harm than good, as it upsets the balance of a near-perfect system. Those who know what they are doing can sometimes overcharge the power cell of a lightsaber to increase the power of the blade, but these changes make the power cell volatile, prone to causing unpredictable fluctuations in the lightsaber's effects. When installed correctly, the effect of an overcharged power cell is more often beneficial than it is a hindrance, but the mere possibility of the blade dimming at the wrong moment dissuades some tinkers from taking the risk.

Models Include: None; users must custom-make each lightsaber attachment.

Base Modifiers: The wielder of this lightsaber can spend ☉ on a combat check to increase the damage dealt by 1, and the GM can spend ☉☉ to decrease the damage dealt by 1.

Modification Options: None.

Hard Points Required: 1.

Price: 500 credits.

TABLE 2-6: LIGHTSABER ATTACHMENTS

Attachment	Price	Encumbrance	HP Required	Rarity
Damping Emitter	2,000	—	1	1
Overcharged Power Cell	500	—	1	6
Pistol Hilt	750	—	2	5
Reflex Grip	4,000	—	2	8
Shien Reverse Grip Customization	100	—	1	6

PISTOL HILT

While the Jedi of old disdained blasters, modern Force users often need every advantage they can get. By adding a customized secondary emitter to a lightsaber hilt, the wielder can release the energies of her weapon at a distance in a manner similar to that of a blaster bolt. Without the focused field produced by a traditional lightsaber emitter, the beam rapidly loses coherency and stopping power, producing only a short-range stun bolt. A lightsaber used in this manner, though, might not even be recognized for what it is, appearing to be an unusual or custom model of pistol instead of one of the legendary weapons of the Jedi. This additional layer of cover could mean as much protection as the new capabilities of the weapon.

The user must spend a maneuver to switch from one weapon mode to the other (lightsaber function to pistol function, for example).

Models Include: None, users must custom-make each lightsaber attachment.

Base Modifiers: When the lightsaber is not ignited, the wielder may fire the pistol using the following profile: (Ranged [Light], Damage 6; Critical 3; Range [Short], Stun Damage)

Modification Options: None.

Hard Points Required: 2.

Price: 750 credits.

REFLEX GRIP

Through a delicate system of motion sensors and miniaturized motors built into a lightsaber hilt, a craftsperson can alter the lightsaber to respond to adjustments in grip and position with greater responsiveness. The split-second edge granted by this system allows a combatant to more easily parry an opponent's decisive stroke or block each of a hail of blaster bolts. Controlling the system and keeping it from overreacting to minute or inadvertent motions can be difficult to master, but the defensive advantage of a reflex grip can be worth the extra practice.

Models Include: None, users must custom-make each lightsaber attachment.

Base Modifiers: When a character uses the Parry or Reflect incidentals with a lightsaber that has a reflex grip installed, the character suffers 1 additional strain, but counts her ranks in Parry and Reflect as 1 higher.

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



Hard Points Required: 2

Price: 4,000 credits

SHIEN REVERSE GRIP CUSTOMIZATION

Practitioners of Form V sometimes use a reverse grip on their lightsabers to assist in many of the techniques common to that form. Through a few careful adjustments to the grip and balance of their lightsabers, these practitioners can make the weapons more suited to wielding in this manner, although the modifications make using a traditional grip somewhat unwieldy in the process.

Models Include: None; users must custom-make each lightsaber attachment.

Base Modifiers: The wielder adds  to all Lightsaber (Cunning) checks made with this lightsaber, but adds  to all other Lightsaber checks.

Modification Options: None.

Hard Points Required: 1

Price: 100 credits.

LIGHTSABER CRYSTALS

No matter what modifications might be made to it, the heart of every lightsaber is still in its kyber crystal. Even though they are primarily known as urban avengers, Sentinels still go on quests for their crystal with the same passion that drives their crusades against injustice.

ETAAN CRYSTAL

These unusual kyber crystals form in the deep caverns of the Mid Rim world of Etai. Given that the crystals rarely form at fewer than five hundred meters below the surface, and usually at over twice that depth, the formations can be extremely difficult to locate. However, the raw crystals echo any nearby sound with a humming resonance, guiding searchers who draw near.

Harvested etaan crystals retain this resonant property, causing the activated blades of lightsabers using them to thrum in harmony with the motions of the blade, and to chime at nearby sounds. The blades respond especially spectacularly to a clash with another lightsaber or a blaster bolt, emitting a near-deafening crack and a bright flare of energies. A clash of blades involving etaan crystals usually results in the lightsabers being forced apart, but reflected blaster bolts draw in the resonant energies from the reaction and intensify on their new trajectory.

TABLE 2-7: LIGHTSABER CRYSTALS

Attachment	Price	Encumbrance	HP Required	Rarity
Etaan Crystal	(R) 12,000	-	1	9
Ghostfire Crystal	(R) 14,000	-	1	9

Base Modifiers: Installing this crystal changes a lightsaber's base damage to 6 and critical rating to 2, and the lightsaber gains the Breach 1 and Sunder weapon qualities. If the crystal is ever removed, the lightsaber loses these qualities and reverts to its previous base damage and critical rating. In addition, while the Etaan crystal is installed in the lightsaber, if the character wielding the lightsaber uses the Improved Reflect talent to inflict an automatic hit, increase the damage dealt by that hit by 2.

Modification Options: 1 Item Quality (Vicious +1) Mod, 2 Damage +1 Mods, 1 Decrease the weapon's critical rating by 1 to a minimum of 1 Mod, 1 Innate Talent (Parry) Mod, 1 Innate Talent (Reflect) Mod.

Hard Points Required: 1

Price: (R) 12,000 credits.

GHOSTFIRE CRYSTAL

These kyber crystals grow in nearly invisible formations on a handful of far-flung Outer Rim worlds. Their precarious spires of entirely transparent stones rise from rocky foundations. They are typically found at the peaks of mountains,

when they can be located at all. Finders can use ghostfire crystals to construct a lightsaber with a blade as difficult to detect as the spire from which they harvested the crystal. Lightsabers with ghostfire crystals at their core produce almost no sound whatsoever, and the blades are dim and translucent compared to the incandescent fire of other lightsabers. Most curious of all are the illusory afterimages of the blades that follow the wielders' motions, disorienting foes and disguising the true position of their blades.

Base Modifiers: Installing this crystal changes a lightsaber's base damage to 6 and critical rating to 2, and the lightsaber gains the Breach 1 and Sunder weapon qualities. If the crystal is ever removed, the lightsaber loses these qualities and reverts to its previous base damage and critical rating. In addition, while the ghostfire crystal is installed in the lightsaber, the wielder may spend ☉☉☉☉ or ☉ to prevent the target from using the Parry talent to reduce damage from this attack.

Modification Options: 2 Item Quality (Defensive +1) Mods, 2 Damage +1 Mods

Hard Points Required: 1

Price: (R) 14,000 credits.

PODRACERS AND PODRACING

Podracing is one of the most exciting, and dangerous, sports in the galaxy. Driving custom-built racing land-speeders that are little more than airspeeder or starfighter engines with saddles strapped to them, Podracer pilots put their lives on the line every time they race. They scream down straightaways and weave through deadly obstacles with little regard for personal safety. Crashes—often fatal, always spectacular—are common and are one of the biggest draws for the crowds. The Podracers themselves are large, screaming, visceral machines that buck and spit and howl like beasts at full throttle. It is a sport of dust and adrenaline and steel and blood. This sport is particularly popular in the Outer Rim, where its ingrained, do-it-yourself nature and outlaw credentials appeal to many of that region's citizens.

Very little is known about the ancient history of Podracing. The origins of the sport are hazy at best, and seem to have roots in truly ancient styles of racing involving beast-drawn carts. There is no definitive first race or first Podracer, although many historians have tried to find them. Similar sports have existed throughout the galaxy at various points for millennia. There are mentions of something like it during the early days of the Republic, and records held in deep vaults at Czerka Arms HQ list at least one set of engines called the "Firestorm" for use in "High-speed Pod-Racing."

Modern Podracing, the kind practiced for the past century or so, was developed on Malastare by a mechanic and race promoter named Gustab Wenbus. It was he who standardized the Podracer configuration—a small repulsorlift cockpit driven by pairs of massive turbine, ion, or rocket motors linked by plasma energy binders and connected to the Podracer cockpit by flexible control cables—and who set up the first modern-style Podracing circuits. The first vehicles used in Podracing were rickety, slapdash affairs cobbled together from scavenged parts and military surplus engines. They were loud, smoky, tremendously unsafe, and incredibly exciting. Rules in the first races were simple: build a racer, make it as fast as possible, and race it. The first one to cross the finish line—or the last racer surviving—took home the prize. Prizes were usually parts or credits, but in some races, particularly one-on-one prestige races, the winner took home the loser's Podracer as well.

As the sport grew, a unique culture grew up around Podracing. Racers were seen as swaggering outlaws who spat in the face of death. They had a rugged, self-made aura about them that recalled an earlier, more visceral time of history. They were expert mechanics and engineers as well as pilots, or so most people believed, and their machines were as famous as the racers themselves.

During the final years of the Republic, Podracing was wildly popular, with hundreds of thousands of race circuits scattered across the galaxy. Podracer pilots were some of the most popular and adored athletes, and their races were broadcast throughout all the known regions. All of this popularity, all the sponsorships and acclaim and huge cash prizes, came to an abrupt halt with the rise of the Galactic Empire.

Podracing was always considered primarily a non-human sport, and one that was seen as dangerous and practiced only by scoundrels. Imperial law enforcement clamped down extremely hard on it. Racers were arrested or disappeared, while vehicles, equipment, and facilities were seized and auctioned off, and race series were permanently shuttered. Imperial agents pursued Podracing and Podracer pilots with extreme prejudice, and within a few years were successful in nearly wiping the sport completely out. All of the Imperials' efforts could not completely end Podracing, however.

As the noose closed around the more public racers and racing series, the survivors returned to Podracing's roots and went underground. Today, Podracing is still highly illegal, but it is more popular than ever. Underground racing series litter the Outer Rim and Unknown Territories. They are constantly hunted by Imperial agents, but when one is shut down, two more inevitably pop up in its place. The racers themselves still have that aura of invincibility, danger, and excitement, an aura that is enhanced by the constant threat of Imperial discovery. The modern Podracing scene has recovered somewhat since the initial crackdown. New teams have arisen to dominate the more aboveboard races, while independent and "outlaw" series races happen at small circuits on backwoods planets all the time.

FACTORY CUSTOMS

Until recently, every Podracer built to race in the galaxy's various racing series was unique. Each one was a highly customized, highly personal vehicle assembled from hand-picked parts by knowledgeable and obsessive Podracer builders. These builders would scour every scrapyards and ship-breaking yard in the galaxy to find that one obscure, vanishingly rare part that might give them the edge over their competition. Radically styled Podracers fitted with outrageously powerful engines and bleeding edge avionics would appear and disappear in an instant as race organizers tightened rules and outlawed specific technologies in an effort to homogenize their series. It was a futile effort, however. Racers stayed one step ahead of regulations, and the ingenuity and general authority issues within the Podracing community made life extremely difficult for organizers.

The custom, do-it-yourself nature of Podracers was not lost on big starship and vehicle manufacturers like Czerka, Incom, and Galactic Power Engineering. These companies, producers of starship engines, avionics, and control systems, saw that their products were being used to produce one-off racing vehicles and decided that they wanted a larger cut of the action. To that end, many companies released prefabricated Podracers that quickly became known as "factory customs" in the Podracing scene. These racers featured highly-tuned versions of engines that builders were already purchasing or scrounging mated to proprietary Podracer cockpits packed

THE NATURE OF A RACER

Podracer pilots are a breed apart. They have a reputation as gutsy, dashing thrill seekers who push the envelope, gleefully risking life and limb for a little excitement and a handful of credits. They are also nearly all non-humans. The demands of piloting a Podracer are such that the human frame cannot endure it. Podracers need lightning fast reflexes, quick minds, bodies that can withstand inordinate amounts of abuse and if at all possible, at least one extra set of limbs. Very few humans have ever competed at the highest levels of Podracing, and only one, Anakin Skywalker, ever won a race.

with the companies' best civilian grade systems. They were sold at a tremendous markup and were billed as race ready with no further modifications needed.

Factory custom Podracers were an instant success. They provided an entry point for cash-strapped Podracing teams, offering ready-built and highly competitive vehicles complete with readily available parts and factory support. This was a far cry from the scrounging and creative fabrication of previous generations of Podracers, and many of the old guard looked on the factory customs with derision. The old guard saw the newly introduced factory customs as a betrayal of the spirit of Podracing, and as a crutch for teams and pilots who weren't good enough or rich enough to build their own racers.

Despite the scorn heaped on them by old school racers, factory customs have become wildly popular in the galaxy's many Podracing circuits. Indeed, many racing series have grown up around specific models and feature rules regulating permitted modifications and trim. For example, the Zalpertine Cup series on Korriban IV is a racing series for Czerka's CR-17 Incendia Podracers. These vehicles are limited to speed, safety, and cosmetic modifications, and the races focus more on pilot skill and daring than on advanced technology or trick fabrication.

BT310 QUADRA

Balta Trabaat's fearsome BT310 is one of the fastest and most dangerous, factory custom Podracers on the market. Targeted toward experienced or particularly daring Podracer pilots, the BT310 was largely designed for straight-line speed, with little consideration given to maneuverability or stability. Equipped with four massive T-990 Mk II afterburning turbofans, the Quadra—as the BT310 is also known—is an imposing sight on a race circuit. The four engines are bound with a crackling, X-shaped energy binder, and they make a tremendous screeching racket when active. Every thing about the Quadra is designed to overpower its senses, both of the pilot and of any spectators, and to awe with sound, fury, and speed.

The downside to all of this power is that, despite a remarkably sophisticated handling and avionics suite, the Quadra is difficult to fly and nearly impossible to handle on highly technical or obstacle-filled tracks. The thrust of the engines

simply overpowers the flight controls, and it is said that only those species with four or more arms can really wring all of the racer's potential out of it. In fact, the cockpit itself is optimized for multilimbed species, with a control and instrument layout that suggests a need for at least four arms to properly pilot the vehicle.

3	6	-2	0	-	-	0	0
SILHOUETTE	SPEED	HANDLING	DEF. FORCE/PORT/STARBOARD/AFT			ARMOR	
			HT THRESHOLD			SS THRESHOLD	
			4			5	

Vehicle Type/Model: Podracer/BT310 Quadra.
Manufacturer: Balta-Trabaat.
Maximum Altitude: 50 meters.
Sensor Range: Close.
Crew: One pilot.
Encumbrance Capacity: 1.
Passenger Capacity: 0.
Price/Rarity: 14,200 credits/8.
Customization Hard Points: 2.
Weapons: None.

COLLOR PONDRAT PLUG-F MAMMOTH

The massive, intimidating Plug-F Mammoth is a triumph of thrust over aerodynamics. Produced by Collor Pondrat, the Mammoth was one of the first factory customs built. Marketed to wealthy, professional Podracing teams, the heart of the Plug-F is the huge Split-X chem-boosted turbojet engine system. These are among the fastest, most powerful airbreathing turbine engines used in Podracing. They are also, perhaps, the most fragile and dangerous to run, thanks to their extremely volatile tradium fuel. Using a patented quold tunium pressurization system and mixed with an ionized injectrine booster, the Split-X features performance capabilities well beyond anything else in its class. Unfortunately, the tradium fuel is so caustic and prone to spontaneous combustion that the engines wear out quickly, and they must be torn completely down and rebuilt more often than other comparable engines.

Control and avionics are provided by a licensed Incom Mk IV Starweaver flight control suite, typically found on combat airspeeders. Equipped with a comprehensive system of maneuvering jets and advanced variable control surfaces, the Mammoth is remarkably easy to fly. It has been on the market for years now, and until recently has maintained a spot in the top five best-selling factory customs. Only in the past few years has the Mammoth been overtaken in popularity and sales—by Collor Pondrat's new Plug-2 Behemoth and Plug-G Gargantua models.

3	5	-1	0	-	-	0	0
SILHOUETTE	SPEED	HANDLING	DEF. FORCE/PORT/STARBOARD/AFT			ARMOR	
			HT THRESHOLD			SS THRESHOLD	
			6			9	

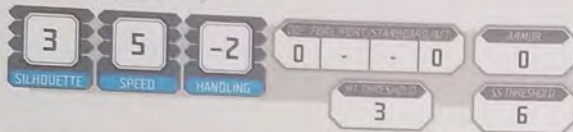
Vehicle Type/Model: Podracer/Plug-F Mammoth.
Manufacturer: Collor Pondrat.
Maximum Altitude: 60 meters.
Sensor Range: Close.
Crew: One pilot.
Encumbrance Capacity: 1.
Passenger Capacity: 0.
Price/Rarity: 15,600 credits/8.
Customization Hard Points: 3.
Weapons: None.



CR-17 INCENDIA III

The new Incendia III is Czerka's latest entry in the competitive factory custom Podracer market. It is the Podracer pilot's Podracer: light, fast, and simple, with plenty of style and power to spare. Thrust is provided by a pair of Czerka CK-H.2 liquid-injected turbofan engines, usually found on high-performance combat airspeeders. A combination of small attitude jets and variable control surfaces provides decent high-speed handling, but the Incendia suffers at lower speeds due to the heaviness of the CK-H.2 engines. The cockpit is one of the most basic offered on a factory custom Podracer. It consists of little more than an acceleration seat with harness, a rudimentary instrument panel, a HOTAS control setup sourced from Czerka's Marauder racing swoop, and a single-coil repulsorlift generator. No concessions for pilot comfort were designed into the Incendia's Podracer, and it possesses only the most basic safety features.

The Incendia is among the cheaper factory customs on the market today. It is marketed squarely to budget-minded racing teams and cash-strapped racers just starting their careers. Despite its reputation as a "starter" Podracer, the Incendia has a broad following in the galactic Podracing scene, especially among those racers who appreciate its simplicity and purity.

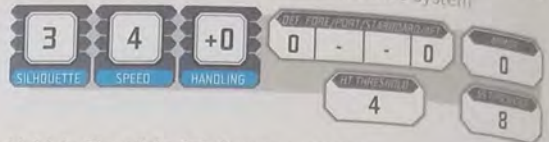


Vehicle Type/Model: Podracer/CR-17 Incendia III
Manufacturer: Czerka Arms
Maximum Altitude: 30 meters
Sensor Range: Close
Crew: One pilot
Encumbrance Capacity: 1
Passenger Capacity: 0
Price/Rarity: 11,000 credits/5
Customization Hard Points: 4
Weapons: None

FG 8T8-T

Perhaps the most unique and visually striking Podracer currently on the market, the 8T8 is a technological wonder in the world of Podracing. It is produced by Farwan & Glott, a small, boutique producer of Podracers and high-performance Podracer parts. The 8T8, also known as the Twin Block2 Special, is a remarkably agile, maneuverability-focused Podracer powered by a pair of LGN-19 Magna-Pulse ion drives designed for use in starfighters and patrol boats. Instead of having the engines mounted in free-floating nacelles connected to the cockpit by control cables, the Twin Block2's engines are hard-mounted directly to the Podracer cockpit via a pair of short, reinforced, fully faired spars. This places the engines aft of the pilot, giving the vehicle a more traditional airspeeder appearance. While a radical configuration for a Podracer, the hard-mounted nacelles give the 8T8 better control thanks to the stiffer hull offering a stable platform for the engines.

The Twin Block2's cockpit is another oddity in Podracer construction. It features a more aerodynamic shape and a fully enclosed pilot's compartment with advanced safety and control features. It even has a factory-equipped ejection system, an almost unheard-of luxury in Podracing circles. These features—and its advanced handling and braking system—increase pilot safety and comfort at the cost of speed and acceleration. Despite all of its technical advances, and the nearly unmatched power of its ion engines, the 8T8 is among the slowest of the current crop of factory customs, due to its weight and its overbearing pilot assistance system.



Vehicle Type/Model: Podracer/8T8-T
Manufacturer: Farwan & Glott
Maximum Altitude: 45 meters
Sensor Range: Close
Crew: One pilot
Encumbrance Capacity: 2
Passenger Capacity: 0
Price/Rarity: 16,200 credits/7
Customization Hard Points: 2
Weapons: None

ADDITIONAL RULES

Integrated Ejection System: The 8T8 comes with an integrated ejection system (see page 58) which is included in the Podracer's price.

GPE-3130

Galactic Power Engineering's 3130-series factory custom is one of the stranger Podracers currently on the market. Designed for straight-line speed and little else, the 3130 is powered by a pair of GPE ThrustMaster 9000 aerospike rocket engines augmented by a pair of smaller ramjet engines on nacelle-mounted outriggers. The aerospike engines provide primary thrust, while the ramjets provide short bursts of boost and power the multitude of attitude jets scattered around the racer's hull. It is an awkward-looking vehicle with its flat-nosed, wedge-shaped engines and almost comical smaller outrigger-mounted ramjets, but its looks are deceiving. The 3130 is an absolute terror on open, high-speed tracks with long straightaways and broad, gentle curves.

Despite its blistering speed and an aggressive marketing campaign by GPE, the 3130 is relatively unpopular. The rocket engines are maintenance hogs that burn an extremely volatile fuel that detonates at the slightest provocation. The raw speed and the power control curve of the engines make the 3130 incredibly hard to control, especially in sharp turns and tight spaces, and the attitude thrusters do little more than make noise. The cockpit is uncomfortable, and the control layout is an unintuitive mess seemingly designed to keep the important details of the racer's operation—altitude, airspeed, and so on—a secret from the pilot. It is swift and affordable, however, being among the fastest and least expensive of the current factory customs, and a number of smaller racing teams field them for just those reasons.

SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT	DEF. STARBORD/AFT	ARMOR
3	6	-3	0	0	0
			HT THRESHOLD	SS THRESHOLD	
			3	4	

Vehicle Type/Model: Podracer/GPE-3130.
Manufacturer: Galactic Power Engineering.
Maximum Altitude: 50 meters.
Sensor Range: Close.
Crew: One pilot.
Encumbrance Capacity: 1.
Passenger Capacity: 0.
Price/Rarity: 11,500 credits/6.
Customization Hard Points: 3.
Weapons: None.

KV 9T9-B WASP

Keizar-Volvec, a producer of speeder and starship systems headquartered on the Outer Rim world of Temako, has a reputation for producing well-made, sturdy, and woefully bland products that perform well but are otherwise unexciting. Its first foray into the Podracer factory custom market, the 9T9-B Wasp, more than lives up to this reputation for mediocrity. Also known as the Voltec KT9 Wasp amongst serious racing enthusiasts, it is a competent, well-designed racer that is neither the fastest nor the most agile in its class. Aggressively average, this Podracer sits squarely in the middle of its contemporaries, offering a good, solid racer with few advanced features at a competitive price. It is powered by a pair of huge KVT Series 400 high-thrust fanjets mounted to a small but well-equipped Podracer cockpit by the usual control cables. The engines provide ample thrust and are equipped with a sophisticated control system that allows the pilot to fine-tune their output on the fly.

Despite its—perhaps unfair—reputation as a staid and boring Podracer for pilots at the end of their career, the 9T9-B does offer one rare and highly sought-after feature—its reliability. The Wasp is an amazingly dependable and user-friendly Podracer. It is easy to maintain and has a deep and varied aftermarket of performance modifications. In addition, the vehicle was designed around a modular hull and can be modified further than most racers in its class. Boring or not, it has a strong and active fan base in the Podracing community, and a number of Wasp-centric racing series have sprung up as a testament to its surprising popularity.

SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT	DEF. STARBORD/AFT	ARMOR
3	5	-1	0	0	0
			HT THRESHOLD	SS THRESHOLD	
			4	7	

Vehicle Type/Model: Podracer/9T9 Wasp.
Manufacturer: Keizar-Volvec.
Maximum Altitude: 40 meters.
Sensor Range: Close.
Crew: One pilot.
Encumbrance Capacity: 2.
Passenger Capacity: 0.
Price/Rarity: 13,450 credits/5.
Customization Hard Points: 4.
Weapons: None.

ADDITIONAL RULES

Easy to Maintain: Decrease the difficulty of checks to repair or perform other maintenance on the 9T9-B by 1.



PODRACER MODIFICATIONS

Podracer pilots and Podracer mechanics are inveterate modifiers, constantly on the lookout for new ways to squeeze even more performance from already overtaxed systems. While many teams still scavenge through scrapyards and surplus auctions for parts—particularly those which are either hidebound traditionalists or too new and poor to afford better—a thriving aftermarket for Podracer parts has sprung up wherever the sport is popular. Companies like Aratech, Czerka, Incom, and Fabritech sell numerous systems for Podracers, many of them detuned and renamed civilian versions of their military-grade products. In addition, boutique companies like Collor Pondrat and Galactic Power Engineering have sprung up to provide bespoke Podracer parts for discerning pilots, mechanics, and team owners.

The following mods may only be installed on Podracers.

COLLISION AVOIDANCE SYSTEM

Due to their speed and the primitive nature of their handling systems, Podracers are notoriously difficult to control. While a Podracer is blindingly fast in a straight line, getting one around corners with any accuracy or reliability is almost impossible, making crashes a common sight at races. As a result, many pilots equip their Podracers with collision avoidance systems to reduce the risk of crashes. While common, collision avoidance systems are often barred from use in race series and are frowned upon by veteran racers, who consider them "electronic nannies."

Models Include: Aratech 8pz-X Constant Active Array, Fabritech "Co-Pilot" Adaptive Anti-Collision System, SoroSuub LX-19 Automatic Spot Thrusters.

Base Modifiers: Reduce Podracer's silhouette by 1 for purposes of determining the difficulty of Piloting checks.

Modification Options: None.

Hard Points Required: 1.

Price: 2,200 credits.

EJECTION SYSTEM

This is a simple pilot's ejection seat, commonly found in starfighters and combat airspeeders. When activated, either by the pilot or by a dead man's switch should the pilot becomes incapacitated, the seat and pilot are launched from the Podracer's cockpit by small, high-output, single-use ion engines. Once the seat reaches a pre-set altitude, it deploys a parachute or activates a small repulsorlift generator, which returns the pilot swiftly and, generally, safely to the ground. Few Podracer pilots equip their vehicles with ejection systems, however, as most consider the added weight and complexity of the systems not worth the small gain in safety.

Models Include: Incom ACE Ejection Seat, Koensayr Np-K36 Ejection Seat, Siemar Fleet Systems Mk GT8 Deluxe Ejection Pod.

Base Modifiers: Equips a Podracer with an ejection system as described on page 233 of the **FORCE AND DESTINY** Core Rulebook. To eject, a pilot makes an **Average (◆◆) Piloting**

(Planetary) check as an out of turn incidental in response to her Podracer being destroyed. On a successful check, the pilot is ejected from the crashing vehicle unharmed. On a failed check, the pilot suffers a number of strain equal to the vehicle's speed at the time of the crash, plus 1 Critical Injury. Game Masters can spend ☉ ☉ or ☹ to deal wounds instead of strain.

Modification Options: None.

Hard Points Required: 1.

Price: 400 credits.

ENGINE BOOSTING SYSTEM

There are as many ways of boosting the output of a Podracer's engine as there are engines themselves. Afterburners, volatile chemical injectors, overpressure feeders, electromagnetic wave-pulse generators, even arcane mixtures of highly reactive and dangerous fuels are all used to provide extra thrust from an engine. While these add-on systems do increase an engine's output, often dramatically so, they have a tendency its operational life and require extra maintenance to keep the engine operational and at peak performance.

Models Include: Bepin Motors LK Model Afterburner Array, Slayn & Korpil Surgine-Series Fuel Accelerant System, SoroSuub RR-51 Chem-Injector Suite.

Base Modifiers: Increases the Podracer's speed by 1 (to a maximum of 6) and reduces its system strain threshold by 1.

Modification Options: None.

Hard Points Required: 2.

Price: 1,100 credits.

FOREIGN DEBRIS EJECTOR

Podracing attracts a wide range of pilots, from those who delight in testing their skill against fellow speed enthusiasts to those who are only interested in winning, no matter what it takes. For the latter, one method is not to boost their own vehicle's performance but instead to hamper their opponents' Podracers. Using concealed compartments (known more informally as "dirty tricks kits"), pilots can release small nails, reactive chemicals, or other debris designed to foul the engines of a trailing vehicle, slowing it down or even knocking it out of the running. Though illegal, when used out of the sight of officials these compartments can decide the fate of many a race.

Models Include: Various (pilots and their crew typically craft them secretly).

Base Modifiers: Equips the Podracer with an alt-mounted compartment filled with hazardous debris. The compartment can be activated as a maneuver to eject the debris into the air. If there is a Podracer within close range and directly behind the vehicle, that Podracer's pilot must make a **Hard (◆◆◆) Piloting (Planetary) check** to avoid the ejected debris. Failure reduces the target Podracer's speed by 1 for 2 rounds, plus 1 additional round for each ☉ ☉ ☉ or ☹ can be spent to inflict a Critical Hit on the targeted vehicle. Once used, this modification cannot be used again until the next race.

Modification Options: None.

Hard Points Required: 1.

Price: 900 credits.

TABLE 2-8: PODRACER MODIFICATIONS

Attachment	Price	Rarity	HP
Collision Avoidance System	2,200	6	1
Ejection System	400	4	1
Engine Bursting System	1,100	5	1
Foreign Debris Ejector	900	3	1
Handling Upgrades	4,000	6	1
High-Output Repulsor Coils	4,500	3	2
Reinforced Engine Cowlings	2,500	3	1
Shield Generator	4,200	4	1

HANDLING UPGRADES

Podracer handling upgrades encompass a wide array of systems and technologies designed to make Podracers easier to pilot. These upgrades can be tiny, variable pitch jets and movable repulsor fields to brute force counterweights that slide into special compartments to counteract inertia. While such upgrades do increase a Podracer's handling capabilities, no amount of modification is likely to make the exceedingly fast and fragile race vehicles easy enough to handle for a human to pilot.

Models Include: Incom ETX Mk I Etheric Rudder, Slayn & Korpil Vitus-Series Attitude Thrusters, Bepin Motors Pin-Point II Targeted Repulsor Generator.

Base Modifiers: Increases a Podracer's handling by 1.

Modification Options: 2 Increase a Podracer's handling by 1 Mods.

Hard Points Required: 1

Price: 4,000 credits.

HIGH-OUTPUT REPULSOR COILS

Basic Podracer cockpits come equipped with low-output repulsor coils of the kind typically found on repulsorsleds and speeder trucks. Considered a secondary system at best, and really only equipped to keep the Podracer at altitude when standing still or at low speeds, a racer's repulsor coils are rarely given a second thought. Savvy racers, or veterans with years of racing and building experience under their belts, know that a good repulsorlift engine can often mean the difference between first and last place, or finishing or crashing. Upgraded repulsor coils increase a Podracer's maximum altitude, allowing it to clear obstacles more easily and even hop over lower-flying opponents.

Models Include: Incom TX-2, Bepin Motors Ponrez/Arc Repulsorlift, Karydee KD49 Drive Unit.

Base Modifiers: Increase Podracer's maximum altitude by 50 meters.

Modification Options: 3 Increase Podracer's maximum altitude by 50 meters Mods.

Hard Points Required: 2

Price: 4,500 credits.

REINFORCED ENGINE COWLINGS

Part of the thrill of Podracing is the near-certainty of collisions; for many enthusiasts, a good race is measured by how many crashes occurred, not how fast the winner ran the circuit. Given the nature of these races, many pilots view it as foregone that they will be involved in collisions, no matter what efforts they might take to avoid them. This leads to some adopting reinforced plating for their engines, the better to withstand "accidental" impacts as they occur during a race.

More tactically-minded pilots take this even further, adding ridges, struts, and vanes designed to appear ornamental or to aid in aerodynamics, but instead intended to cushion impacts when their vehicle rams into another. That those pilots who are frequently involved in collisions and still manage to cheat death race after race garner large amounts of fame (and credits) certainly has a strong bearing on other pilots' decision to adopt such modifications and alter their racing tactics accordingly.

Models Include: Various models.

Base Modifiers: Reduces the Critical Hit result the vehicle suffers in a collision (see page 248 of the **FORCE AND DESTINY** Core Rulebook) by 20.

Modification Options: 1 Reduce the Critical Hit result the vehicle suffers in a collision by 20 Mod.

Hard Points Required: 1

Price: 2,500 credits.

SHIELD GENERATOR

Most Podracers, whether custom-built racers or one of the many factory customs, mount a small, low-output shield generator in the cockpit. These shield generators are thin and cover primarily the very front. They only protect the driver, and only from exhaust wash from the engines and from debris kicked up from the track surface or flung at the racer by spectators (or other racers). They provide no protection to the vehicle itself and are generally worthless in the event of a crash or other catastrophic event.

Some racers, though, value personal safety over tradition, running powerful, full-spectrum shield generators that protect the entire vehicle. These are usually built specifically for Podracing and are tuned for the kinds of environments typically found on Podrace courses. Racing teams that are too poor or too old-fashioned to use factory-built generators still use salvaged units pulled from wrecked starfighters or emplacement shield generators.

Models Include: Novaldex GA21 Shield Generator, Chempat CED8089Y Shields, Keizar-Volvec Mk VIII Safety Shield, BGRE "Bug Smasher" Shield.

Base Modifiers: Grants the Podracer defense 1 in its forward defensive arc.

Modification Options: 1 One additional point of defense to one defense zone of choice Mod.

Hard Points Required: 1

Price: 4,200 credits.

TABLE 2-9: PODRACER STANDARD PARTS

Attachment	Price	Encumbrance	HP Required	Rarity
Podracer Control Cables	1,000	3	1	2
Podracer Engine	4,000	10	2	5
Podracer Cockpit	2,000	6	-	6

PODRACER STANDARD PARTS

While factory customs are all well and good, more tradition-minded Podracer pilots build their machines from the ground up. The same companies that produce the controversial factory customs—such as Czerka, Collor Pondrat, and Galactic Power Engineering—also produce the basic components for custom building Podracers. To build a Podracer, a builder must buy only three basic parts: a cockpit, engines, and control cables. Once these are all fitted together (a relatively straightforward affair, as such parts are designed for ease of assembly), the racer and her mechanics can set to work fine-tuning the machine to fit the racer's particular needs and racing style.

PODRACER CONTROL CABLES

If Podracing evolved from ancient beast-drawn chariot and cart racing, as many historians suppose, then control cables are analogous to a set of reins. These long, flexible durasteel cables tether a Podracer's powerful engines to its cockpit. Along with keeping the engines and the cockpit connected, they also house the wiring that connects the controls to the engines. Steelton produces most Podracer control cables, but smaller companies have cropped up lately in an attempt to take away some of its market share.

Nearly all Podracers use control cables; only a few small-production outliers, such as the FG 8T8-T and a handful of one-offs and prototypes, mount the engines directly to the cockpit via spars. Control cables are the most fragile part of a Podracer, as even the stoutest set can be snapped or sliced through. A Podracer who loses her control cables through accident or sabotage loses control over her vehicle and must either eject or ride the cockpit to a stop and hope she survives.

Models Include: Steelton Perfect-Series control cables, Moriales Systems SC-4.x control tether.

Base Modifiers: Grants a Podracer a Handling of -1.

Modification Options: None.

Hard Points Required: 1.

Price: 1,000 credits.

PODRACER ENGINE

Podracer engines come in three varieties: rocket motors, turbine engines, and high-performance ion engines. In the early days of Podracing, engines were salvaged and rebuilt by talented amateurs. Single-stage heavy lift rockets, ion engines from crashed starfighters, air-breathing turbolans from performance airspeeders, and even more exotic engine types were hauled out of scrapyards or dug out of old military depots and put to use on the racing circuits. Today, most Podracer engines are either hand-built custom jobs built by big racing teams to their own exact specifications or mass-produced engines from one of the major manufacturers. No matter their provenance, they are all too big, too fast, and too loud for civilized racing, which is what makes them so appealing for Podracers.

Podracer engines must be installed in matched sets, usually in multiples of two. Doing otherwise makes for a poorly balanced, finicky, unreliable Podracer that is, by its mismatched nature, even more dangerous than usual.

Models Include: TurboDyne 99-U, Manta RamAir Mk IV Flat-Twin Turbojet, JAK Racing J950 Dash-8, Radon-Ulzer 620C, S&K JZ-5 Fusial Thrust Engine, Incom 2a Fission Engine.

Base Modifiers: Grants a Podracer a speed of 4.

Modification Options: None.

Hard Points Required: 2.

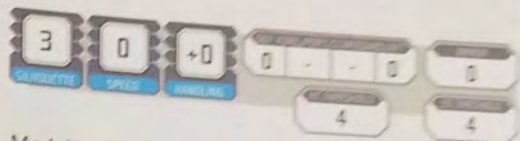
Price: 4,000 credits.



PODRACER COCKPIT

Podracer cockpits, also known as gondolas, are what pass for a crew compartment on a Podracer. Constructed in a wide variety of styles and colors, they are typically small, open-topped affairs similar in size and shape to one- or two-person watercraft. They are equipped with a single pilot's chair and restraint harness, a simple avionics and sensor package, control systems for the engines, and a low-output repulsorlift generator to provide lift and maneuverability.

Podracer cockpits are simply a base upon which to build a custom Podracer. Cockpits come only with the listed systems and do not include engines, control cables, or any custom modifications.



Models Include: Czerka ML-60, GPE Drive repulsor gondola, Colton Podracer XA-4000 Mastodon hoverpod

Vehicle Type/Model: Podracer-Cockpit

Manufacturer: Various

Maximum Altitude: 40 meters

Sensor Range: Close

Crew: One pilot

Encumbrance Capacity: 2

Passenger Capacity: 0

Price/Rarity: 2,000 credits/6

Customization Hard Points: 8

Weapons: None

NEW STARSHIPS

Despite spending much of their time in cities, Sentinels still rely on starships to accomplish their missions. Whether flying a courier between systems in search of a target, firing a weapon on a gunboat, repairing a ship in dry dock, or threading a high-performance starfighter through an asteroid field race circuit, they are intimately familiar with ships and their systems. Like most Force adherents in this Imperial age, Sentinels prefer small, fast, inconspicuous vessels that allow them to blend in with traffic and go about their business without being hassled by the Imperial Navy.

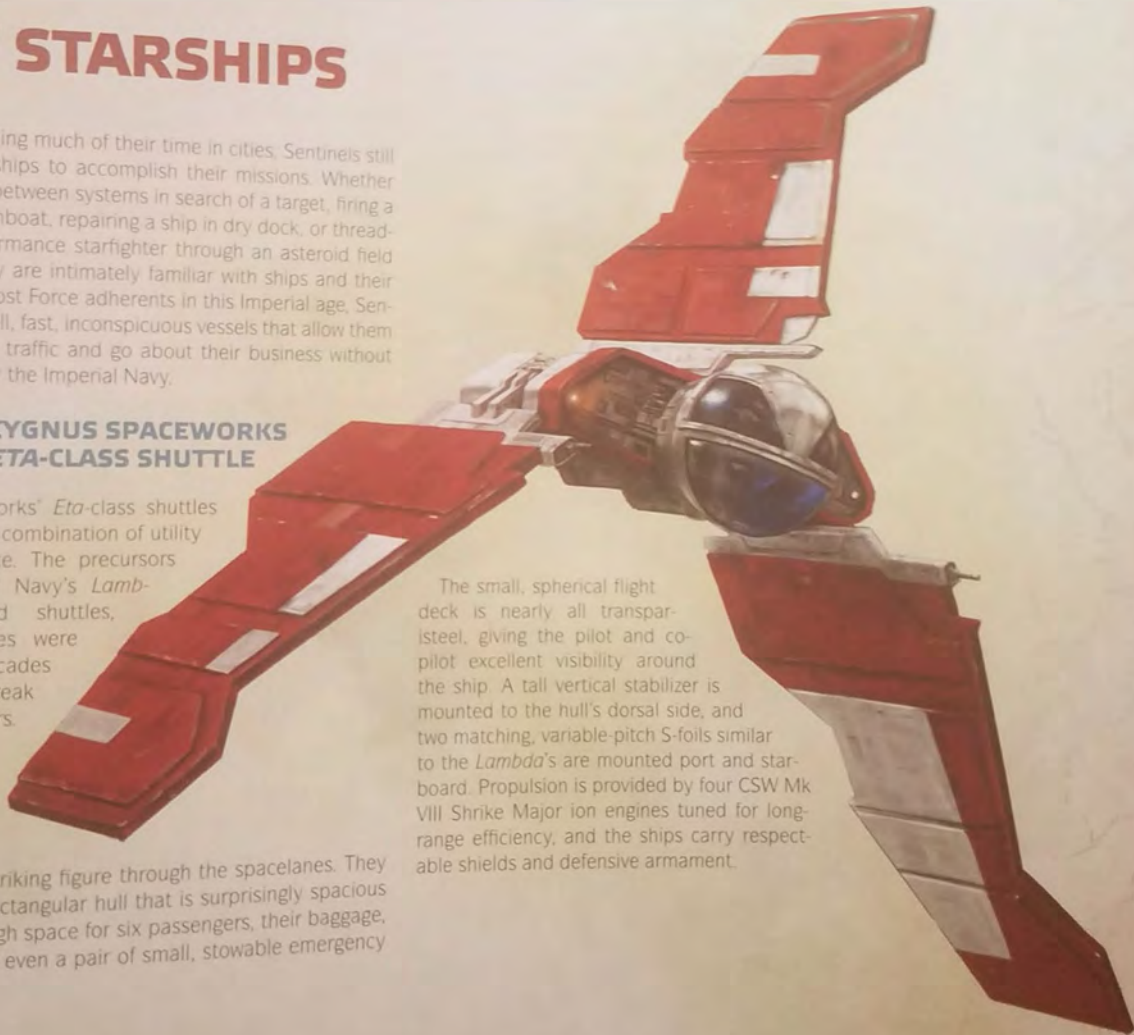
CYGNUS SPACEWORKS ETA-CLASS SHUTTLE

Cygnus Spaceworks' *Eta*-class shuttles are an excellent combination of utility and performance. The precursors to the Imperial Navy's *Lambda*-class armed shuttles,

Eta-class shuttles were operational decades before the outbreak of the Clone Wars.

Similar in construction to the *Lambda*-class ships,

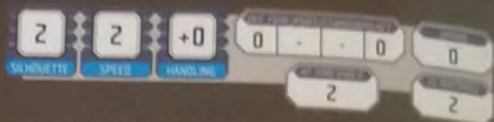
Eta-class shuttles have cut a striking figure through the spacelanes. They have a narrow, rectangular hull that is surprisingly spacious within, with enough space for six passengers, their baggage, ship's stores, and even a pair of small, stowable emergency speeder bikes.



The small, spherical flight deck is nearly all transparent, giving the pilot and co-pilot excellent visibility around the ship. A tall vertical stabilizer is mounted to the hull's dorsal side, and two matching, variable-pitch S-foils similar to the *Lambda*'s are mounted port and starboard. Propulsion is provided by four CSW Mk VIII Shrike Major ion engines tuned for long-range efficiency, and the ships carry respectable shields and defensive armament.

UNDICUR JUMPSPEEDER

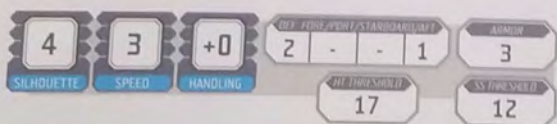
The Undicur jumpspeeder was produced by the now-defunct Kuat Vehicles during the final years of the Republic. These compact speeder bikes were originally designed to be packed aboard starships for use as utility vehicles for light hauling, local transportation, and even search and rescue duties. Small, simple, and durable, the Undicur is little more than a low-output repulsor engine fitted with a saddle and rudimentary controls. For storage aboard starships, these vehicles can be folded up and easily stowed out of the way until they are needed. Undicurs were most commonly sold with *Eta*-class shuttles, and many veteran pilots still associate them together.



Vehicle Type/Model: Speeder Bike/Undicur.
Manufacturer: Kuat Vehicles.
Maximum Altitude: 150 meters.
Sensor Range: None.
Crew: One.
Encumbrance Capacity: 2
Passenger Capacity: 0.
Price/Rarity: 3,000 credits/6.
Customization Hard Points: 0.
Weapons: None.

Throughout the decades, these small utility vessels saw service primarily with the Galactic Senate and the Republic Ambassadorial Corps shuttling VIPs about on important business. Throughout their service they gained a reputation as solid, reliable little ships that, while not particularly large or well-appointed, were comfortable and perfectly suited for their mission. During the Clone Wars, the Jedi Order used many of these ships to shuttle Jedi operatives on both public and clandestine missions throughout the galaxy.

Eta-class shuttles have been increasing in rarity, with their numbers dwindling each year. Production shut down long ago, and the tooling and assembly lines were converted to produce other shuttles, such as *Lambda*, *Delta*, and *Sentinel*-class vessels as well as Xg-1 Star Wing fighters. Many were lost through attrition, hard usage, accident, or abandonment on Outer Rim planets by their Jedi users. Those that are left are typically used by small transport companies or budget-minded private survey teams.



Hull Type/Class: Shuttle/*Eta*-class.
Manufacturer: Cygnus Spaceworks.
Hyperdrive: Primary: Class 2, Backup: Class 12.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot, one co-pilot.
Encumbrance Capacity: 100 (without passengers and embarked speeder bikes).
Passenger Capacity: 10.
Consumables: Two months.
Price/Rarity: 100,000 credits/6.

Customization Hard Points: 2

Weapons: Triple forward-mounted light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 2)

SPECIAL RULE

Undicurs Aboard: *Eta*-class shuttles can carry up to four Undicur jumpspeeders in addition to its listed encumbrance and passenger capacities. Two of these speeder bikes are included as part of the ship's standard purchase price.

KSE RHO-1 LIMULUS-CLASS COURIER

Kuat Systems Engineering's *Limulus*-class was a common courier ship used by the Jedi during the final years of the Old Republic. Related to KSE's *Delta*- and *Eta*-class starfighters, and sharing many systems with those ships, the *Limulus*-class is a small, fast, one-position craft designed to move a pilot and a small cargo through space in safety and comfort. Jedi ambassadors and couriers commonly used them to move between assignments. Sentinels have also made use of them in tracking down lawbreakers and patrolling the outer edges of the galaxy.

These small vessels cut a striking figure in the spacelanes. They have a broad, half-moon-shaped hull reminiscent of a sea creature. They carry little in the way of armor and shields, and mount only a pair of light laser cannons for defense. The cockpit is straight from a *Delta*-class fighter and sits forward on top of the hull, giving the pilot an excellent view. The flat side of the hull faces aft and is dominated by a pair of powerful KSE L1011, a fusial thrust ion engines that provide immense amounts of thrust, moving the little ship through space at a respectable pace. A long, tapering spar extends aft between the engines, providing stabilization in atmosphere and carrying a sensor suite.

SIENAR FLEET SYSTEMS LEGATE-CLASS COURIER

The *Legate*-class is Siemar Fleet System's latest entry in the courier ship market. Based on SFS's popular *Skipray*-class hull, the *Legate*-class is a medium courier ship designed to carry passengers and medium-sized parcels over long distances. Thanks to their combat ship lineage, *Legates* are fast, well-built, sturdy vessels that can take a surprising amount of abuse. They have a small crew—only a pilot and co-pilot—and a modular hold that can be configured to carry a small amount of cargo and two human-sized passengers in a solid degree of comfort.

Like the *Skipray*-class, from which it is descended, the *Legate* class features a sleek forward hull section with stubby, sponson-like wings port and starboard. The ship's aft section is dominated by a small SFS Mk IX Bantam lightweight ship reactor powering two X-a-14 fusial thrust engines mounted in port and starboard nacelles. Long, thin vertical stabilizers extend from the ventral and dorsal surfaces of the reactor housing, reminiscent of the *Skipray*'s cruciform aft S-foil configuration. For self-defense, each mounts a pair of light laser cannons in a fixed mount under the nose and a pair of light ion cannons in a dorsal turret, giving the ship a respectable punch and allowing it to fight off all but the most dedicated attackers.

Although it has only been on the market for a few years, the *Legate*-class courier has already proven itself a rugged and reliable ship. Crews report that it is a dream to fly and is easy to maintain, with good support from SFS. Some have also stated that fitting systems from the *Skipray* class, such as engines, weapons systems, and shield generators, is surprisingly easy. Indeed, much of the wiring and many fittings for the military systems are still intact behind the courier's decks, walls, and bulkheads.



While these ships were once common, especially in the Core region, *Limulus*-class couriers are a rare sight in today's spacelanes. Those few that have survived the decades since the collapse of the Republic and the purge of the Jedi are held together with scavenged parts and wishes, but they still soldier on.

SILHOUETTE	SPEED	HANDLING	DEF	FOR	PORT	STARBOARD	AFT	ARMOR
3	4	+0	1	-	-	-	1	1
			HT THRESHOLD		SS THRESHOLD			
			15		14			

Hull Type/Class: Courier/*Limulus*-class.

Manufacturer: Kuat Systems Engineering.

Hyperdrive: Primary: Class 2, Backup: Class 10.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot, one co-pilot.

Encumbrance Capacity: 6.

Passenger Capacity: 1.

Consumables: One month.

Price/Rarity: 55,000 credits/8.

Customization Hard Points: 2.

Weapons: Twin forward-mounted light laser cannons (Fire

Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

SILHOUETTE	SPEED	HANDLING	DEF	FOR	PORT	STARBOARD	AFT	ARMOR
4	4	+0	1	-	-	-	1	2
			HT THRESHOLD		SS THRESHOLD			
			18		13			

Hull Type/Class: Courier/*Legate*-class.

Manufacturer: Siemar Fleet Systems.

Hyperdrive: Primary: Class 2, Backup: Class 8.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot, one co-pilot.

Encumbrance Capacity: 15.

Passenger Capacity: 4.

Consumables: One month.

Price/Rarity: 65,000 credits/6.

Customization Hard Points: 3.

Weapons: Twin forward-mounted light laser cannons (Fire

Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

Dorsal turret-mounted light ion cannon (Fire Arc All; Dam-

age 5; Critical 4; Range [Close]; Ion).



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STRIKE FROM THE SHADOWS

"Coruscant. The entire planet is one big city."

—Ric Olié

Perhaps one of the most distinctive aspects of Sentinels is their link to urban settings. This connection is due less to the geography or technological aspects of these areas than what is within—people. Where there are concentrations of people, there is crime, and thus there are Sentinels acting to fight against it.

Cities make for excellent adventure settings for Game Masters and players alike, as almost anything can happen in them. They can range from civilized settings where orderly lives disguise the activities of criminal underworlds, to squalid ones where violence is common and crime is committed more openly. Concentrations of people also make for endless possibilities for social encounters, allowing less combat-oriented characters a chance to show off their skills. These provide ways for Sentinels to gather information against their targets, be they street thieves or lordly "legitimate" business magnates who hold themselves above local laws.

For Sentinels, though, whether any actual laws are broken is often irrelevant to their quest for justice—where the law stands against justice, Sentinels stand against the law. The need to see justice done is what brings them out from the shadows and into the open, and urban settings are filled with shadows for Game Masters to use in adventures.

This chapter helps players and Game Masters develop and run **FORCE AND DESTINY** adventures that feature Sentinels and take place in urban settings. As Sentinels operate primarily in urban settings, Game Masters can find tips for bringing these settings to life, including a variety of ideas for urban encounters. These can range from large crowds and racing speeders to cramped buildings and disorienting vertical heights. Players can also develop contact networks to widen the reach of any nets they cast when attempting to learn about a specific target or location.

There are new rules in this chapter for PCs to conduct investigations—a task that Sentinels are often uniquely skilled at performing—and for them to craft their own unique lightsaber hilts. Additionally, Game Masters can find guidance here on integrating Sentinels into player groups. This chapter also includes GM tips for conducting encounters designed to highlight Sentinels of all specializations, plus adventure and campaign ideas that allow Sentinels to rise from the shadows and take the spotlight to see justice done wherever they go.

BRINGING URBAN ENVIRONMENTS TO LIFE

From the towering spires of Coruscant, to the lavish gambling halls of Cloud City on Bespin, to the windswept streets of Lothal's Capital City, the *Star Wars* galaxy is filled with compelling urban locations filled with a myriad of fantastic sites and exotic species. In countless cities from the Core Worlds to the Outer Rim Territories, urbanites go about their daily activities—some never setting foot on unsettled lands for their entire lives. These places are as diverse as those who live within them, and the events that happen on the streets and in homes and businesses are beyond count. Cities bustle with constant activity. Those who dwell in the urban places of the galaxy bring their passions and prejudices, their dreams and hopes, their very essence with them, giving their cities a life as vibrant as any lush wilderness.

Urban environments are ripe for all manner of adventures, as their dense populations and constant activities make them hotbeds of activity. Speeder bikes zip between buildings as thieves and criminals flee both local law enforcement and Imperial patrols. Cantinas and tapcals clogged with spacers and drifters serve as secret meeting grounds for smugglers and as havens for workers hoping to drown the pain of their daily toil in the bottom of a bottle of lum. Civic halls and corporate offices see alliances and credits shift with only a few words and a simple tap on a datapad. Starports and skylanes are flooded with all manner of trade and commerce—not all of it legal. Among all this activity, average citizens go about their daily routines—working, playing, and living in a galaxy rocked by civil war.

While many of the adventures depicted in the *Star Wars* saga take place in the wilds of the galaxy, cities are no less exciting. Daring security volunteers fought street-to-street in the capital city of Theed on the planet of Naboo, and brave rebels engaged in daring broad-daylight theft in the avenues of Lothal's Capital City. Cloud City thrives as a haven for dashing scoundrels and rough Tibanna gas miners. Force-sensitive investigators question cantina patrons and local citizens in their efforts to foil the machinations of those who serve the dark side of the Force, all while avoiding the watchful eye of the Empire.

By virtue of their dense populations, consolidated resources, and high technology levels, urban environments offer GMs the opportunity to bring virtually any adventure they can think of to life. The galaxy lives and breathes in its cities, the very heart of galactic civilization beats within the great urban locales of the universe. It is in these metropolises that the Empire holds the greatest sway over its citizens, shielding them from the Galactic Civil War and indoctrinating them with propaganda that glorifies Emperor Palpatine. Nevertheless, through the endless stream of deceptions, among the constant thrum of daily life, and beneath even the darkest shadow of the underworld, the Force flows through all things. Those who feel its presence continue their struggle to survive and restore balance to the galaxy.

TRAITS OF URBAN ENVIRONMENTS





When designing and implementing urban environments in a campaign, the Game Master should remember that a city does not simply spring into existence from nothing. Each city was founded by individuals for a specific purpose. Whether a city began as the first starport built on a newly discovered planet, a freshly established mining colony, a hastily constructed refugee camp, or any of countless other possibilities, at some point a group of sentient beings took it upon themselves to conquer the wild landscape of the planet and establish something greater. While a city's initial purpose may have changed over time, that initial impetus shaped its character. The community's foundational aspirations may only be hinted at by ruins buried under centuries of construction, or they may remain visible on the surface as abandoned urban sprawl.




































Cities share several nearly universal traits. Residents live in close proximity to one another, often uncomfortably so. Local economies are driven by these residents, usually in a manner related to the original purpose of a city. This often includes trade and resource production. Finally, most cities have a formal government, which includes administration and law enforcement.

While all three of these aspects are important to an urban environment, they should not be a game's focus. When GMs are developing their urban locations, they don't need to map out every aspect of their cities. Rather, they should focus on what's important to the story and perhaps jot down a few notes about outlying aspects, just in case they come up in play. *Star Wars* is a galaxy of high adventure, not sociological minutiae; the most important part of any urban location is how it brings excitement to a campaign.

In designing an urban location, GMs shouldn't be afraid to go beyond the traditional city. It's easy to think of Coruscant when it comes to urban locations, but the galaxy has a lot more to offer. Even if the next adventure node is a more traditional urban structure, don't be afraid to dress it up with a few exotic features. Bespin's Cloud City is a great example of how a few simple touches can spice up an otherwise traditional location. What began as a simple mining colony has been transformed into a unique environment simply by changing clustered skyscrapers into a floating metropolis and swapping out a more traditional mine of stony tunnels for billowing clouds full of the exotic Tibanna gas.

One way GMs can easily evoke the presence of an urban environment is by spending the results from a PC or NPC's check in a unique and interesting way. **Table 3-1: Spending ☺, ☹, ☹, and ☹ in Urban Settings**, on page 67, provides a number of ideas for spending these resources on checks that evoke the setting of a city.

TABLE 3-1: SPENDING , , , AND  IN URBAN SETTINGS

Symbols	Effect
 or 	<p>Face in the Crowd: The PCs melt easily into the crowd. Add automatic  to any Perception checks made to identify or notice the PCs in a crowd for the remainder of the encounter.</p> <p>Word on the Street: The PCs overhear a snippet of a conversation as they move through the streets. It may offer some small clue relevant to their current task.</p>
  or 	<p>Side Street: The PCs find a previously undiscovered side street or back alley that makes them harder to follow. Add  to the next Perception check made to follow or track them.</p> <p>Hole in the Wall: The PCs uncover an uninhabited spot that is still connected to local power grids and somewhat cozy (if also somewhat dusty). They add  on any checks to recover strain at the end of encounters in this location.</p> <p>Hidden Shop: The PCs discover a small, previously unnoticed merchant selling goods at a discount price. Add  to any Negotiation checks made when attempting to purchase items in this location.</p>
  or 	<p>Filling Street Food: The PCs run into a street vendor selling one of their favorite dishes. Any PC who spends 5 credits may immediately remove all strain that character is suffering from.</p> <p>Friendly Face: The PCs encounter an unexpected ally or friendly local. The individual offers them aid in some form of the GM's choosing, such as information or supplies.</p> <p>Urban Hideout: The PCs discover an illicit tavern or other hideout that appears to have been abandoned by local criminals, containing illicit information here on the city in the form of old datapad files and handwritten notes. Add  to the next Streetwise or Knowledge (Underworld) check the characters make during this session. At the GM's discretion, these may reveal the name and location of a mid-level member of a local criminal group.</p>
	<p>Lay of the Land: One of the locals takes a real shine to the PCs and gives them the lowdown on the best ways to get around the city's streets and byways. Downgrade the difficulty of checks made as part of chases, high-speed travel, or vehicular excitement within city limits once.</p> <p>Trusted Contact: The PCs run into a trusted friend or reliable contact. This person can improve the PCs' contact network's Scope or Expertise (see page 77), or if no networks are being used can alternatively decrease the difficulty of all Streetwise checks the PCs make while in this area once.</p>
 	<p>Perfect HQ: The PCs find a long-abandoned series of industrial rooms underneath a city level. The rooms still have power, tools, and Holonet connections, and can make for an excellent base of operations. While using this HQ, the PCs add automatic   on any Mechanics and Computers checks they make.</p> <p>Unexpected Patron: The PCs are approached by a representative of a major criminal organization or a government official, who (for unknown reasons) offers information and to act on their behalf. This could result in the PCs' gaining freedom from arrest, support personnel, or other benefits that best fit with the campaign narrative.</p>
 or 	<p>Unwanted Attention: The PCs draw appraising eyes from shady characters in the area. This could lead to their contacts shying away from offering any useful information and street vendors overcharging them.</p> <p>Obvious Visitors: The PCs commit a local slight that makes it obvious they're not from around here. Add  to any Streetwise or social skill checks they make as part of interactions with the local criminal element.</p>
  or 	<p>Bad Grub: Some of the local food the PCs ate earlier was spoiled, and they are now feeling the effects. For the remainder of the session, whenever the PC generates   or  on a check, the GM can spend it to cause him to be afflicted by a crippling bout of nausea. The PC becomes immobilized until the end of his next turn.</p> <p>We're Being Followed!: The PCs believe they're being followed by bounty hunters, local criminals, or local law enforcement, which causes them to be edgy, nervous, and restless. While in this area, PCs recover 1 less strain whenever they recover strain at the end of the encounter (to a minimum of 0).</p> <p>Bright Lights, Big City: The PCs are distracted by all of the unique features of the urban environment (such as exotic aliens, unique architecture, unfamiliar sights and smells). For the remainder of the day, when making Cunning- or Intellect-based checks in this area, upgrade the difficulty of the PCs' check once.</p>
  or 	<p>Mistaken Identity: The characters are mistaken for local criminals. They quickly draw the attention of a small group of provincial law enforcement officers or guilded bounty hunters (see pages 403 and 404 of the FORCE AND DESTINY Core Rulebook) who are eager to capture them, perhaps even dead or alive.</p> <p>Inside Information: An NPC who the PCs wish to meet with is already aware of what they want and has some leverage on them. The PCs add automatic   to all opposed social skill checks that target this NPC.</p>
 (successful check)	<p>Extra Muscle: The characters have made contact with a desired individual, but this contact has a bit of extra muscle (such as several Street Toughs from page 405 of the FORCE AND DESTINY Core Rulebook) as backup in case things get dangerous or negotiations break down.</p> <p>Extra Stress: The PC is successful in his current goal, but somehow has gained the notice of a local crime lord who seeks to take him down—and who makes these intentions very clear to the PC. Whenever the GM spends  to inflict strain on that PC, that PC suffers 1 additional strain until the crime lord is appeased or dealt with.</p>
 (failed check)	<p>Betrayal: The PCs' failure has made one of their most trusted allies lose confidence in them and begin surreptitiously working for their enemies. This could result in an ambush at a later meeting, the failure of vital equipment to arrive, sabotage of their weapons and gear, or even the poisoning of their meals.</p>

ALIEN SPECIES IN URBAN ENVIRONMENTS

Even under the merciless fist of the Empire, non-humans thrive in unusual environments suited to their unique physiologies. In spite of their adaptability, members of these species still may find themselves living (and dying) under the oppressive yoke of the Imperial regime. During the waning days of the Republic, for instance, the insectoid Geonosians lived in winding hives deep beneath the surface of their world. Packed together by the thousands in great underground labyrinths, they built factories that churned out an endless number of battle droids for the Separatist Army. After the Clone Wars came to a close and Emperor Palpatine rose to power, the droid foundries were shut down and the natives were driven to near extinction by the Imperial war machine.

Like the labyrinths of the Geonosians, many cities throughout the galaxy were built by alien species to accommodate their unique needs. The Game Master is free to design all manner of exotic and wholly inhuman urban environments when designing a city. A large number of these are present in the *Star Wars* universe. From the great bubbled undersea city of Otoh Gunga on Naboo—with its porous entrances and mysterious floating

lights—to the majestic spires of Toydaria's capital city with its open terraces designed around a species that can fly, the galaxy is filled with urban landscapes as infinite as the species that design them. When devising such locations, the GM should keep in mind the species who built them. Their biology, psychology, and history all play a part in their cities' makeup. GMs shouldn't be afraid to mix it up and make it strange; it can help to start from a place of familiarity in the *Star Wars* universe and explore outward. The treetop village of the Ewoks could easily become an advanced floating city ruled by avians who worship a silver god with a few twists on classic ideas, and players would discover a location both new and familiar.

ASPECTS OF URBAN LIFE

Once a setting has been determined, a few novel touches have been added, and the dominant species have been decided, GMs should give thought to how the locals go about their day-to-day business. Urban environments should be living, breathing things—especially for the Sentinels who keenly feel the pulse of a city through their deep connection to the Force. This means that as Sentinels interact with those within the city, the city's inhabitants should react depending how they conduct themselves. As most of metropolitan hubs across the galaxy are under the control of the Empire, Sentinels often act with subtlety. The slightest mistake can expose their opposition to the New Order. Whether interacting with local citizens, civil officials, law enforcement, or even the criminal element, they must be ever vigilant if they hope to survive.

Sentinels often find themselves interacting with typical citizens. These include workers, miners, shopkeepers, laborers—people simply trying to make their way from one day to the next in their corner of the galaxy. These folks are often the ones whom Sentinels hope to aid, bringing justice and mercy to the worn people of a metropolis.

Yet, it is the average citizen who can be the most dangerous to the Sentinel. Often, regular workday beings have little interest in concerning themselves with the affairs of those strong in the Force—that is, if they even believe in the Force at all. The Empire has a great deal of control over what its people are allowed to know and tells them its own version of the truth. The Force is typically regarded as a false religion used by charlatans, con artists, or worse. Because it is Imperial policy to report any suspected Force user to local authorities (and treason to withhold or conceal knowledge of such a being), if Sentinels or other Force-sensitive characters are discovered by even an honest being of the galaxy, they may find themselves the target of an Imperial manhunt. This means that Sentinels and other Force users must take great care in how they interact with and aid the local populous. Force users must walk a razor's edge, leaving their beneficiaries ignorant of aid rendered and fading away before questions can be asked.



SCIPPIO: THE EMPIRE'S VAULT

The frigid mountain ranges of Scipio serve as home to the InterGalactic Banking Clan—the largest financial institution in the galaxy. This Outer Rim planet located along the Hydian Way is of key importance to the galaxy. Since the era of the Republic, it has provided loans, leases, and lines of credit to governments both galactic and planetary, as well as to major corporations. It has professed to stand neutral since the Clone Wars. However, while it claims to be ruled by a council of Muun financial moguls known as the Core Five, it has in fact been, in all reality, under Imperial control since then-Chancellor Palpatine took control of its central vault in the closing days of the Clone Wars. Imperial advisers and the blockade of Star Destroyers under the command of Moff Boyses and his flagship the *Exchequer* ensures that the Core Five wouldn't dare allocate or loan funds to those not absolutely loyal to the Empire.

Scipio's great cities perch on the sides of its towering mountains atop sweeping, graceful support structures, with rounded towers reaching as high as the peaks around them. The supports of the cities dig deep below the surface, drawing heat from the

geothermal energy in the roots of the mountains. The cities of Scipio have vast databanks containing countless financial records from across the galaxy. The greatest of these is the rounded oval of the Banking Clan's main vault—an immense construction that dominates the skyline of Scipio's capital.

The Empire's iron-fisted control of Scipio and the InterGalactic Banking Clan is being secretly and subtly thwarted by the efforts of those who oppose the Empire—including the very Muuns who work on Scipio. Secret deals transpire in the steam tunnels far below the main vault, and it is said that in the Frigia Canyons there are hidden datavaults that grant access to millions of unmarked, untraceable credits.

This makes Scipio a hotbed of espionage. Imperial officials and investigators scrutinize both citizens and account records, while Muun financiers and businesspeople attempt to funnel funds to suit their own needs. All the while, those who live on the fringes play both sides against the middle. Bounty hunters masquerade as executives and Sentinels as government officials—all in hopes of earning the credits they so desperately need to survive in a galaxy at war.

Living as registered citizens in most cities across the galaxy is all but impossible for Sentinels and other Force-sensitive characters—especially those who follow the path of the Jedi. Citizens living in urban environments find that they have to fill out permit requests and paperwork, and obtain registration and documentation, in order to receive even basic services. Government paperwork is required for the purchase and registration of a starship, a weapon, or even a droid. A paper trail is a dangerous thing in a city. It can expose Sentinels to scrutiny by local officials, as well as leaving a history of their activities that could be traced—not to mention endangering whomever sold the resources in question to them.

On rare occasions, Sentinels might find an ally with some political or administrative power—but such alliances are dangerous for both parties. If the Empire discovers irregularities, local officials face questioning, or worse. An implicated official's family and friends can be jeopardized by friendship with Sentinels. If the Empire discovers contacts whom Sentinels might have within an administration, it won't be long before an Imperial Prefect or Moff takes notice and begins a systematic investigation and "cleansing" to ferret out traitors.

COMPLICATIONS WITH LAW ENFORCEMENT

Even when Sentinels take every precaution, though, contact with law enforcement is inevitable. Whether in any of the form of the white armored boot of Imperial totalitarianism or the myriad variations on regional magistrates and justices, local authorities are ever present. By their very nature, Sentinels are investigators, and in a galaxy where the law of the land, it doesn't take long before


they find themselves confronted by those with the power to arrest, detain, or even execute them.

While ordinary citizens arrested or mixed up in an ongoing investigation can hope that the system plays out in their favor if they just submit to authority, Sentinels have no such hope. Questions must be answered, situations explained, and inevitably "justice" meted out with the squeeze of a trigger or the cold command of a stormtrooper. Sentinels must use every clever trick and misdirection in their arsenal to avoid drawing this attention.

Even while constantly staying on the move from street to street, avoiding registered transports, using their abilities to obscure their actions, or simply staying in the shadows, all Sentinels must eventually choose between their own safety and the lives of others. In that moment, they undoubtedly expose themselves.

To counter these certainties, Sentinels often have contingency plans prepared. Whether these plans hinge on false identities, hideouts, hidden transports to ferry them offworld, or any number of other escape routes, Sentinels' greatest weapons are their own keen mind and the Force—both of which they use to full effect.

Oddly enough, Sentinels often find some sense of safety and refuge in the underworld. On lawless worlds and in clandestine starports, they have no need to fear the wrath of a mighty Empire. There, they can blend in with the dregs of the galaxy. The resources granted to them by trafficking with Hutts and other scum are of great value. Falsified identification papers, erased data recordings, and forged ship records allow Sentinels to remain unnoticed by the civilized galaxy—to be little more than a ghost.



The presence of Sentinels is not always welcome or unnoticed, though. Ruthless bounty hunters and merciless crime lords are always looking to make fast credits or strike a deal with the Empire. If their intimate connection to the Force is revealed, Sentinels often find themselves hunted by both sides of the law—or worse, a particularly forward-thinking kingpin might blackmail them into service and, before long, they might find themselves drawing dangerously close to the dark side of the Force.

SENTINELS OPERATING IN CITIES

While urban environments are dangerous to the Sentinels who call them home, not all Sentinels live under the iron fist of the Empire or one of the great metropolitan ecumenopoles. Some make their homes in settlements with little or no Imperial control. More than a few of them settle on the outskirts of the tiny hamlets and battered starports of the Outer Rim Territories. They venture into pockets of civilization only when necessary, fading into the realm of drifting travelers and unnoticed dregs as they quietly go about their business.

The transient nature of those who frequent these places, combined with a minimal Imperial presence, allows Sentinels to relax their guard slightly. However, they cannot afford to be careless. The long arm of the Empire is always extending its reach farther across the galaxy; ambitious local officials looking to impress a Moff or crime lord could easily use knowledge of Sentinels' locations as a powerful bartering chip.

When Sentinels take up residence in a major hub of urban activity and Imperial strength, they do so with great care. Often they establish several identities that they can change at a moment's notice, typically with falsified documentation to further strengthen their disguise. Sentinels commonly use hideouts in unlikely places, including abandoned buildings, hidden underground complexes, and shanty towns.

Some more reckless Sentinels simply meld into an urban population, hiding in plain sight while they observe the daily events and troubles of the local populace. Masquerading as a simple droid tech or a gritty bartender allows Sentinels to quietly watch over their beloved city and keeps them keenly aware of the plight of their neighbors. These Sentinels must be extremely cautious. Being so close to the heart of the people can expose them to unexpected danger, forcing them to flee into the shadows or fade into obscurity at a moment's notice.

Particularly brazen or brash Sentinels might even take up the role of a vigilante. By seeming to appear from nowhere to engage in surgical strikes against the Empire or others who oppress local residents and then fading into the shadows, they strike decisive and effective blows against tyranny and oppression. However, each time they engage in such blatant defiance, they draw more and more attention to themselves, undoubtedly increasing the risk of bringing the full might of the Empire down upon their heads.

THE FORCE IN URBAN ENVIRONMENTS

Though their deep connection to the Force makes Sentinels a danger to both themselves and those around them, the Force is also their greatest ally. Like all who are strong in the Force, Sentinels feel its ebb and flow from all living things. Despite being surrounded by durasteel skyscrapers, an endless array of public service droids, and the constant hum of transit speeders, Sentinels find the urban environment no less alive than the wild, untouched planets of the galaxy.

While many of those strong in the Force feel its great, slow, and sweeping power, Sentinels feel the rapid-fire pulse of thousands of lives as they go about their infinite tasks through day and night. Sentinels perceive the flow of people through city streets as lifeblood rushing through the veins of a living being. The city pulsates, and Sentinels feel the city living and breathing. When the city is sick, Sentinels feel the growing miasma. When the city is troubled, Sentinels are the first to sense that nervousness. When the city cries out in pain, Sentinels bleed with it. Because of this unique bond with urban environments, Sentinels are naturally vigilant about the state of their surroundings. This instinctive connection often gives them insight into troubles bubbling beneath the surface.

Life in the city changes with the flash of a blaster and the blink of an eye, so the peaceful meditation and other calming rituals used by other Force users are more difficult for Sentinels. Instead, they find inner peace through active meditation. Artisans fade into the detailed patterns of the machines they are constructing. Shadows become yet more blank faces in the crowd, flowing down the city streets with thousands of other faceless citizens. Racers often feel time slow to a crawl during the split-seconds at high speeds that mean the difference between life and death. For these Sentinels, peace in action is the path.

This kinetic connection to the Force means that while Sentinel characters are particularly adept at reacting to their instincts, they sometimes lose sight of the broader flow of the Force. They often do not recognize the greater passage of energy through the galaxy. Their focus is very localized. They feel a keen awareness of their surroundings, their city—even the planet upon which they reside—but the greater wellspring of the Force moving through the galaxy is something that is often overlooked by Sentinels. Some Sentinels even wilfully remain focused, consciously turning their back on the greater flow of the Force. Under the guise of remaining keenly aware of the here and now, they can blind themselves to the galaxy at large. If they are not careful, Sentinels find themselves overwhelmed by sudden and powerful disturbances in the Force.



URBAN ENCOUNTERS

When a GM is creating encounters, cities present a number of unique considerations not found in other environments. First and foremost, at least in terms of distinctiveness, are the people: the crowds of citizens who make a city what it is and make any encounter in a public space take on new potential for excitement and danger. Closely following the city's population as a distinct factor is the constant presence of vehicles. Vehicle traffic is essential to a city's commerce, not to mention posing a potentially lethal hazard for anyone passing through the city's thoroughfares.

Less unique to cities, but still common throughout them, are cramped and vertical spaces. From narrow alleyways to towering skyscrapers and every sort of structure in-between, the buildings that make up a city offer dramatic locales for an encounter. Rooftop showdowns and sewer-pipe infiltrations are staples of urban narratives that can spice up a **FORCE AND DESTINY** game. The following sections detail how to include each of these aspects of urban encounters in a campaign, including offering inspiration for narrative dice results in urban environments.

CROWDS AND PASSERSBY

A city's population defines its existence: without the beings who make their homes there, there would be no cities. The bigger the city, the bigger the population, ranging from the lonely streets of an Outer Rim mining town to the bustling thoroughfares on a fully urban world such as the Imperial Center of Coruscant. In most cities, the main streets have a regular crowd at almost all hours, and even side streets are frequently humming for much of the day.

This means that any encounter taking place in the open streets of a city has to account for the presence of a very large number of NPCs, even if most of them don't get involved directly. For example, if the PCs try to break into an Imperial facility, there are many more eyes than just those of the guards that could spot them. Passersby see and hear all sorts of things, which may prove inconvenient for PCs trying to keep a low profile. On the other hand, the crowds can also be good camouflage for PCs who need to blend in, to say nothing of things the PCs can hear or see among the crowd.

Crowds are also a good way to set the tone for an encounter. A busy stream of commuters heading to their offices in a high-tech district means something different than watchful clumps of acquaintances sticking together for safety after a dire Imperial pronouncement. This sort of tone setting can be event based, in response to recent occurrences within the campaign, or it can be part of the city's native character. After all, if a city's population is its defining characteristic,







then different populations result in cities with different characteristics. A city rife with Imperial loyalists might have an oppressive air from the many watchers and informants, and there might be officials carefully monitoring and directing street traffic. On the other hand, a black market hub city in Hutt Space could be a chaotic sprawl in which the only way to get through a crowd is to push one's way through forcefully and the air is thick with a mix of pollution and intoxicants.

The presence and character of crowds can also be a hindrance or help to activities, depending on the details. Consider adding one or more to checks when the PCs are taking actions that benefit from the presence of passersby, such as shaking a pursuer, or where their activities are common for that locale, such as avoiding attention from the law in an already lawless area. Similarly, consider adding if the crowd could cause trouble for the PCs or if the PCs do things that are out of place in the city, such as trying to slice a lock with plenty of potential witnesses or asking questions in a city full of Imperial spies.

Crowds are a particularly noteworthy concern in combat encounters, as they can easily become a serious liability. If the PCs start a fight in a crowd, the GM should add to combat checks for the first round (or until the majority of the bystanders can flee the scene). If the bystanders don't panic and flee at the outbreak of blaster fire or the igniting of lightsabers—the chaos of which can present its own problems—then they are at risk of getting hurt in the crossfire or from collateral damage. Ruthless opponents might take cover behind innocent civilians, or hold them hostage at blaster point. Such a situation can easily become a source of Conflict for PCs who do not navigate it carefully.

Table 3–2: Spending ☹, ☹, ☹, and ☹ in Crowds, on page 73, includes additional ideas for spending the results when the PCs or NPCs make checks in such areas. These can be used to make crowd encounters sources of narrative direction, and possibly create new directions for the campaign.

TABLE 3-2: SPENDING , , , AND  IN CROWDS















Cost	Result Options
 or 	Crowd Carry: The flow of foot traffic is with the character, aiding the character in reaching a desired location. The character gains a free maneuver that can only be used for movement (but still may not take more than two maneuvers in a single turn). When this is selected outside of structured encounters, the character arrives at the destination in half the normal time.
 or 	Concealed by the Crowd: The movement of passersby obscures the character's actions, adding  to checks targeting the character from beyond engaged range until the start of the character's next turn. This includes both combat checks and non-combat checks, such as Perception checks to spot the character.
 or 	Helping Hand: A nearby NPC is sympathetic to the PC's actions and offers to assist. The NPC adds automatic  to checks the PC makes for the remainder of the encounter. Depending on how the encounter plays out, the NPC may continue to assist the character in other ways, such as by joining (and improving) her contact network (see page 76).
 or 	Jostled: The press of bodies proves difficult to push through, inflicting 1 strain on the character for each Move maneuver the character performs while in this crowd. When selected outside of structured encounters, the character's travel time is increased by half.
 or 	Trapped in the Hordes: A crowd of stubborn pedestrians boxes the character in. For the remainder of the encounter (or as long as the character remains in the crowd) he counts as being in difficult terrain. Old Acquaintance?: A passing NPC mistakes the character for an old friend. The NPC could attempt to catch up on past times, drawing unwanted attention with loud conversation, or could be holding a grudge and eager for trouble.
 or 	Public Menace: The PC's actions alarm passersby, causing a general panic. This can draw unwanted attention, and at the GM's discretion that character gains 1 Conflict for spreading fear. If the action taken was a combat check, collateral damage or stray shots endanger or injure an innocent bystander (resulting in 3-5 Conflict for the PC, and maybe an injured victim that must be treated). It could also result in members of the population identifying the PCs and remembering their faces. This could make remaining unnoticed in the future more difficult, or even have the PCs' descriptions circulated to law enforcement. Lost In The Crowd: The PC is swept away by an energetic crowd and unable to maneuver out of it before getting lost. When selected outside of structured gameplay, the character ends up in an unfamiliar (and possibly quite dangerous) part of town. When this is selected in structured gameplay, the character is immobilized for his next two turns and moved by the crowd to long range of his previous location during this time.

TABLE 3-3: SPENDING ☹, ☹, ☹, AND ☹ IN TRAFFIC

Cost	Result Options
☹ or ☹	The Fast Lane: The flow of traffic is with the PCs, aiding the PC in reaching the desired location. The character gains a free Fly/Drive maneuver (but still may not take more than two maneuvers in a single turn). When this is selected outside of structured encounters, the character arrives at the destination in half the normal time. This result may only be selected by a character piloting a vehicle, and if used the vehicle suffers 2 system strain.
☹☹ or ☹	High-Speed Distraction: A speeder zooming past at high speed throws off one of the character's adversaries, disorienting him with the shriek of its engine or forcing him to dodge out of the way. Add automatic ☹ to any checks that this hostile character makes for the remainder of the encounter. Traffic Gap: The PC spots a momentary gap in oncoming traffic, and can seize it to get ahead of the opposition. If the character spends one or more maneuvers moving this turn, any adversaries attempting to pursue the character count as being in difficult terrain. This result may only be selected by a PC on foot.
☹☹☹ or ☹	Fortunate Accident: An oncoming speeder strikes one of the PC's foes. If these foes are on foot, that adversary suffers a Critical Injury. If the chosen foe is in a vehicle, the vehicle suffers a minor collision (as described on page 248 of the FORCE AND DESTINY Core Rulebook). Lucky Lift: The character nimbly leaps into the back of an open-topped repulsor-truck, or otherwise gains free transportation unnoticed by the driver or any lurking foes. This result may only be selected by a character on foot.
☹ or ☹	Close Call: The PC narrowly avoids a speeder rushing past, and is unsettled or forced out of position by the narrow escape. The character loses his free maneuver in his next turn.
☹☹ or ☹	Loose Cargo: A crate or other loose cargo item slips from the back of a speeder truck and strikes the PC. If on foot, that PC suffers 3 strain or 1 wound, depending on the nature of the collision. If in a vehicle, the PC's vehicle suffers 2 system strain. The fallen cargo may cause other complications, at the GM's discretion.
☹☹☹ or ☹	Speeder Accident: An oncoming speeder strikes the character. If the character is on foot, the speeder inflicts a single Critical Injury. If the character is also in a speeder, the vehicles suffer a minor collision, as described on page 248 of the FORCE AND DESTINY Core Rulebook. Depending on the local regulations and other surrounding circumstances, this may draw official attention to the character or cause additional long-term complications, at the GM's discretion.

SPEEDER TRAFFIC

While traveling on foot is common enough for short distances, many citizens of large cities prefer to take speeders to reach their destinations. Even in smaller cities, speeders commonly pass through narrow streets. In larger or more affluent areas, speeder traffic is as constant as foot traffic, if not more so. Most cities have streets designed for landspeeders to pass through unhindered, and some even have regular airspeeder traffic buzzing between landing pads on high rises and skyscrapers.

The presence of heavy speeder traffic impacts encounter design greatly, although with a limited scope. If an encounter takes place in the streets, or might spill over into them, then characters are at risk of a speeder striking them, or at least of a report from an angry driver complaining to the traffic monitors. Of course, this assumes the characters are on foot. Encounters that take place entirely aboard vehicles are also possible, from high-speed chases and violent hijackings to a more sedate social encounters set aboard local air shuttles.

Outside of encounters that directly involve the streets, traffic is less of a concern, but it can still come into play. For example, if the PCs are doing something that requires an escape route or quick getaway, knowing the proximity to their parked vehicle and local conditions is important, just as it could be if the PCs want to prevent someone else from escaping the same way.

GMs can use **Table 3-3: Spending ☹, ☹, ☹, and ☹ in Traffic** to spend the results from a PC or NPC's checks when in the middle such hectic settings. Depending on the how dangerous the traffic might be, GMs should also consider upgrading the difficulty for checks pedestrians make once, the better to represent the hazards of oncoming vehicles. If the PCs have taken sufficient time to learn about local traffic patterns or conditions, GMs can instead add one or more ☹ to checks they make to travel through heavy traffic, whether on foot or in their own vehicle. Exceptionally poor PC speeder pilots might gain a reputation locally if they are linked to numerous accidents, with unwanted attention from local law enforcement officials or concerned citizen groups.



CRAMPED CONDITIONS

While close quarters are by no means unique to cities, the constraints of urban construction lead to situations where space is at a premium. These sorts of situations can arise within a building, as circumstances put maintenance shafts, utility rooms, and similar spaces to uses outside their original design parameters, or they can happen outdoors in alleyways and cul-de-sacs overshadowed by the towering structures all around. However they occur, the lack of space places hard limitations on some kinds of activity, such that combatants might not be able to bring bulky weapons to bear, if they can draw any weapons at all. In less violent circumstances, cramped corridors might be difficult to traverse or allow an adversary to easily get the drop on those traveling through the building.





























Table 3-4: Spending , , , and  **in Confined Spaces** offers GMs suggestions for how to spend the results from a PC or NPC's checks when in these cramped situations. Each of these conditions is likely to be unique, though, and GMs should consider additional effects as well.

TABLE 3-4: SPENDING , , , and  **IN CONFINED SPACES**

Cost	Result Options
 or 	Hidden Away: The PC hunkers down amidst some thick debris and is obscured from anyone outside the cramped space. While here, he counts as being in cover.
 or 	Perfect Angle: The PC is able to find a way to fit through the tight space unhindered for a moment, removing any  or other penalties that the cramped location could impose on the character's next action.
 or 	Lost and Found: The PC finds a handy item, discarded or lost and unnoticed until now. The item should be something that ideally can prove helpful to the encounter at hand, such as a tool that can aid in the checks involved, a holdout blaster, a stimpack, or some similar minor but useful piece of equipment.
 or 	Tough Squeeze: The confines of the passageway force the PC to painfully contort to reach the destination, and even simple activities like readying a weapon become problematic. The character suffers 1 strain per turn if he performs any maneuvers while in this setting. When this is selected outside of structured encounters, the character may choose between suffering 2 strain or increasing the time spent traveling by half.
 or 	A Bad Spot: The PC ends up in an exceptionally tight space. Double all  or other penalties imposed by the cramped quarters during the character's next action. At the GM's discretion, some weapons or tools may be unusable until the character moves to a more open space.
 or 	Close Collateral Damage: The PC's attack rebounds in the enclosed space or send sharp bits of debris flying back. That PC suffers damage equal to half the damage dealt by the check, reduced by soak as usual. This may only be selected as a result from a combat check.
 or 	Stuck! The character gets stuck in place or pinned in the clutter, and becomes immobilized. Getting loose requires an Average  Athletics or Coordination check.

Many cramped areas count often as difficult terrain for movement. When an encounter occurs in cramped conditions, the GM might also place a limit on how many characters can comfortably fit in the space at hand (which might itself vary depending on their sizes). This could also factor into melee combat to hamper allies as there simply is no room for them to join the fight. Additionally, weapons with the Cumbersome quality are usually difficult to wield in such circumstances, if it is possible to use them at all; in some conditions, even characters using much smaller weapons suffer one or more .

In extreme situations, such as when crawling through a small ventilation duct or narrow drainage pipe, it might not be possible to fire even a holdout blaster without multiple  or an upgraded difficulty. The GM might decide a fear check is appropriate if a PC has previously indicated signs of claustrophobia, or a Resilience check to overcome toxic residues or contaminated debris. On the other hand, tight conditions can be useful avoiding notice from those outside this area, and could add one or more  to Stealth or Skulduggery checks in the right circumstances.

VERTICAL SPACES

Tall buildings tower up into the skies in almost every city. While not all species build in this fashion, it is common across most urban areas. In the greatest ecumenopoleis of the Core Worlds and the richest regions of Hutt Space, spires rise so high as to pierce the clouds. Even Outer Rim trading posts may feature high-rise starport platforms for easier launches.

Tall cities make for perilous heights, though, and GMs can use **Table 3–5: Spending ☹, ☹, ☹, and ☹ in Vertical Spaces** to spend the results from a PC or NPC's checks when characters are in such possibly hazardous settings.

Placing an urban encounter in, or even atop, a tall building can add a number of additional dimensions to the narrative. A high vantage point can assist with laying out an area's scenery and can deliver both important information and local color through what the PCs glean from the view. Alternately, the height can isolate the PCs from their surroundings, if they have no way to get down easily. Arriving at an expensive high-rise penthouse by airspeeder might seem like an honor—until the PCs realize their host controls the only ways out. For action scenes and combats, heights can suddenly give way to depths, becoming a serious hazard for anyone who risks getting too close to a drop.

TABLE 3–5: SPENDING ☹, ☹, ☹, AND ☹ IN VERTICAL SPACES




Cost	Result Options
☹ or ☹	View of the City: The PC notices something useful from a vantage point, which need not relate to the current encounter. At the GM's discretion, more details or useful information might be available for additional ☹
☹☹ or ☹	Safe Fall: The PC spots a way to prevent falling from the current location, such as a series of handholds or a balcony to drop onto. If the PC falls later in this encounter, reduce the overall distance fallen by one range band.
☹☹☹ or ☹	Elevated Advantage: The PC is able gain advantage from elevation, such as by seizing the high ground in combat or finding a good vantage point from which to search the surroundings. The PC may either upgrade the ability of his next relevant skill check once, or upgrade the difficulty of the next skill check targeting him once
☹ or ☹	Mild Vertigo: The PC is slightly troubled by the elevation. He becomes disoriented until the end of the encounter, but another character can spend a maneuver to offer support and remove that status effect.
☹☹ or ☹	Buffeted: High-altitude winds blow the character about, making movement difficult. The character loses his free maneuver on his next turn, but may suffer strain or spend ☹ to gain additional maneuvers as usual. Fear of Heights: The PC gets a better look at the drop down than is entirely comfortable. While at the edge, at the start of each of his turns he must make an Average (◆◆) Discipline check as an incidental or become staggered.
☹☹☹ or ☹	Precarious Perch: The PC slips toward a sharp drop, moving one range band closer to the closest edge. If already at the edge, the PC must make an Easy (◆) Athletics or Coordination check as his action on his next turn or fall.

CONTACT NETWORKS


Even the most far-sighted Force users can't see everything, but the wisest know that there are many ways of gathering information. Many modern Sentinels follow the example of the Jedi of old by learning from whomever they can, whether those individuals realize it or not. They gather a wide range of contacts to themselves, from criminal informants to notable scholars, and draw on the knowledge shared between them to solve problems that they could not approach alone.




In game terms, these groups of additional information sources are referred to as contact networks. Contact networks are each associated with a specific type of Knowledge skill. Contacts at a prestigious Core World university might be associated with Knowledge (Education), while a snitch in a smuggling ring would be tied to Knowledge (Underworld). A character's contact networks provide a means of acquiring information that might not be available otherwise, although they can only offer information related to their area of expertise.

Every contact network has a Scope and an Expertise, which determine, respectively, how widespread and how knowledgeable the contacts are.

equal to the rating that corresponds to its Expertise. The difficulty of the check is determined by the obscurity of the information being sought, as described on **Table 3-7: Information Obscurity**, on page 78; the GM also may add , , and  as appropriate for complicating circumstances. The information's obscurity should also serve as a guideline for how long it takes the contact network to investigate or research the desired details, typically with a minimum of one day per rank of obscurity.

Note that many types of information are easier for contact networks to acquire than it might be for a single individual, as they can pool resources and acquire permissions that might not otherwise be available.

Networks that are called on excessively, though, might start wanting more in return. In addition, complications can arise for contact networks, as described on **Table 3-8: Spending** ,

, , and  in **Contact Networks** (see page 79).

Even with these additional factors, the GM should be careful not to let the players use contact networks as a way to entirely

bypass their own investigations. Contact networks are a tool, not a replacement for the players' involvement in the narrative.

When using contacts, characters must get in touch with their network and pose a request for a specific piece of information. In some cases, characters might need to do a favor for the contacts in the network or pay some fee, depending on the nature of the relationship with the network. Once characters have engaged their network, they make a check for the appropriate Knowledge skill linked to that contact network, as established when the network was created. The network counts as possessing a characteristic equal to the rating that corresponds to its Scope and ranks in the skill

TABLE 3-6: CONTACT SCOPE AND EXPERTISE

Rating	Scope	Expertise
1	A handful of individuals, such as a single street gang or the staff of a single department at a small university.	Dabblers and dilettantes with the bare minimum of knowledge to be worth consulting. The network consists of students, amateur explorers, minor enforcers, or similar figures.
2	Up to fifty individuals working together closely, or around two dozen in correspondence across a planet.	Typical professionals within their fields, such as professors, doctors, scientists, or gang leaders.
3	Fifty to one hundred individuals operating across an entire world or star system.	The members of the network are accomplished members of their field.
4	One hundred or more individuals, spread across several star systems.	Network members include noteworthy and well-known figures in their various fields, such as widely published scholars, cartel bosses, or the discoverers of new worlds or hyperlanes.
5	A vast network stretching across an entire sector of space or more.	Leading members of the field in question are included in the network.

TABLE 3-7: INFORMATION OBSCURITY

Difficulty	Result Options
Simple (–)	Basic information that is required to operate within the field in question. Knowledge (Education) example: Basic mathematical theorems.
Easy (◆)	Standard information that is widely known in the field in question. Knowledge (Xenology) example: The location of the Twi'lek homeworld of Ryloth.
Average (◆◆)	Information that requires basic research or is common only to specialists within the field. Knowledge (Core Worlds) example: The primary exports of the famous planet Corellia.
Hard (◆◆◆)	Moderately obscure information, requiring research or a dedicated specialist to discover. Knowledge (Outer Rim) example: The hyperspace routes needed to travel from Nar Shaddaa to Tatooine as quickly as possible.
Daunting (◆◆◆◆)	Obscure information, requiring significant research, even from a specialist. Knowledge (Underworld) example: The identity of recent majordomos that a temperamental Hutt crime lord has had executed.
Formidable (◆◆◆◆◆)	Rare information, which might require special permissions to access or be kept secret by those who know it. In extreme cases, information of this rarity might involve one or more ◆ upgraded to ●. Knowledge (Lore) example: The location of worlds where kyber crystals can be found.

ACQUIRING CONTACTS

Contacts are acquired primarily as a result of the campaign's narrative, with contact networks representing the aid offered by NPCs and organizations the PCs befriend over the course of normal play. If one or more PCs befriend a handful of researchers at a university, or convince a crime lord to put his information network at their disposal, this can be represented with the award of a contact network of appropriate Scope and Expertise, as detailed in **Table 3-6: Contact Scope and Expertise** (see page 77).

Note that the entries in the table do not have to be linked: a Scope with a Rating of 3 need not be associated with an Expertise of 3, for instance. GMs should instead pick the Scope and Expertise that best match the contact network that fits the situation or desired reward for the players. This might, for example, consist of a Scope of 4, representing a wide range of individuals scattered across a large portion of space, but an Expertise of 2 to show they have proficient but do not have high level of skill in their fields.

In addition, the GM can award contact networks to PCs who prove themselves to be prominent figures within a relevant field. If a PC discovers a long-lost ship from the Republic and reveals her findings, the GM could award contacts associated with Knowledge (Lore) to represent the scholars impressed with the find. Taking down the chief enforcer of a powerful Hutt might earn a bevy of informants and cronies that count as a contact network associated with Knowledge (Underworld). In such cases, the contact network's Scope and Expertise derive from the character's ranks in the relevant Knowledge skill. The GM should choose either Scope or Expertise to be rated one less than the character's ranks in the skill, with the other being two less than the character's ranks in the skill (with a minimum of one each in Scope and Expertise). For instance, a character with four ranks in Knowledge (Education) who impresses her colleagues with a scientific breakthrough could earn a contact network associated with that skill, with a Scope of 2 and an Expertise of 3.

Finally, a character may buy a contact network with experience points during play, with the GM's permission. A new contact network costs 10 XP, while raising the Scope or Expertise costs 5 XP times the new rating. Purchasing a new contact network or

upgrading a contact network associated with a non-career skill costs five additional XP for each purchase or upgrade. In general, contact networks grow slowly and with effort, so the GM should not typically authorize too many expenditures of this sort over a short period of time.

Regardless of how a character acquires a contact network, the GM and the players must remember that the network represents actual characters who can be involved directly in the narrative. At a minimum, the PCs should interact with a major "face" character for the contact network when they need something. Ideally, the contact network should involve multiple named NPCs who make contact with the PCs for more than just the exchange of requested information. While it would be difficult, if not impossible, to represent every member of a contact network significantly throughout a campaign, keeping the contact networks grounded in social interactions and involved with the narrative enriches the game substantially.

Merely providing information can be just the beginning of working with a contact network, though. GMs can use **Table 3-8: Spending ☹, ☹, ☹, and ☹ in Contact Networks** to spend the results from a check when using a network to add additional narrative flavor to the process, as well as possible advantages and problems that might result from the effort.



TABLE 3-8: SPENDING ☹, ☹, ☹, AND ☹ IN CONTACT NETWORKS

Cost	Result Options
☹ or ☹	Additional References: The contact network turns up more information than is needed to answer the immediate question. If the contact network is called upon again during the same investigation, add ☹ to its check.
☹☹ or ☹	A Pleasure to Work with You: Members of the contact network form a favorable impression of the PC requesting the information. They may respond well to future requests, or an NPC within the contact network might step forward to offer additional assistance.
☹☹☹ or ☹	A Wealth of Information: The information discovered answers new questions even as it raises them. The PC may select a single additional piece of related information of an obscurity no greater than the first and learn it without a check. This option may only be selected on a successful check. Making Connections: The PC's contact network expands its connections as the members make inquiries. The character chooses either Scope or Expertise, and raises the contact network's relevant rating by one for the remainder of the investigation. At the GM's discretion, this bonus may become permanent if the character engages with the new contacts during the investigation and takes steps to earn their loyalty.
☹☹ or ☹☹	We Need More Time! The contact network refuses to be rushed. It insists additional time is required to come up with the desired results, taking one additional day per ☹ spent. At the GM's discretion, a partial answer may be available before this additional time is up if the check was successful.
☹☹ or ☹☹	It'll Cost You: The members of the PC's contact network insist on additional compensation for unforeseen complications. The additional remuneration could take the form of a minor favor or a payment of up to 200 times the obscurity rating of the information, in credits.
☹☹☹ or ☹☹	Contact in Trouble! One of the key members of the contact network is in trouble as a result of the network's efforts for the PC, such as accessing restricted information or crossing a powerful figure connected with the investigation. If the character does not act to assist the contact, the contact network cannot be used for the remainder of the session—to say nothing of the consequences that might befall the contact! Network Diminished: A portion of the contact network becomes dissatisfied with working for the PC, and it may break away if not appeased. This might require a meeting with the aggrieved contacts, or offering compensation or favors to prove that the network's efforts are valued. If the network is not appeased by the time the investigation is completed, the dissenters break off contact with the character, reducing the Scope of the network by one.

INVESTIGATIONS

Discovering the truth in difficult situations was a specialty of the Jedi of the Republic. With the Galactic Empire doing its best to deceive the galaxy with propaganda and misinformation, it is more crucial than ever that the Jedi's work be taken up again. Fortunately, uncovering the truth doesn't require ancient holocrons or secret lightsaber techniques. Investigations are open to any people willing to open their eyes to the possibilities and put in some legwork following leads.

At its heart, investigation is about asking questions. These might be straightforward questions like, "Did Torga the Hutt order the murder of the scrap dealer?" or more open-ended ones like, "Why would an informant for the Imperial Security Bureau keep a collection of kyber crystals?" Either way, investigation is about determining what the investigator needs to know, and then figuring out how the character can go about learning that information.

The following sections detail how to feature investigations in your games of **FORCE AND DESTINY**. They feature mechanical and narrative details to support investigation-focused sessions, GM advice, and inspiration for possible narrative dice results. The rules below include a simple system for using questions to streamline an investigative game. It is possible to run an investigation without these rules, but they help smooth over rough spots in the narrative and keep the story flowing. The rules may be particularly appropriate for GMs new to this sort of story, or for use when the investigation has stalled. On the other hand, some players may prefer to piece together the entire investigation solely through their own efforts, and may see the additional opportunities these rules provide as undesirable shortcuts.

GATHERING INFORMATION

At the start of the investigation, or at any point when the PCs are stuck without leads, the GM can prompt the players to open their search for information with a question. This question should address their immediate concerns, and if the players' formulation is especially broad—such as, "How do we stop the gang wars across the city?"—then the GM may break it down into several smaller questions, such as how to appease or thwart each major gang.

Once the relevant question or questions that make up the investigation have been determined, an investigating PC can make a *Streetwise* check to determine where to find an answer. The PC may substitute another skill for *Streetwise* if the PC can offer a reasonable explanation for how that skill applies to the investigation. Charm, Deception, Coercion, and Perception are all particularly appropriate alternatives. The GM sets the difficulty of the check based on the obscurity of the information involved in the question, rather than on the obscurity of the answer. **Table 3-7: Information Obscurity** (see page 78) may be useful here, although the difficulties presented in that table are for organized information networks instead of individuals; they require adjustment for the players' circumstances.

Success on the check provides a lead on where to find an answer, but does not provide an answer directly. The lead could take the form of directions to the location of a knowledgeable NPC, or it could mean character chances across some evidence to support her theories. For example, if the question was, "How do we convince Boss Far-ji of the Screaming Talons gang to stop his feud with the other gangs?" then a successful check might direct the PCs toward a lieutenant in the Screaming Talons who knows more about Boss Far-ji's motivations. Convincing the lieutenant to yield up the information the PCs need, or gathering information from any other source, works just like any other similar encounter.

Failing a check in the investigation leads the character into a hazard or trap. This could be an ambush by parties interested in keeping the character away from their secrets, or following a lead into a dangerous environment such as a condemned, collapsing factory. The dangers that the investigators face should always bear a link to the investigation at hand. If the character was investigating the Screaming Talons gang, she might have to fight some of its enforcers, or members of a rival gang who think he has joined them. Alternately, the PC might have to wade through toxic sludge from a plant in the gang's territory in the hopes of finding clues there. A character who is able to deal with the dangers sprung from a failed check should find a lead, such as a comlink or datapad in the gear of ambushers, or a dropped note in an abandoned factory, that can lead to further clues. The character can then reattempt the check for investigation, but now upgrades the check once. A character who fails again and persists through further hazards upgrades checks once for each failure that the PC overcomes.

RUNNING AN INVESTIGATION

Whether the GM runs an investigation using the rules above or goes through the full process of detailing every lead and clue, there are certain factors that all investigations in a game of **FORCE AND DESTINY** hold in common. Being mindful of these elements is important to keep an investigation interesting and the narrative in motion, while ignoring them can lead to a stalled investigation in which the players are spinning their wheels in frustration.

KEEP THINGS MOVING









The first, and arguably most important, element of any investigative game is to keep the investigation moving forward. This is not the same thing as leading the players to where they need to go, although that is one method of doing so. Instead, keeping the investigation moving forward means supplying the players with leads to follow, and minimizing or removing any dead ends.

LET THE DICE HELP

The first of the two can seem simple, but in practice, it is often more complicated than might be imagined. The GM might offer a clue that seems obvious with full knowledge of the mysteries at hand but is not at all clear to the players. In the same vein, what the GM considers to be inconsequential information can sometimes catch the interest and imagination of the players and cause them to believe they have found a crucial lead. The easiest ways to deal with these problems are a mix of clear communication and a willingness to adapt. Sometimes the GM needs to state outright that something is out of place or completely ordinary, as appropriate. Then, if the players are still not following the expected path, the GM should find a way to redirect their plans. Expecting players to investigate strange footprints doesn't lead them anywhere if they are more interested in a shattered window, but linking the two by adding another set of prints might.

An especially important factor is that if a clue is necessary to advance the investigation, then there must not be any risk that the PCs will fail to find it. Successfully interpreting the clue is still, as always, up to the players. If the strange footprints are the only way to follow the suspected murderer in an investigation, the narrative stops as dead as the victim should the players fail a roll to notice them. Therefore, the GM needs either to provide clues at this level of relevance without checks, or to avoid making any single clue crucial to completing the investigation. In fact, it is a good idea to provide all essential clues to the players without requiring checks to find them, and to place the investigative burden on determining the clues' meaning or the explanation behind them.

Finally, if the players become stuck even after securing a solid set of leads, the GM shouldn't be afraid to give out more information. Simply feeding players answers to their questions can be unsatisfying, but new leads can come up in all sorts of ways. The PCs may be able to draw on their contact networks, or might receive an unsolicited message from an associate. Leads can also inadvertently come from hostile figures. For example, a villain who believes the PCs are closing in might send out enforcers to deter them, not realizing that the enforcers know enough to incriminate the villain. Having a sudden attack or action scene result in an unexpected lead is a staple of investigative narratives, both in *Star Wars* and beyond.

In **FORCE AND DESTINY**, the narrative dice and the possibilities they offer uniquely assist investigations. The additional twists and turns offered by , , , and  results are well suited to the complications of investigative games, and can greatly assist the GM and players. Positive dice results, such as  and , are a great way to add new leads in an investigation, allowing the PCs to stumble across more clues or informants as they go about their work. Similarly, negative dice results, such as  and , allow the GM to represent the obstacles of investigative work, from time constraints and lost leads to interference from criminals, villains, or even overzealous law enforcement agents.

As detailed in the previous section, failure on a crucial check can be very damaging to an investigative game. However, with the narrative dice, failure might mean that the investigation doesn't stall, but instead proceeds in a way different than expected. Consider a check to find an important clue. On a successful check, the PCs find the clue and the investigation moves forward. However, if it fails, the PCs might still find something useful if they receive



or even . With on a failure, the PCs might notice a different clue or spot more details about something they had previously dismissed. The PCs could even suggest a clue of their own devising, at the Game Master's discretion. results are less straightforwardly beneficial, but they might result in someone coming to drive the PCs away from their investigation or an attempted cover-up, either one of which could become a clue in its own right if dealt with appropriately. Of course, the narrative dice are still dice bound by all the randomness inherent to them, so the GM should be careful about relying on them too heavily. Nevertheless, the dice can serve to redirect the PCs past obstacles, or inspire new ideas for the GM to include. **Table 3-9: Spending , , , and in Investigations**, on page 83, offers additional ideas for spending such results.





LET THE PLAYERS HELP




























The basic framework of an investigation relies on the players' having less information than the GM, but that doesn't mean they can't contribute ideas. Allowing the players to take part in shaping the investigation can help engage the entire group and can provide unexpected opportunities, even if the narrative never diverges from the expected course in its broader strokes. Players can offer suggestions on how to spend narrative dice results, take unconventional routes to gather information, or even inspire new plot twists in the mind of the GM.

One of the biggest ways players can help is by assisting in interpreting the narrative dice. Players can spend and results from their PCs' checks by default, but the GM should consider allowing them to offer suggestions on how they could be spent for NPCs or even other PCs—with permission from the other players in the latter case, of course. The GM may even wish to allow them to offer up ideas for how to use and . This approach to group participation not only helps engage the players further, but takes some of the load off of the GMs' shoulders, allowing them to spend their energy on other aspects of the game.

Player creativity and suggestions keep things moving in other ways as well. Investigations are a great place to allow players to use unconventional approaches to their skills and even Force powers. During an investigation, a GM should rarely say "no" to a new idea, but should instead consider how it brings new elements into the story. It might seem that a PC's *Foresee* or *Seek* Force powers could make an investigation too easy, but from another point of view, these powers offer an excellent way to provide clues that the PCs might not otherwise discover. Similarly, a slicer PC who prefers querying databases to questioning live witnesses could seem to pose a problem. However, dealing with counter-slicing efforts, encryption, and other security measures can be just as interactive during an investigation as a more archetypal round of questioning.



TABLE 3-9: SPENDING , , , AND  IN INVESTIGATIONS

Cost	Result Options
 or 	Follow-Up Lead: While exploring one aspect of the investigation, the PC turns up a lead on other useful information. The PC adds automatic  to the next check he makes to pursue information for the investigation.
  or 	Happy to Help: The PC finds a source who provides information more easily than expected. Add  to all Charm and Deception checks made to acquire information from this NPC until the PC fails a social skill check with that NPC.
   or 	Cases Converge: The PC stumbles upon a source for additional information that serves to answer questions beyond the immediate search, or for one other question involved in the investigation. If the PC is not currently investigating a lead, if this option is selected on a successful check, the PC may discover two different sources; or the lead may provide information on both questions at once. One Lead Leads to Another: The PC's investigation has also uncovered a new lead in the shape of a strong clue or an object that is also directly connected to the situation. This counts as an additional lead, and adds  to any Perception and Knowledge checks the PC makes to determine how it fits into the investigation. This option may only be selected on a successful check.
 or 	A Cold Trail: While pursuing a lead, the PC risks losing the opportunity to follow another lead. Add automatic  to the next check the character makes to pursue information for the investigation.
  	Overlooked Detail: The PC misses an important element of the investigation, a misstep that seriously impacts efforts to come. When the PC is making any one check later in the investigation, the GM can explain how this detail interferes with the check to add automatic  . Red Herring: One of the PCs' leads turns out to be false. If used with a successful check, the PCs may select which of their established leads was invalid; for an unsuccessful check, the GM makes the determination. In either case, the investigation suffers a setback, possibly requiring the PCs to re-verify their sources and duplicating previous work.
   or 	Hostile Source: The PC finds a source that does not readily give up its secrets. If the source is an NPC, add   to all Charm and Deception checks made to gather information from that source. If the source is not a character, but rather evidence, its nature is not readily apparent; add   to all Perception and Knowledge checks to determine how it fits into the investigation. This option is best used with a successful check. Major Interference: The PC runs afoul of powerful foes who have their own interests in the investigation. They may be after the same information for their own ends, or they might be out to suppress the investigation. The opposition could consist of several minion groups led by a rival or even a nemesis NPC, or a group of rival NPCs. These foes could also be representatives of a greater power, one which might continue to keep an eye on the investigation after its agents are defeated. This could lead to the establishment of a new enemy threat, who might bedevil the PCs in future adventures.

Finally, it is important to remember that no element of the narrative is set until the PCs encounter it—and even then, a later reveal can make previous encounters turn out to be more than they seemed. As such, some aspects of an investigation can stay mutable until the PCs are ready for them. This doesn't mean the GM shouldn't plan some or all of the answers from the start, of course. A completely mutable investigation risks becoming incoherent and might fail to stick together under scrutiny. Nevertheless, the GM should not be afraid to adapt any plans if a better idea arises out of play. For example, if the players repeatedly butt heads with a local law enforcement agent during the course of an investigation, they may relish the chance to enter a serious fight with the obstructive character. If the GM intended that NPC to be a well-meaning and benevolent figure just doing a difficult job, the PCs may not be happy when they have to share credit or get along with someone who has been as much of a thorn in their sides as the actual villain.

The Game Master can capitalize on this unplanned-for rivalry, however, by making the agent a henchman or dupe for the villain in some way, giving the players an opportunity for a satisfying resolution to that aspect of the narrative. In the right circumstances, even greater switches are possible, up to and including the answers to the central elements under investigation. Perhaps the agent has been the murderer all along! However, while it can be a good idea to adapt the investigation in this sort of way sometimes, it is rarely a good idea to do it all the time. If the players' suspicions and wild suggestions always turn out to be right, they may lose interest in the entire investigative process. Playing to expectations can be satisfying, but so can surprises. When running investigations, the GM should remember to match any existing personal style to the game's narrative, and keep the players guessing.

LIGHTSABER HILT CRAFTING

Lightsabers are the mythic weapons of powerful Force wielders, and mastery of these weapons is as much a spiritual act as a technical one. Once, the Jedi taught their students to look deep within themselves and undergo challenges to find the kyber crystals that serve as the hearts of these miraculous devices. In the era of the Empire, the Jedi are gone and instruction is hard to come by, but some Force sensitives still find themselves called to wield lightsabers. While the most difficult task by far is attaining a kyber crystal and attuning oneself to the mystical stone, the more mundane task of constructing a lightsaber hilt is still important. Further, reflecting the hilt's significance to many Force-sensitive sentients, the crafter can customize the weight, length, and function of this most elegant and puissant of weapons.

The rules in this section provide GMs and players with options for crafting their own lightsaber hilts. They offer Artisans and others skilled in technical arts a greater chance to shine, and for players to craft a wide variety of lightsabers. Players wishing to do so should consult with the GM, and then the two should collaborate while going through the steps listed below to create the device. As with all such matters, anything that the player wants to craft is subject to the GM's approval. Note also that the following rules represent a more expansive and flexible approach to constructing lightsaber hilts than those included in the **FORCE AND DESTINY GAME MASTER'S KIT**, but they are not intended to replace them. Instead, players are encouraged to use whichever rules best fit into their style of play and campaign plans.

Crafting follows three steps: **Step 1: Select Template**, in which the PC chooses what kind of lightsaber hilt to make; **Step 2: Acquire Materials**, in which the PC acquires the supplies to build it; and **Step 3: Construction**, in which the PC actually assembles the hilt. See the **Lightsaber Hilts** sidebar, on page 177 of the **FORCE AND DESTINY Core Rulebook**, for more on hilts and their role in the effectiveness of a lightsaber.

STEP 1: SELECT TEMPLATE

When a character sets about creating a lightsaber hilt, the player first chooses a template from **Table 3-10: Lightsaber Templates** (see page 85). The template dictates the cost and rarity of materials for the chosen hilt (Material Price/Rarity), the challenge of building it (Check), an estimate of construction duration (Time), and possible results should the character succeed on the check (Hilt Style Examples).

Each template encompasses a number of different lightsaber hilts that accomplish their template's function in very different ways. For instance, the defensive lightsaber template might represent a lightsaber with a hilt spike to seize enemy weapons, or one designed to let the user parry more swiftly. A template describes what a given lightsaber does, but not necessarily how it accomplishes it or what embellishments it might possess; those are the mark of the crafter. Thus, players and GMs should feel free to be creative in coming up with their own unique types of weapons that a given

WHAT ABOUT CRYSTALS?

Kyber crystals, the mystical gemstones that are used to create a lightsaber blade, cannot be made. Instead, they must be sought out, usually through journeys of self-discovery to remote locations. In the era of the Republic, Padawans traveled to Ilum and other sacred sites to acquire their kyber crystals. Now, there are no clear paths to finding a lightsaber crystal, and aspirants must rely upon the Force to guide them to what they need.

For game purposes, this means that these crafting rules only provide a lightsaber hilt, which is incapable of producing a blade without a crystal. The lightsaber profiles provided here for the weapons assume that it is installed with an unmodified Ilum crystal (see page 197 of the **FORCE AND DESTINY Core Rulebook**); if no crystal installed, use the Hilt profile instead. Once the hilt is crafted and a kyber crystal acquired, the intended wielder of the lightsaber must become personally attuned to the crystal and install it. For more on acquiring and installing lightsaber crystals, see page 195 of the **FORCE AND DESTINY Core Rulebook**.

template represents. Inspired GMs are encouraged to create their own unique templates—all a template needs is a Name, Material Price/Rarity Check, Time, and profiles for the result, which GMs can provide to their players as they see fit.

Step 1: Select Template takes as much or as little time as the character spends planning before launching into hands-on work. After selecting a template, a character moves on to **Step 2: Acquire Materials**.

STEP 2: ACQUIRE MATERIALS

To attempt to build a lightsaber hilt based on the chosen template, the PC must acquire appropriate materials for that template. The cost and rarity of these materials are listed under "Material Price/Rarity" on **Table 3-10: Lightsaber Templates**. For mechanical purposes, materials count as a single item with the listed cost and rarity. As always, at the GM's discretion, certain supplies might not always be available for the listed price at any given market (see page 157 of the **FORCE AND DESTINY Core Rulebook**).

Because Material Price/Rarity for a template is defined only in terms of cost in credits and abstracted rarity, the particular nature of the materials that a character uses can vary wildly and depend on the specifics of the item the character is crafting. At the GM's discretion, PCs can acquire some or all of the materials for a template via means other than paying for them (such as salvaging them, stealing them, or being gifted with them).

TABLE 3-10: LIGHTSABER TEMPLATES

Name	Material Price/Rarity	Check	Time	Hilt Style Examples
Standard Lightsaber	100 credits/4	Average (◆◆) Mechanics check	6 hours	Lightsaber
Precision Lightsaber	150 credits/5	Average (◆◆) Mechanics check	12 hours	Sleek, dagger lightsaber, lightini
Defensive Lightsaber	300 credits/6	Hard (◆◆◆) Mechanics check	12 hours	Guard choko
Double-Bladed Lightsaber	300 credits/5	Hard (◆◆◆) Mechanics check	12 hours	Double-bladed lightsaber, Temple Guard lightsaber pike
Pole Lightsaber	150 credits/5	Hard (◆◆◆) Mechanics check	12 hours	Lightsaber pike, long-handle lightsaber

Step 2: Acquire Materials requires as much time as it takes for the PC to physically obtain the materials. This could be as short as a trip to a scrapyard or market, or as long as an epic quest to find a rare ore or crystal, depending on the situation. After successfully acquiring materials, a character moves on to **Step 3: Construction**.

STEP 3: CONSTRUCTION

After acquiring the materials to make the item, the character must make the associated check listed under "Check" on **Table 3-10: Lightsaber Templates** to actually construct the lightsaber hilt. If the character succeeds, the device is fully functional and has the profile listed. If the character fails on the check, the hilt that comes out of the attempt is unusable and the materials are lost. See **Table 3-11: Lightsaber Template Profiles**, on page 86 for the characteristics of sample results for each template.

Table 3-12: Spending ☹, ☺, ☹, and ☹ on Lightsaber Hilt Crafting includes suggestions on how to integrate other results into successful lightsaber hilt construction. First, crafters can use ☹ and ☺ results to make improvements to the item. Then, the GM can spend ☹ and ☹ to add flaws. Unless a limit is specified, an option from these tables may be selected any number of times, and its effects stack.

The amount of time **Step 3: Construction** takes is determined by the estimate of working hours listed under "Time" on **Table 3-10: Lightsaber Templates**. Every ✨ the character scores on the check beyond the first reduces this time by 2 hours (to a minimum of 1 hour). Other factors can also affect the time required, at the GM's discretion.

BUILDING TRAINING EMITTERS

Before they were entrusted with full lightsabers, Jedi aspirants were given training sabers powered with training emitters instead of kyber crystals (see page 200 of the **FORCE AND DESTINY Core Rulebook**). Substantially easier to acquire the parts for and build, crafting a training emitter requires only common electronic parts worth 50 credits (rarity 0) and an **Average (◆◆) Mechanics check**.

REFORGING A HILT

In the days of the Jedi, the lightsaber was not merely a tool, but an extension of its builder. Though the true power of the lightsaber resides in the kyber crystal at its heart, Jedi would choose materials that symbolized their commitment to the ways of the Force to build the hilt. Even today, Force sensitives who strive to craft lightsaber hilts are likely to go through a long, involved process before settling on a final design, and might make updates to the weapon to reflect changes in themselves.

Because of this sentimental connection to the materials that many Force-sensitives feel, it is rare for a Force sensitive to voluntarily cast aside a lightsaber hilt. Rather than discarding the old materials in favor of new ones, a character who needs an updated lightsaber may choose to reforge the old hilt. A character may also reforge a hilt that has been destroyed, using the shards to create a new one. An old hilt might even be used to create a different type of lightsaber, if the character's fighting style changes over time to incorporate new armaments.





During **Step 2: Acquire Materials**, a character may reforge an existing lightsaber hilt rather than acquiring entirely new materials. If the character does so, reduce the Material Price for the template, indicated in **Table 3-10: Lightsaber Templates** by half of the existing item's Price (to a minimum of 50%) and reduce its rarity by 1. This process consumes the existing hilt entirely.
















































At the GM's discretion, the crafter may spend ☺ to transfer one of the positive results of the crafter's choice from **Table 3-12: Spending ☹, ☺, ☹, and ☹ on Lightsaber Hilt Crafting** (see page 87) from the old hilt to the new one, provided that trait can logically be carried over to the new item. In the same manner, the GM may spend ☹ to transfer one of the negative results from **Table 3-12: Spending ☹, ☺, ☹, and ☹ on Lightsaber Hilt Crafting** from the old hilt to the new one.

TABLE 3-11: LIGHTSABER TEMPLATE PROFILES

Name	Skill	Dam	Crit	Range	Encum	HP	Special	Hands to Wield	Other
Standard Lightsaber	Lightsaber	6	2	Engaged	1	5	Breach 1, Sunder	One-handed	
Standard Lightsaber Hilt	Lightsaber	0	-	Engaged	1	5		One-handed	
Precision Lightsaber	Lightsaber	5	2	Engaged	1	3	Accurate 1, Breach 1, Sunder	One-handed	-1 damage to installed crystals
Precision Lightsaber Hilt	Lightsaber	0	-	Engaged	1	3	Accurate 1	One-handed	-1 damage to installed crystals
Defensive Lightsaber	Lightsaber	5	2	Engaged	1	3	Breach 1, Defensive 1, Sunder	One-handed	-1 damage to installed crystals
Defensive Lightsaber Hilt	Lightsaber	0	-	Engaged	1	3	Defensive 1	One-handed	-1 damage to installed crystals
Double-Bladed Lightsaber	Lightsaber	6	2	Engaged	2	4	Breach 1, Linked 1, Sunder, Unwieldy 3	Two-handed	Attachments and crystals cost double
Double-Bladed Lightsaber Hilt	Lightsaber	0	-	Engaged	2	4	Linked 1, Unwieldy 3	Two-handed	Attachments and crystals cost double
Pole Lightsaber	Lightsaber	6	2	Engaged	2	4	Breach 1, Cumbersome 3, Defensive 1, Sunder	Two-handed	
Pole Lightsaber Hilt	Lightsaber	0	-	Engaged	2	4	Cumbersome 3, Defensive 1	Two-handed	



TABLE 3-12: SPENDING , , , AND  ON LIGHTSABER HILT CRAFTING

Symbols	Effect
 or 	Lightweight: Decrease the lightsaber's encumbrance by 1 (to a minimum of 1). Two-Handed: Increase the lightsaber's damage by 1 and encumbrance by 2; it now requires two hands to wield (this can only be selected once and cannot be selected for a two-handed lightsaber).
  or 	Disguised: Add  to other characters' checks to identify the lightsaber hilt as such while it is not ignited. Counterweight: Increase the lightsaber's encumbrance by 2; it loses the Unwieldy quality and gains the Cumbersome quality with the same value (this can only be selected once).
   or 	Crossguard: The lightsaber hilt gains a crossguard, as described on page 42. It gains the Defensive 1 quality (or increase the value of its Defensive quality by 1), and the user can spend   or  to hook his opponent's blade and disarm his foe. (This can only be selected once.) Customizable: Increase the lightsaber's Hard Points by 1 (this can only be selected once). Delicate Balance: The lightsaber loses the Cumbersome quality and gains the Unwieldy quality with the same value (this can only be selected once). Personalized Design: When the crafter makes a successful Lightsaber check with this weapon, add automatic  to the results. Add automatic  to Lightsaber checks other characters make with this lightsaber. (This can only be selected once.)
    or 	Inbuilt: The hilt is constructed as part of another item, such as a tool or weapon. Choose an appropriate item of encumbrance 1 or higher that the character possesses and increase its encumbrance by that of the lightsaber hilt; the hilt is part of that item. While the lightsaber is ignited, the wielder cannot use the original item for its intended purpose and must spend a maneuver to switch between functions. (This can only be selected once.) Energy Bleed: The lightsaber gains the Stun 2 quality (or increase the value of the Stun quality by 2).
	Fine-Tuned Emitter: Add automatic  to combat checks made with this lightsaber (this can only be selected once). Personalized Inlay: Reduce the difficulty of checks to modify any lightsaber crystal installed in this weapon by 1 (this can only be selected once).
 	Integral Attachment: Add +1 hard point to the weapon, then install one applicable weapon attachment that requires 1 or fewer hard points and is not a lightsaber crystal. No check is required to obtain this attachment, and it costs 0 credits.
 or 	Heavy: Increase the lightsaber's encumbrance by 1. Exhausting Effort: Upon completing Step 3: Construction , the character suffers 3 strain.
  or 	Oddly Weighted: The lightsaber gains the Cumbersome 2 quality (or increase the value of its Cumbersome quality by 1). Fragile Casing: Increase the difficulty of checks to repair this lightsaber by 1.
   or 	Awkward Grip: The lightsaber gains the Unwieldy 2 quality (or increase the value of its Unwieldy quality by 1). Misaligned Emitter: The lightsaber requires a maneuver to ignite rather than an incidental; it can still be powered down as an incidental (this can only be selected once).
    or 	Erratic: Once per combat encounter, the GM may spend  from any combat check with the lightsaber to have the energies within ripple out, damaging the hilt and shocking the wielder. The lightsaber becomes damaged one step (minor to moderate, moderate to major, etc.) and the wielder suffers 3 strain. (This can only be selected once.) Poor Focusing Lens: The lightsaber gains the Inaccurate quality (or increase the value of its Inaccurate quality by 1). If it has the Accurate quality, reduce the value of that quality by 1 instead.
	Faulty Inlay: Increase the difficulty of checks to modify any lightsaber crystal installed in this weapon by 1 (this can only be selected once). Tragic Accident: During the process of crafting the hilt, the character's focus slips at a key moment, and the character suffers a major injury. Upon completing Step 3: Construction , the character suffers a Critical Injury (see page 223 of the FORCE AND DESTINY Core Rulebook. This can only be selected once.)
 	Unstable: The GM may spend  from any combat with the lightsaber to have it sputter and short out. It remains inoperable until it is repaired through an Average (◆◆) Mechanics check .
 (failed check)	Learning Experience: The crafter learns valuable techniques in the attempt; that PC gains  on the next attempt made to craft a hilt and does not need to purchase new materials.
  (failed check)	Horrible Accident: Not only has the crafter failed to fashion a working hilt, but the hilt mechanism has exploded. The crafter suffers a Critical Injury with a +20 to the roll (see page 223 of the FORCE AND DESTINY Core Rulebook), and all of the materials are destroyed.

INTEGRATING THE SENTINEL

Sentinels are a unique asset for any group of Player Characters in a **FORCE AND DESTINY** campaign. The combination of technical proficiency, stealth, and connection to the Force makes them perfect investigators, spies, and scouts. Above all things, subtlety is their stock-in-trade.

This can, at first glance, seem to be at odds with the traditional image of Force users for both players and Game Master. The flowing robes and flashing lightsabers of the Jedi are both almost an anathema to Sentinels, and therein lies the key for any Game Master hoping to offer Sentinel players a satisfying gaming experience.

A Game Master should remember that Sentinels still hold the same values of peace and justice as their more traditional Jedi counterparts, but simply choose to enforce those values with a more subtle methodology. To this end, the Game Master should design encounters that cater to Sentinels' propensity for stealth and subtlety. It creates a satisfying experience for the Sentinel players when they see the Game Master has crafted encounters within a campaign that allow them to utilize the abilities that make their characters unique and to present motifs that fit the core identity of the career.

An epic lightsaber duel with a powerful dark side Force user is a hallmark of the *Star Wars* experience. Instead of creating a direct confrontation between good and evil, however, the Game Master might weave a game of cat and mouse between Sentinels and their foes. This intrigue could climax in a shadowy crossing of sabers that only ends after heroes and villains have used misdirection, deception, and cunning before resorting to open warfare. Better yet, perhaps the Sentinels have lured their prey into an ambush after a long and studied hunt, or blindsided their foes through subterfuge only to leave adversaries defeated before weapons could even be drawn.

Remaining unseen, however, is no easy task. Concealment is a fragile armor, and deception is a delicate weapon. When the Sentinel is finally drawn from the shadows, the Game Master should create an atmosphere of tension and revelation as powerful as any climactic moment from the *Star Wars* saga. Building to this epic reveal can be done through peeling back layers of deception. Prying eyes, deceptive rumors, and Machiavellian manipulations can be as deadly as lightsabers. Skillful cunning, hidden recording rods, and well-placed espionage droids are all useful tools for both players and Game Masters. Game Masters should not be afraid to fight deception with deception. Slowly bringing the shadows into light is key when building a satisfying experience for Sentinel players. Then, once the reveal has finally occurred after several sessions of nail-biting tension, a new task is laid before them: the Sentinels must recover from this cataclysmic unveiling and then return to their hidden ways. This in and of itself can be the seed for several new stories before these characters are once again able to return to the darkness that they know so well.

In most cases, the GM runs a **FORCE AND DESTINY** campaign for a diverse party containing more than just Sentinel characters. When acting as part of a larger group, Sentinels

often serve as the voice of caution for more reckless or confrontational characters. They can have deeper insights and pragmatic natures that provide balance to idealistic Guardians or aggressive Warriors. Their skill set means they are quick to find nonviolent solutions to whatever challenges are put before them and their allies. This can prevent potentially volatile situations from exploding into all-out chaos, or allow players to discover more subtle and clever solutions to the troubles that their characters face.

Sentinels who act rashly and become reckless endanger not only themselves but their allies as well. They must remain constantly vigilant and remember to calculate every risk. As the tensions and stakes of a story rise, this can nearly impossible, however. Before long, Sentinels might find that they have let their caution slip, putting both themselves and their allies in mortal danger.

Perhaps most importantly, the players and Game Master should work out how Sentinels came to join a given group of heroes. More than in possibly any other career in **FORCE AND DESTINY**, the actions of Sentinels are deliberate and calculated. This means that players of Sentinels and the Game Master should work together, and with others in the party, to determine how and why the Sentinels are present within the group. Sentinels rarely act on a whim, after all. By establishing a concrete reason for them to be a part of the greater whole, the players and GM lay a strong foundation that creates powerful opportunities for roleplaying and bonding between characters. That is not to say that Sentinels are perfect in their perceptions—only that they have a certainty and purpose in their alliances. Perhaps when they met the group, they felt the Force surrounding the other PCs, or they saw the potential for heroism and took it upon themselves to curb any reckless idealism so the other PCs would not be destroyed by foolhardiness. The reasons Sentinels have for joining a party may change as the will of the Force is revealed to them over the course of the campaign. This can be a strong plot device for Game Masters as campaigns evolve and the roles of any Sentinels evolve with it.

SENTINELS AND SPECIES

For the myriad species of the galaxy, the role of Sentinels can mean equally varied things. A Sentinel's species greatly influences that PC's character. Cerean Sentinels might privately ponder what they have seen, considering a matter from all angles before taking action. In contrast, Kel Dor Sentinels might be driven by the strong and swift sense of justice inherent to that species' society to make surgical strikes against their foes, solving moral issues with single, sudden strikes at what they see as the heart of the problem.

Many Sentinels find their species both a blessing and a curse. Twi'lek Shadows, for example, undoubtedly find it easier to go unnoticed on their homeworld of Ryloth. With millions of other Twi'leks surrounding them, it is all too simple to become just another face in the crowds. As an added bonus, the common perception that Twi'leks hold strong ties to

the Hutts and criminal organizations means that Twi'lek back rooms open more easily for them. Yet, if these Twi'leks must travel to a world like Naboo or Scipio, with wealthier populations of (often human) aristocrats, they may find that prejudices color their interactions with the locals. Local law enforcement even unfairly hassle these Sentinels, and authorities may persecute them.

When players are selecting species for their characters or Game Masters are doing the same for a campaign's NPCs, it is important to consider why and how each of these characters came to be Sentinels and how those events tie to their species. Characters do not simply "become" Sentinels. It requires an active choice, dedication, and focus. This choice, when combined with the experiences and culture unique to each species of the galaxy, helps to individualize Sentinel characters.

At the same time, players should not be afraid to make characters who buck the "traditional" traits of a species. Taking on the persona of a dour Nautolan or uncertain Zabrak can bring new depth and dimension to an otherwise stock character. When moving beyond stereotypes, players should consider why their characters have not adopted the presumed common traits of their species and what experiences brought them to their current state. Each species in the galaxy has the potential to be as diverse as humanity, if the proper life is breathed into its members.

SENTINELS BEYOND FORCE AND DESTINY

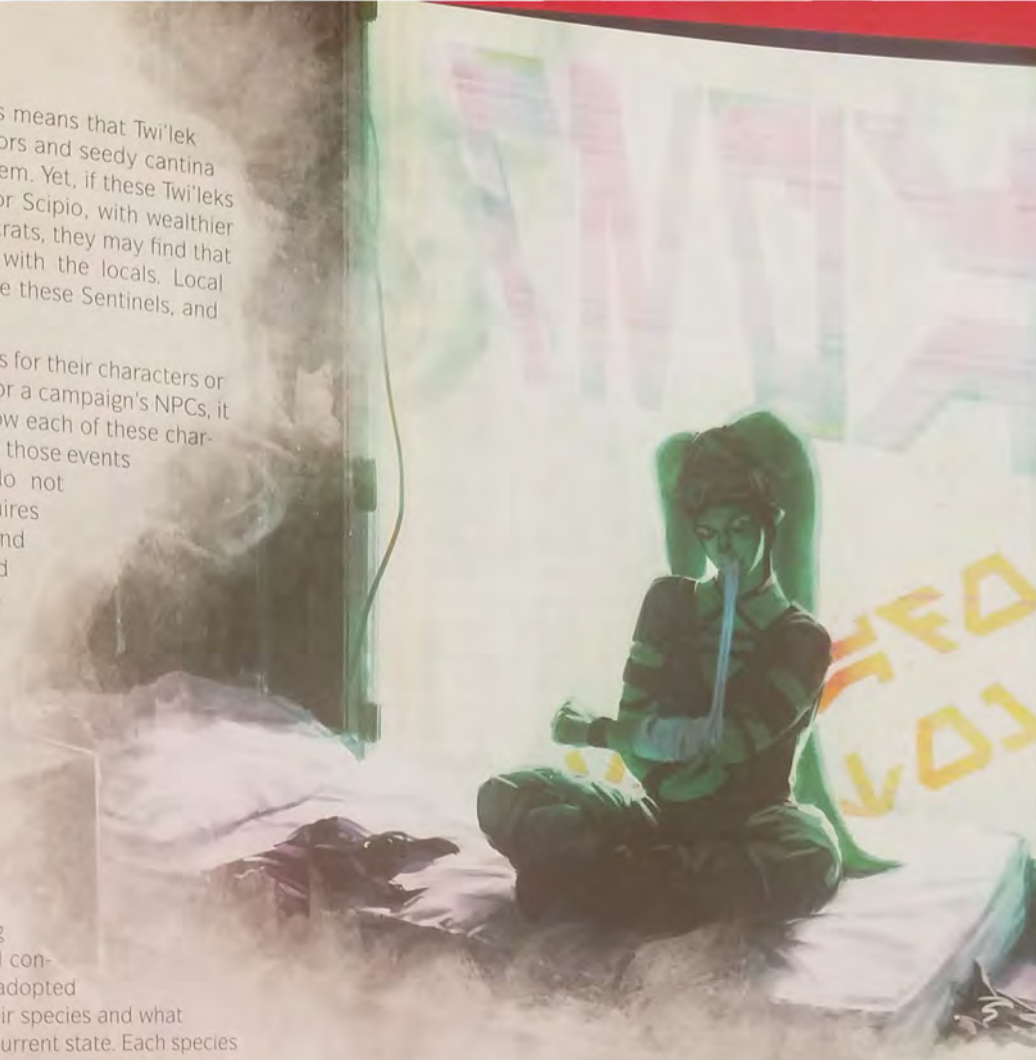
Sentinels, by their very nature, are more subtle and less obvious in their actions than what people think of as the "traditional" Jedi Knight. This makes Sentinels ideal for integrating into an **EDGE OF THE EMPIRE** or **AGE OF REBELLION** campaign without overshadowing the themes of those campaigns. The natural subtlety of Sentinels, complemented by their connection to the Force, means they offer strong support to the species and careers detailed in **EDGE OF THE EMPIRE** and **AGE OF REBELLION**. The Game Master can use Sentinels as tools with which to integrate the themes of **EDGE OF THE EMPIRE** and **AGE OF REBELLION** with those of **FORCE AND DESTINY** almost seamlessly.

With the exception of Shien Expert, the specializations available to the Sentinel do not have any implied training. These Sentinels are simply extraordinarily gifted in the Force in specific fashions. An Artisan could easily serve as a talented mechanic on a battered tramp freighter in an **EDGE OF THE EMPIRE** campaign, or a Shadow might be a spy for the Rebel Alliance in an **AGE OF REBELLION** campaign. Moving beyond traditional assumptions about Force-using characters in these ways can bring subtle touches of the Force to any campaign.

The **EDGE OF THE EMPIRE** specialization Force-Sensitive Exile can easily progress into an Artisan, Shadow, or other specialization associated with the Sentinel. Likewise, the Force-Sensitive Emergent introduced in **AGE OF REBELLION** could easily transition to any of the Sentinel's specializations, depending on how the player chooses to develop the character.

In all of these instances, both the player and the Game Master should remember that they are not playing in a **FORCE AND DESTINY** campaign. This means that even though the character is strong in the Force, the great conflict with the dark side is likely to be a subtle undercurrent at the gaming table and not an ever-present theme.

Conversely, the Game Master should remember that Morality is a key aspect of a **FORCE AND DESTINY** character, even in a campaign that primarily draws on Obligation or Duty for other characters. To ignore Morality is to remove a key to roleplaying a **FORCE AND DESTINY** character. The Force flows through the galaxy—all of the galaxy—and its influence should always be felt. The Game Master should consider including Morality as part of every Sentinel character, even in campaigns that focus on **EDGE OF THE EMPIRE** or **AGE OF REBELLION**. In addition, Morality can be combined with Duty and Obligation to help create a more multifaceted character (see page 358 of the **FORCE AND DESTINY** Core Rulebook for more information on combining these rules).



SENTINEL ENCOUNTERS

While not quite enough to warrant a full adventure, several encounters tailored to the Sentinel's specializations are described below. They can be used as interludes, side events, or subplots in larger adventures, and Game Masters are encouraged to further develop them and integrate them as it suits their individual campaigns.

ARTISAN

After being contracted to do repairs on an advanced droid or highly customized ship, the Artisan and his associates find themselves suddenly the subject of some very unwanted attention. Bounty hunters or other adversaries begin pursuing them for unknown reasons—apparently intent on their death. After some investigation, the Artisan discovers that the person who contracted the work is using these repairs as a cover to conceal some secret information now stored in the newly repaired object. Unfortunately, the droid has gone missing or the ship is now long gone. The PCs need to track down the object and extract the information before they are overwhelmed by their new foes.

The GM could complicate matters further by introducing multiple factions hoping to retrieve the vital information. Perhaps this information relates to some secret technology of the Imperial war machine and is equally valuable to both the Rebel Alliance and the Galactic Empire, or perhaps it contains the whereabouts of several people who are wanted by a Hutt kajidic or other powerful crime syndicate. The PCs may find themselves caught in the crossfire between two warring forces, uncertain how valuable the data they carry really is and whether either side should possess it.

INVESTIGATOR

While tracking a person of interest, the Investigator discovers that she is also being tailed. Every time the Investigator catches a glimpse of this pursuer, the target vanishes or flees. Over the next few days, this mysterious shadow continually appears on the periphery—a face lost in the crowd, a shadow on a cantina wall. Who is this stranger? Why is the stranger interested in the Investigator? Who is he working for? What does he know? Is he connected to the person the Investigator was initially watching? The Player Characters must turn the tables on this stalker if the Investigator wants to get answers.

The Game Master should tie this encounter to earlier adventures or events in the campaign, and strive to make the stranger's true intent unknown until the last possible moment. Perhaps the stranger has misinformation that has led to a belief that the PCs are agents of the Empire or even associates of the Sith. The GM can present the players with a moral quandary: how do



they deal with an adversary who is a good person but is completely convinced that the PCs are evil and dangerous enemies? The Investigator's strengths can be brought to bear here; only by learning every possible detail about the adversary can the PCs discover a way to stop this misinformed foe that does not involve a violent confrontation.

RACER

The Player Characters are traveling aboard a public transport—such as a landspeeder or airspeeder—that suddenly comes under attack by criminals or Imperial agents. The driver is slain in the initial attack, and the Racer is forced into action! With no one else aboard the transport capable of flying the vessel, the Racer must escape from the attackers through the chaotic city streets. While the Racer performs perilous maneuvers just to stay alive, the other Player Characters must fend off the attackers in a high-speed firefight. The PCs spend tense moments in the encounter preventing the transport from being destroyed, making emergency in-flight repairs, and protecting and providing medical attention to the other passengers.

As the chase continues, the GM can add new complications. These could include being unable to reduce the transport's speed, a shortcut through a power plant full of loose power couplings and other environmental hazards, timed explosives wired to the vehicle, or passengers who must be saved from being tossed into the sky during the conflict.

Once the chase is over, the PCs must discover the identities and motivation of the attackers. Was it an assassination attempt on one of the Player Characters? An act of terrorism? Could a bounty hunter be trying to take out a target? Perhaps an Imperial Inquisitor is hunting down the Racer himself, aware of his Force sensitivity.

SENTRY

A local family lives in fear after they discover a stranger has been watching them from a distance for an extended time—weeks or even months. They offer to hire the Sentry and her associates to discover who is so keenly interested in them. When the Player Characters are asked to investigate the matter, they discover that a local resident who goes by the name Kar Welmik is actually trying to protect the family from a terrible threat. Unfortunately, interference from the PCs has drawn the threat down upon the family, and now they and Welmik must rush into action if there is to be any chance of protecting the family. The threat could be a rival family, a greedy corporate agent who wants the family's land, a bounty hunter pursuing a member of the family who is trying to escape an old life, or any other dangerous element suitable to the campaign. If there is to be any hope of defeating the impending threat, it lies in the Sentry's ability to protect and defend those who now retain her services.

To make things more difficult, perhaps Welmik is incorrect (or lying) about the family's innocence—perhaps the bounty hunter seeking them is legitimate in this pursuit, or the family claimed the land unjustly. It's possible they're hiding a dark secret about their homestead, and the PCs could find

themselves on the wrong side of justice should they defend Welmik. It could fall to the Sentinel to investigate the matter to determine its true nature, then dispense justice as the PC sees fit to those deserving of judgment, even if the others within the group might not agree with those actions. In addition to testing personal talents and abilities, this could also call into question the Sentry's Morality and potentially draw the PC inexorably closer to the dark side of the Force.

SHADOW

The Sentinel senses a disturbance in the Force surrounding an individual who seems shrouded in the dark side. Tracking the otherwise apparently unimportant stranger to a nearby ship, the Shadow and his group find a way to secretly board the ship or secure another way to follow the target on a journey to an unknown destination. The Game Master is encouraged to develop a unique collection of allies for the mysterious stranger; they could include a new species of aliens who crew the stranger's ship or a coterie of unusual traveling companions. As the Shadow gathers additional clues concerning the target, he finds that there is more than merely another dark side Force user here.

The target and retinue could be disguised Rebel agents on a secret mission. This raises the question of whether the target's allies are unaware that one of their number follows the dark side, or, worse, know of it and accept it as another source of might to use against the Empire. The Force disturbance around them could even be a foretelling of the fate that awaits these warriors should they give in to their anger and hatred of the Empire. Alternatively, the targets could be agents of the Empire or bounty hunters, and the voyage a trap to lure and capture the PCs. The secretive nature of the voyage should make maintaining cover stories and disguised identities essential; there should be nowhere to run should the PCs be discovered. The Shadow character could find limitations in these tight quarters and need to develop new ways of operating in order to bring these targets to justice.

SHIEN EXPERT

A former Padawan in hiding calls upon the Shien Expert for aid in a tactical ambush. In return, the Padawan is willing to provide her with critical information about a current group objective. The Padawan has prepared an ambush for a group of bounty hunters who have long hounded the local population—but cannot face them alone. After he explains the carefully laid trap to the Player Characters, the party springs the ambush. However, once combat begins, the PCs discover that the ally's trap has been reversed, and now they are the ones being ambushed.

Getting out of the trap takes some hard fighting on the part of the Shien Expert, and also relies on her cunning and knowledge of the surroundings to find an escape route. If the Player Characters manage to triumph over the ambush, they build a strong relationship with a new ally in their fight against the growing darkness in the galaxy. The Padawan could serve as a mentor or lightsaber instructor to the PCs, or could provide them with valuable information regarding the history of the Jedi.

SENTINEL ADVENTURES

The galaxy is a dangerous place, especially for those who are strong in the Force. Simply by being sensitive to the Force, Sentinels live a life of perpetual danger. However, unlike more traditional Jedi, Sentinels often live in the shadows and in the urban areas of the galaxy. They do not rashly charge into combat against the great and evil Galactic Empire with their blazing lightsabers raised high. Instead, they wait for an opportune moment to make their move. They strike quickly and with surgical precision, leaving little evidence of their passing. They fade into the shadows before their foes are able to realize who or what has moved against them.

When designing adventures for Sentinels, Game Masters should keep in mind that Sentinels rely on stealth, cunning, creative use of the Force, and a willingness to make difficult moral choices to overcome the challenges they face. To this end, when designing adventures centered around Sentinel characters, the GM should provide ample opportunities for these characters to make use of their various skills and abilities, but still allow for Player Character creativity and quick thinking. If the players come up with a new and cunning way to overcome a challenge set before them, then the Game Master should allow the action to succeed and reward the players for their creativity.

Espionage and subterfuge are the meat and drink of the Sentinel. While the *Star Wars* saga is filled with fast-paced action, there is no small amount of suitable adventure material that can be used to inspire a Game Master when designing adventures for Sentinel PCs. Ben Kenobi's role as protector and watcher over young Luke Skywalker is an excellent example of a Sentry's life, while Luke's own attempt to manipulate Jabba the Hutt in an effort to rescue Han Solo is a perfect basis for an adventure for Shadow characters. Rogue Padawan Kanan Jarrus has had many adventures that exemplify the core Sentinel approach of wits over lightsabers. Players should always remember that the *Star Wars* galaxy is more than just open conflict between the darkness and the light. A great number of battles occur in the shadows, unseen and unknown to those whose lives are changed by their outcome.

SENTINEL ADVENTURE SEEDS

Sentinels can have any number of diverse adventures across the galaxy. Game Masters should feel free to use the following seeds as springboards to fully fleshed-out adventures or even entire campaigns.

FOR A MORE CIVILIZED AGE

Whether from a local contact, a mentor, or through stolen information, the Sentinel Player Characters have learned that a Pantoran noble and part-time antiquities thief named Kyja Cho is going to auction off a krayt dragon pearl during a

cruise on her luxurious sail barge, the *Azure Sunset*. Cho has sent secret invitations to the event, and guests include several powerful Hutt crime lords and Corporate Sector Authority executives, along with several independent parties who have the interest and wealth to acquire such a galactic rarity. The PCs are, of course, not on the guest list.

They need to somehow find means to get aboard *Sunset* without being caught. Whether the PCs replace or masquerade as staff working aboard the barge, steal or forge invitations, or simply sneak aboard and hope to go unnoticed, whatever path they choose will require careful planning and precise action.

Once the cruise gets underway, the PCs need to discover the location of the pearl if they hope to successfully liberate it. The Game Master is encouraged to come up with unique ways in which it is protected. Perhaps Cho keeps it on her person and has a large detachment of security guards around her at all times, or perhaps it is kept safe in a secret vault known only to the noble. As the characters continue their investigation, they come upon a new complication. In addition to being aboard a ship full of nobles, bodyguards, bounty hunters, and Hutts, the PCs discover that one of the Corporate Sector executives is actually an Imperial Inquisitor or other servant of the dark side who is willing to do whatever it takes to seize the pearl for himself.

The Player Characters need to act fast if they hope to save the passengers aboard the *Azure Sunset* and still recover the pearl. If they reveal the agent of the dark side, they also risk revealing themselves and risking the lives of everyone aboard. Alternatively, they could simply allow the agent to carry out his vile plan of betrayal and murder and then seize the pearl for themselves—but such an act of terrible greed would certainly draw them closer to the dark side.

NOW THIS IS PODRACING

Korlen Skimmer is the hottest thing to hit the Podracing scene in almost thirty years. After winning the Boonta Eve Classic last year, he's risen to meteoric fame among those who follow the sport. He's faster, more reckless, and cockier than any other racer on the track—and to everyone's surprise, he's human. Skimmer is also flamboyant and loud, however. His trackside bravado has drawn the attention of both the Hutt kajidics and the Empire, for different reasons.

No human in three decades has won a Podracing competition, and because of Skimmer's remarkable skill and refusal to throw races, the Hutt cartels have decided that Korlen needs to face a little "accident" on the track. To make matters worse, he has also drawn the attention of high-ranking Imperial officials who hope to take him into custody for reasons of "the highest Imperial security," and this has gained the attention of local bounty hunters. It is said that Lord Vader himself has decreed that any human known to successfully pilot a Podracer be brought to him.



Korlen's benefactor, a cantankerous Duros named Calloc, fears for her racer's life. Calloc is no saint, but after investing thousands of credits in Korlen's Podracer, droids, and training, she doesn't want to lose money on her investment. Calloc hires the PCs to investigate the rumors and threats surrounding her star racer. Upon meeting Korlen, the Player Characters are able to sense his strength in the Force. Korlen, though, is dismissive of both his connection to the Force and the threats on his life.

As the PCs continue their investigation, they discover that a major-domo in the Hutt kajidics has hired several racers to ensure that Korlen suffers an "accident" in his next race. But neither Korlen nor Calloc is willing to drop out of the race, and the only way for the PCs to ensure his safety is to join him on the track!

Meanwhile, the Player Characters in the pit have problems of their own. Imperial agents are waiting to make sure that Korlen survives his next race, while the bloodthirsty bounty hunters hope to capture their quarry dead or alive. The PCs have to stop these threats if Korlen is ever to survive the race and embrace his connection to the Force.

LOST AMONG THE STARS

The Player Characters have arranged a meeting with a shadowy information broker, who claims to have the hyperspace coordinates to an ancient Jedi Temple. After meeting to receive the information, the characters are surprised to learn that the information broker is none other than a retired military intelligence officer who served in the Clone Wars, Commander Jaxsinne Tamm. Tamm provides the information to

the characters free of charge, under the condition that they take her with them when they travel to the temple. To ensure they keep their end of the bargain, the information Tamm provides to them is encoded and only she knows how to unlock it.

Unfortunately, Imperial agents ambush Tamm and the PCs during the exchange and the grizzled soldier is captured. Though they have the data, without Tamm it is impossible to unlock it. The PCs soon discover that Tamm is being held in a high-security Imperial brig, so they must sneak into the facility and stealthily free their new business partner.

After succeeding in their jailbreak and escaping the Imperial ships blocking their jump to hyperspace, the PCs arrive at the abandoned Jedi Temple located far in the Outer Rim Territories. It is only there that Tamm reveals her identity and, if she has come to trust the characters, explains to them the truth of Order 66. In the days following Order 66, she helped track rogue Jedi via data trails and investigation. She has returned to the site where her final Jedi target was slain in hopes of bringing closure to what she feels is her greatest sin.

Unfortunately, Tamm has led them to a planet covered by a ruined city inhabited by countless droids who once served as stewards and protectors. The droids have been corrupted by the ruins of time, maintaining half-collapsed buildings and seeing all living things as a threat to the city's "glory." The characters must fight their way through urban blight, metropolitan ruin, and malfunctioning security droids if they hope to discover the hidden wisdom of the long-abandoned holy site.

The Game Master can use Jaxsinne Tamm in any number of ways. She could become a penitent ally of the PCs or if the GM is feeling nefarious, Tamm could be using them to find a few more Jedi artifacts that she can sell at a nice profit before ambushing the PCs while they're distracted by the dangers of the ruins.

SENTINEL CAMPAIGNS

While **FORCE AND DESTINY** campaigns focus on Force-sensitive characters, it is also possible to run a Sentinel-focused campaign. The Sentinel career is rooted in pragmatism and cunning, relying on stealth and subterfuge to accomplish goals, which immediately provides the Game Master with a foundation for such a campaign. The Player Characters may not be shining paragons of virtue who raise their lightsabers aloft in the face of evil. Instead, they move from shadow to shadow, perhaps drawing dangerously close to the dark side in their efforts to accomplish the greater good. This offers great roleplaying opportunities for enterprising gamers.



That's not to say that Sentinels need to be one-dimensional.

With six specializations to choose from, players can coordinate around the central themes of the Sentinel and still design unique characters who are able to shine when using the skills and talents tied to their area of expertise. A Shien Expert might bring an element of Jedi tradition to the group while an Artisan serves as the group's tech expert and the Sentry aids allies as a vigilant scout wary of danger. Though they have a shared methodology and connection to the Force, Sentinels have unique abilities that are defined by talents, skills, and their background.

ADVERSARIES IN A SENTINEL CAMPAIGN

Star Wars is set in a galaxy in turmoil, where every story is driven by conflict. At the center of any engaging conflict is a great villain. The galaxy is filled with countless threats to those strong in the Force. From the overt and ever-present

tyranny of the Galactic Empire and its citizens, to the dangerous predators of the wild planets where Sentinels may be forced to hide, and even to misguided Rebel freedom fighters who have either become broken by the horrors of war or have mistaken the Sentinels for agents of evil, endless dangers can be set before Player Characters who would carry out the will of the Force.

The Empire is the most obvious threat to Sentinels. While it does make an excellent adversary, what with its constant presence and amazing military might, continually throwing stormtroopers and Star Destroyers at the PCs in every adventure can get boring. Game Masters using Imperial adversaries should remember that the Empire can be just as subtle as the Sentinels. The Imperial Security Bureau (ISB) has inserted undercover agents into all levels of society, reporting threats to their masters from all across the galaxy. Imperial assassins, specializing in erasing potential threats from existence before they ever become a problem, are regularly employed as well; they are trained in the use of poisons and high-tech weaponry, and are experts in hand-to-hand combat. Stepping from the shadows long enough to snuff out a single life, they fade away just as quickly. Finally, and most dangerous of all, are the Imperial Inquisitors—lethal hunters trained in the ways of the dark side of the Force. A Game Master should use Inquisitors sparingly, though, lest the gravity of their presence become diminished.

While Sentinels find some safety in the galaxy's underworld, there are still quite a few threats should their true nature be revealed. Illicit agents are driven, first and foremost, by credits. Because of Sentinels' connection to the Force, they are almost always worth many credits if they can be turned over to the Empire. This means that crime lords and bounty hunters can easily become very problematic. Because Sentinels regularly traffic in the shadow markets of the galaxy, they also regularly come in contact with such nefarious characters and must tread lightly. Criminal warlords often have extensive government connections, legitimate businesses that serve as fronts for criminal enterprises, and an army of agents at their disposal. They can interfere with every facet of any Sentinel's life, if need be. More directly, skilled and well-armed bounty hunters can be more than a match for Sentinels, even those strong in the Force. Such merciless hunters have few qualms about using underhanded tactics or endangering innocent lives if it means they can make the capture.

Unlikely, but interesting adversaries for Sentinel characters are agents of the Rebel Alliance. Although like Sentinels, they are at odds with the Empire, they are dedicated to a cause all their own—often with extraordinary zealotry. The presence of Sentinels in the midst of a carefully laid Rebel operation could create unforeseen complications, and an aggressive agent might seek to eliminate the Sentinels for fear of drawing the Empire down on their heads. It's also possible that an agent of the Rebellion could mistake a Sentinel for an Imperial spy, or, worse yet, an Inquisitor! Such agents are often as skilled in guerrilla tactics as Sentinels, which can lead to situations in which neither knows who can be trusted.

EXAMPLE CAMPAIGN: RETURN OF THE SHADOW

In the waning years of the Clone Wars, a powerful criminal syndicate known as the Shadow Conclave rose to power. Rumors and legends say it was ruled over by a Dark Lord of the Sith, though no proof of this ever surfaced. The Player Characters are drawn into the rebirth of the Shadow Conclave after following rumors of a Jedi Knight who survived the Great Purge. Their investigations lead them down a path that endangers thousands of lives and draws them dangerously close to the dark side of the Force.

EPISODE I: WHISPERS FROM THE PAST

Whether through contacts of their own or a disturbance in the Force, the Player Characters discover that a surviving Jedi Knight named Kilmera Skale is searching for others strong in the Force. However, Skale's search has not gone as unnoticed as she wished. The Player Characters need to avoid the attention of both bounty hunters and Imperial agents before finally meeting with Skale's agents.

EPISODE II: TRIAL BY SHADOW

After discovering his agents, the characters are brought to a secret audience with Kilmera Skale in an abandoned underground complex. Though it is clear Skale is powerful in the Force, she demands that the Player Characters prove that they are not Imperial agents before she will aid them. Skale claims that the regional crime lord has a datafile important to the future of the Jedi hidden in the data vaults of his personal estate. The characters must break into the facility and recover the file before Skale will aid them. They need to avoid the crime lord's secure outpost, which is well-protected with mercenaries. During their heist, the PCs hear rumors that a senior investigator for the Imperial Security Bureau has discovered Skale's location and is expected to deal with the matter personally in a few days.

EPISODE III: ALLIANCES AND BETRAYAL

When the characters return to Skale with the datafile, they find they have been betrayed: ISB Special Agent Malsr Phialt has sent operatives to speak on his behalf and finalize a secret alliance with Skale. Skale reveals that she is only masquerading as a Jedi and is using her powerful connection to the Force to lure eager Force-sensitive characters to him. Her agents overwhelm and capture the PCs, imprisoning them deep in the bowels of his secret fortress, where they find that Skale has been capturing and imprisoning Force sensitives who have come to her for some time. Special Agent Phialt's team of enforcers arrives; to prove her loyalty to the Empire, Skale arranges for the PCs and other prisoners to fight in a twisted gladiatorial combat—all for the entertainment of the Imperial agent's retinue.

EPISODE IV: LIBERATION FROM TYRANNY

After their harrowing blood sport, the characters learn that the information Skale wanted contains the names of several Force-sensitive families. The document was once kept by the Jedi Order, but it later fell into the hands of the local crime lord. Skale has been secretly building her own criminal empire and hopes to use this information to buy off Imperials in the sector. One of the prisoners tells the PCs that Skale is trading the information for several hundred Imperial slaves, and that she recently left her complex (along with several of her bodyguards) to arrange the trade. This is an opportune moment for the characters to make their escape, just in time to thwart a terrible transaction that could cost a great many lives.

EPISODE V: DARK ALLIANCES

After escaping Skale's compound, the characters need to track down the secret meeting place between Kilmera Skale and Phialt. The two are meeting in an abandoned droid factory long crumbled to uselessness. If the characters are clever and quick, they might be able to ambush their adversaries during the trade, rescuing many Imperial slaves and keeping secret the knowledge of several Force-sensitive bloodlines across the galaxy. Whether it is an epic confrontation between a false Jedi and an ISB agent equipped to deal with Force users or a massive conflict in which the PCs face a small army of stormtroopers and mercenaries depends on how carefully they plan their attack and how strong they are with the Force.



STAR WARS FORCE AND DESTINY ROLEPLAYING GAME

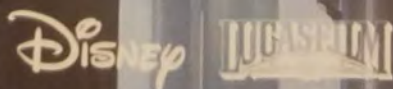
A long time ago in a galaxy far, far away....

Though it is a dark time for the galaxy, there are still those who fight for justice. Calling on the Force, Sentinels stalk cities to root out corruption, investigate crimes, and oppose any who would further that darkness. Whether operating from the shadows or openly as heroic vigilantes, they are often the only hope many have left.

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