

## Revenge of the Sith

*"The Sith have not been destroyed.  
It is an idea, and those are impossible to kill..."*

By Nazgul, with help from FrobiWanKenobi  
Art by Ghost in the Holocron

The galaxy is well aware of the Sith order, with their paranoid Acolytes, fearsome Warriors, and Tyrannical Lords. There are still many aspects of the Sith order which remain hidden.

There are many different forms of the Sith. To most, the Sith are a sect of fallen Jedi who conquered an alien race by the same name and used them for their own purposes. The Sith were a race of beings who worshiped the Dark Side and their entire civilization was dedicated to learning all of its secrets, no matter the cost.

### Artifacts and Items

The many wars between the Sith and the Republic have littered the galaxy with lost relics, secret rites, forgotten temples, and creatures of unimaginable power.

#### Alchemical Sith Armor

The Sith have used many types of armor to protect themselves from the weapons of the Jedi Order. Through thousands of years of alchemical research they produced Alchemical Sith Armor. It was in use long before Orbalisk Armor was discovered and has a similar set of properties. It was usually built by the Sith from scrolls that had been passed down through the ages.

This armor has the ability to bond with its wearer when it is worn and some can resist the armor's call but only for a time. Following the entombment of the wearer in this armor, they can never escape and must wear it to their grave. The Dark Side consumes them immediately upon their death and nothing of their body remains inside the armor, at which point it becomes available for another person to wear (For every person who has died wearing the armor increase the Damage reduction by 1 as their spirit is par-

tially entombed in the armor). The Sith Warrior Warb Null performed the last successful creation of this armor in modern times, and wore it to his death during the Freedom Nadd uprisings.

#### Alchemical Sith Armor

**Armor Type:** See Table below; **Proficiency Group:** Sith; **Cost:** Not for sale; **Damage Reduction:** See Table below; **Maximum Dex Bonus:** See Table below; **Armor Check Penalty:** See Table below; **Speed:** See Table below; **Weight:** See Table below; **Availability:** Rare; **Era:** All; **Game Notes:** When the wearer first dons Alchemical Sith Armor they must make a Fort saving throw with a DC that is determined by the number of Dark Side Points plus the Damage Reduction applied to Force weapons (See Table below). On a failed attempt the armor fuses to their skin and can never be removed (except by Force Light checks which can be used to destroy the armor if the wearer has a number of Dark Side points equal to less than half their Wisdom score). If the Fort saving throw was made, the character must make additional attempts every half an hour with the base DC increasing by +5 every half an hour.

When the wearer first dons the Armor if they do not have the Armor Proficiency (Sith) feat, they may gain it by giving up two Force Points and accepting 2 Dark Side points. Armor Proficiency (Sith) operates similar to the other Armor Proficiency feats, except it

#### Alchemical Sith Armor

Armor	Damage Reduction		Maximum Dex Bonus **	Armor Check Penalty **	Speed		Weight (kg.)
	Normal Weapon	Force Weapon *			(10m)	(6m)	
Light	3	5	+6	-2	10	6	6
Medium	5	10	+4	-4	8	4	12
Heavy	7	15	+2	-6	6	2	24

\* This damage reduction is applied to any Force based weapons; Lightsabers (all variants), Sith Blades, Sith Swords, or any Force Imbued weapon (i.e. Force Adept/Dark Side Devotee special ability), etc.

\*\* When the character first puts the armor on, if they accept 4 Dark Side points and give up 1 Force point the armor's Maximum Dex Bonus is increased by +4 and the Armor Check Penalty is also reduced by 2.

only applies to Sith Armors (including Orbalisk Armor).

While wearing this armor atoning for Dark Side points is not suggested; any atonement increases the Armor Check Penalty and decreases the Maximum Dex bonus by one per Dark Side point lost. This adjustment remains even if the character returns to the Dark Side. Other versions of these armors can include Armor modifications that are listed in the Dark Side Sourcebook. Due to their fearsome appearance, these armors also provide a synergy bonus to the Intimidate skill (+4 for Light, +6 for Medium, and +8 for Heavy), but also give the wearer a penalty to their Disguise skill of -16.

## Sith Blade

The Sith blades were created during a desperate time for the Sith. They were created by the ancient Sith in an attempt to overthrow the Fallen Jedi who were beginning to subjugate their civilization. It was the end of their culture. No longer would they have their mystical relationship with the Dark Side, no longer would they control countless stars and still remain hidden. The coming of the fallen Jedi marked the end, and they were thrust into countless civil wars and blamed for others blind hatred and need for revenge.

In an effort to overthrow the fallen Jedi, the pure-blood Sith alchemists, in secret, created their ultimate weapon. It last effort of the Sith to save themselves, Dark Side against the Dark Side. The design of the blade reflects their de-



Sith Blade with Master, by Ghost in the Holocron.

signer and recipients styles. These blades were imbued with the Dark Side of the Force and designed to kill Jedi (both Light and Dark). In their designs, they also included a bit of foresight, which doomed many of the fallen Jedi who attempted to claim them, they are uncontrollable by any one but their masters. These blades are constructed from a similar set of materials that the Sith Swords were created from, and are capable of parrying Lightsabers and Sith Swords, and even capable of deflecting all but the strongest blaster bolts. To make matters worse for the Jedi, the blade also contained a reservoir of Sith poison. The most lethal part of the blade is that it is fully sentient, and is a living construct of the Dark Side. It travels of its own accord and only responds to its master's commands.

Physically, the Sith Blade is a small blade ranging between twenty and thirty centimeters in length. The decorations range from the rather ornate and ceremonial to the simple and functional. Their personalities are equally diverse, ranging from the embodiment of pure rage to that of a wiser and equally cunning type.

These blades are ancient beyond most people's imagination, only a few dozen were created and even fewer have survived to modern times. Those that have survived have usually been through a couple masters, and have wandered endlessly throughout the ages and the galaxy, and as such they seen and know quite a bit more than even they are willing to admit.

A Sith blade contains complete knowledge of the Sith civilization and carry with it all of its secrets. These blades are aware of the process, in which they were created, but they are unable to perform the process themselves and if they find a suitable candidate they will yield some secrets. As long as one of these blades survive the ideals of the Sith pure-blood Sith will never fade. Following the creation of the Sith blade to goes insane for a period of time and will not respond to any one's commands, during this time it must be placed in a Sith blade box. The period of insanity varies from blade to blade, and is most dependants on the skill of the creator.

Once a blade has forged a bond with its master, it will remain by their side until either has been destroyed. If the blade is the one that survives, it will slowly go mad and ever increasingly focus on finding the one who killed its master. Once it has completed its deed, it hides for a time before searching out a new master.

In combat their master can attempt to use them like a conventional weapon, but the best effect occurs when the blade is allowed to move freely and act in concerted attacks using the Force against a specific target.

### Sith Blade (Low-Level)

Force Adept 5/Dark Side Devotee 7; **Init** +2 (+2 Dex); **Def** 23 (+2 Dex, +9 Class, +2 Size); **Spd** fly 20m (good); **VP/WP** 96/14; **Atk** +10/+5 melee (1d4, crit. 19-20, Blade, Poison), +12/+7 ranged (by weapon); **SQ** Abominable presence, Damage Resistant, Dark Side, Dark Side Talisman +2, Force Sight, Force weapon +2d8, Light-Side Disruption, Telepathy; **SV** Fort +9, Ref +9, Will +12; **SZ** T; **FP**: 12; **DSPs**: 18; **Rep**: +2; **Str** 10, **Dex** 14, **Con** 14, **Int** 16, **Wis** 16, **Cha** 14.

**Skills**: Hide +14, Intimidate +6, Knowledge (Sith lore) +18, Listen +11, Read/Write Sith, Sense Motive +11, Speak Sith, Spot +11

**Force Skills**: Affect Mind +18, Battlemind +17, Fear +20, Force Lightning +22, Heal Self +10, Illusion +21, Move Object +15, See Force +11, Telepathy +11

**Feats**: Force-Sensitive, Low Profile, Skill Emphasis (Fear, Force Lightning, Illusion), Weapons Group Proficiency (primitive weapons, simple weapons)

**Force Feats**: Alter, Control, Dissipate Energy, Force Mastery, Hatred, Malevolent, Mind Trick, Sense, Sith Sorcery

### Sith Blade (Mid-Level)

Force Adept 5/Dark Side Devotee 10; **Init** +2 (+2 Dex); **Def** 24 (+2 Dex, +10 Class, +2 Size); **Spd** fly 20m (good); **VP/WP** 120/14; **Atk** +12/+7 melee (1d4, crit. 18-20, Blade, Poison), +14/+9 ranged (by weapon); **SQ** Abominable presence, Damage Resistant, Dark Side, Dark Side Talisman +4, Force Sight, Force weapon +3d8, Light-Side Disruption, Telepathy; **SV** Fort +10, Ref +10, Will +14; **SZ** T; **FP**: 15; **DSPs**: 21; **Rep**: +4; **Str** 10, **Dex** 14, **Con** 14, **Int** 16, **Wis** 16, **Cha** 14.

**Skills**: Hide +14, Intimidate +6, Knowledge (Sith lore) +21, Listen +11, Read/Write Sith, Sense Motive +11, Speak Sith, Spot +11

**Force Skills**: Affect Mind +22, Battlemind +19, Fear +30, Force Lightning +28, Heal Self +12, Illusion +21, Move Object +18, See Force +11, Telepathy +11

**Feats**: Force-Sensitive, Improved Critical (Blade), Low Profile, Skill Emphasis (Fear, Force Grip, Force Lightning, Illusion), Weapons Group Proficiency (primitive weapons, simple weapons)

**Force Feats**: Alter, Control, Dissipate Energy, Force Mastery, Hatred, Malevolent, Mind Trick, Sense, Sith Sorcery

### Sith Blade (High-Level)

Force Adept 8/Dark Side Devotee 10; **Init** +2 (+2 Dex); **Def** 25 (+2 Dex, +11 Class, +2 Size); **Spd** fly 20m (good); **VP/WP** 148/14; **Atk** +15/+10/+5 melee (1d4, crit. 18-20, Blade, Poison), +17/+12/+7 ranged (by weapon); **SQ** Abominable presence, Comprehend speech, Damage Resistant, Dark Side, Dark Side Talisman +4, Force Sight, Force talisman +2, Force weapon +3d8, Light-Side Disruption, Telepathy; **SV** Fort +11,

Ref +11, Will +16; **SZ** T; **FP**: 18; **DSPs**: 24; **Rep**: +4; **Str** 10, **Dex** 14, **Con** 14, **Int** 16, **Wis** 17, **Cha** 14.

**Skills**: Hide +14, Intimidate +8, Knowledge (Sith lore) +24, Listen +12, Read/Write Sith, Sense Motive +11, Speak Sith, Spot +12

**Force Skills**: Affect Mind +25, Battlemind +23, Fear +33, Force Lightning +31, Heal Self +12, Illusion +26, Move Object +21, See Force +11, Telepathy +14

**Feats**: Force-Sensitive, Improved Critical (Blade), Low Profile, Skill Emphasis (Fear, Force Grip, Force Lightning, Illusion, Move Object), Weapons Group Proficiency (primitive weapons, simple weapons)

**Force Feats**: Alter, Control, Dissipate Energy, Force Mastery, Hatred, High Force Mastery, Malevolent, Mind Trick, Sense, Sith Sorcery

*Damage Resistant*: Sith blades are indestructible by non-Force methods, some blades cannot be destroyed by Light Side users.

*Light-side Disruption*: Any being using the Force without spending a Dark Side point suffers a +5 DC penalty for all Force skill and Force feat DCs during that attempt (those Force users with 5 or less ranks in any skill cannot use that skill, and they may not spend a Force point.)

All Force skills are at the level of their master or the blades natural level, which ever is higher (but only those skills which the Sith blade possesses skill ranks in).

### Sith Blade Notes

When wielding the Sith Blade as a personal weapon it requires the Exotic Weapon Proficiency (Sith Blade) feat, otherwise the user suffers a -4 penalty on all attacks made with a Sith Blade. The Sith Blade also has the following statistics when wielding as a personal weapon.

**Weapon Type**: Melee; **Group Proficiency**: Exotic (Sith Blade); **Cost**: Not Available for Sale; **Damage**: 1d4 plus Strength modifier; **Critical**: 18-20 or 19-20 depending on specific blade (Note: a User may select Improved Critical (Sith Blade) which stacks with the Blade's Improved Critical [if present]); **Range Increment**: 0m; **Weight**: 0.5 kg.; **Size**: Tiny; **Hardness**: N/A; **Wounds Points**: See above (weapon also includes Vitality); **Availability**: Extremely Rare; **Era**: Most common during early Sith War, but found during all later periods.

### Sith Rite of Ascension

The Sith Rite of Ascension is the process in which a Sith Blade acquires an owner. A black seam-less box is presented to the owner to be. The box hovers above the ground. The perspective owner must use the Force to open the box. Once the box is open, the Sith blade confronts its new master. If the would be master is to gain control of the Sith blade, they must control the will of the blade (beat the blade's Will Save with their Will save, if the new master is within 5 of

the Blade's DC the blade accepts the master, but may attempt to rebel at a later and most inopportune time). If the would be master is unable to control the blade, the blade may decide to allow itself to be controlled until when it can find the most inconvenient time to rebel. Sometimes after killing the Dark Jedi the blade will become consumed in madness and destroys itself (Will Save DC 25 to prevent this from happening). The blade's madness ends when it the Dark Side consumes it, and disappears in a blue fireball (This deals and everything within 20 meters suffered 4d8 damage, and Damage Reduction from equipment and armor are ignored).

### Sith Blade Box

The Sith Blade boxes are used by the Sith to hold newly created Sith Blades during their period of insanity. These boxes are but out of pure Sith Crystal, and are in-tune with the dark side. These boxes allow a Sith Blade to become accustomed with its new existence, and to learn to control itself.

These boxes have never been touched and will never be touched by any living entity. Right before any living entity touches the box; it transfers their life force into the crystalline structure and holds their spirit until the box has been destroyed. These boxes, originally created for holding the Sith blades, also can contain any Sith creation; such as the Derriphan or Ishtanayi. The Sith Blade box contains a complicated locking mechanism that can only be unlocked through use of the Force (See Force check DC 20 to identify the locking mechanism, Move Object check DC 20 to unlock the box).

#### Sith Blade Box

**Type:** Dark Side Device; **Cost:** Not for sale; **Game Notes:** The dark side will instantly consume any living thing that touches the box. A Will Save with a DC of 20 is required to prevent this action. If the entity's roll is higher they will not be able to touch the box, no matter how hard they try. If character fails the will save, the box will consume the entity. This box is indestructible to non-force actions. Against force damage it is considered to have Damage Reduction: 10/Wound Points: 25.

### Sith Crystals

Sith Crystals are a remnant left over from the Golden Age of the Sith. Their purpose is the same today as it was in those days. The crystal is used to imprison captured souls. With in the crystal it is told that a soul finds eternal torment

of the worst type. The only way to release the trapped soul(s) is to shatter the crystal.

Sith crystals appear in all different shapes and sizes; from pocket size to that of a full sized obelisk. Most crystals are a glowing semitransparent blue color. These crystals do not form naturally and must be grown under constant supervision by a force user. These crystals serve as the base material that is used to create Sith Blade boxes.

#### Sith Crystal

**Type:** Dark Side Device; **Cost:** Not for sale; **Game Notes:** The dark side will attempt to instantly consume any living thing that touches the crystal. If the mind is too strong it will attempt to slowly corrupt it. A Will Save with a DC of 20 is required to prevent this action. If the entity's roll is higher they will not be able to touch the crystal, no matter how hard they try. If the crystal roll is higher, the entity will receive a dark side point for every round the touch the box. If the character has failed by 10 or more their soul has been transferred from their body into the crystal. A Sith crystal is considered to have Damage Reduction: 15/Wound Points: 50.

*Constructing Lightsabers with a Sith Crystal:* When attempting to build a lightsaber with a Sith Crystal, increase the DC for the Craft (lightsaber) check by +10. If the check is failed, the crystal shatters and a new crystal must be located. If the craft check is successful the builder must yield a Force Point, and gain a Dark Side point. The Lightsaber's damage is 2d6 (Sith Crystal's were never meant to be used for constructing Lightsabers and they are not as good at redirecting energy as other types of crystals). When attacking with a Lightsaber that contains a Sith crystal, if the weapon deals damage to the character's Wounds or deals a successful Critical Hit then weapon drains some of the life essence from the target (The target suffers 1d4 temporary Constitution or Wisdom drain) otherwise no other special effects occur. Also unlike Lightsabers built by Dark Siders, Lightsabers built around a Sith crystal do not have red blades. The blade has a dark blue or purple shell which fades into a brilliant blue or purple core (the colors produced are either blue or purple, there is no mixing of the two colors).

### Sith Talismans \*

During the Sith Wars the Sith created numerous artifacts of the Dark Side which helped them conquer much of the known galaxy. Some of the most useful of these items allowed them to increase their Force focus, disguise their presence in the Force, and heal the wounds they suffered in combat.

#### Talisman of Translation

**Type:** Dark Side Device; **Cost:** Not for sale; **Game Notes:** The most common versions allows the wearer to

speak, read, and write in the Sith language fluently (as though they have the Speak Sith and Read/Write Sith skills). There are a few other variants that allow the wearer to understand any Dark Side related languages (such as Sith, Massassi, etc), but these are increasingly rare.

#### **Talisman of Concentration**

**Type:** Dark Side Device; **Cost:** Not for sale; **Game Notes:** Provides the wearer a +2 bonus to any single Force skill check or a  $\pm 1$  to the result of a Force skill's result (for example it could raise the Battlemind bonus by +1 or increase the Fear penalty by -1), and lasts for the duration of the skill. There are +4/ $\pm 2$  and +6/ $\pm 3$  versions of this talisman, and they are much harder to find. There are rumors of some talisman being capable to provide multiple bonuses in a single round but these are exceptionally rare. Increase the vitality cost of using force skills and feats by 4 vitality points.

#### **Talisman of Ensnarement**

**Type:** Dark Side Device; **Cost:** Not for sale; **Game Notes:** Provides the same affect as a talisman of concentration, but if the wearer has not been consumed by the Dark Side of the Force for each use the character must make a Will Saving throw or be immediately consumed by the Dark Side (i.e. gain a number of Dark Side points so that their total number of Dark Side points is greater than their Wisdom score). The base DC for the Will Save is 5, but for every use increase the

DC by +5, so the second use has a DC of 10, third use DC of 15, etc.

#### **Talisman of Concealment (Force Mask)**

**Type:** Dark Side Device; **Cost:** Not for sale; **Game Notes:** Allows the wearer the ability to completely hide their Force use from other by detection through the Force. If the Force skill requires the user to speak or use gestures, perceptive individuals may still notice their Force use.

#### **Talisman of Healing**

**Type:** Dark Side Device; **Cost:** Not for sale; **Game Notes:** Allows the wearer to heal other characters. The wearer may heal a target by 1d6 vitality or 1 wounds/ability for every rank in a Force skill they wish give up for a period of 10 hours.

#### **Talisman of Protection**

**Type:** Dark Side Device; **Cost:** Not for sale; **Game Notes:** Provides the wearer +1 a Defense bonus, and a +1 bonus to all saving throws (double the saving throw bonus if used against Force based skills or feats). Also provides the user a damage reduction of 5 against damage suffered as a result of force attacks. There are +2/DR: 10 and +4/DR: 20 versions of this talisman, but the latter are much harder to find.

*\* These Sith Talismans are a d20 conversion of the Sith Talismans; found the Tales of the Jedi Sourcebook published by West End Games for the d6 Star Wars Roleplaying Game.*

## **Creatures**

Blah, Blah, Blah.

### **Ashian Razorcat**

When the Sith Empire was at its height, the world of Tinia was within in its borders. While the Sith were in stewardship of this world their alchemists made use of the local apex predator, the Tinian Razorcat. With the Razorcat's already exceptional talents they seized the opportunity to create the perfect tomb guardian beast. The project spanned over several hundred years, and the result was the Ashian Razorcat, whose sole purpose was to defend the crypts and tombs on the world of Ashas Ree.

In appearance they are almost identical to the normal Razorcat species. They are slightly smaller, and are a pale white with a ghostly grey stripes running across their body. That is where the similarities stop, and the differences become even more apparent when they attack. Normal Razorcats hunt in small groups (2d4 individuals) and simply pounce on their prey from hiding spots; if the prey flees they are quickly run down. Occasionally when attacking larger or intelligent prey they will attempt ambushes and

use a member of the pack as a lure or bait. The Ashian Razorcat will usually hide from their prey and begin to call upon the Dark Side to augment its impressive array of weapons, and then attack the target with the various Dark Side powers that it has access to. Only after the Dark Side has weakened the target will it attempt a physical attack.

#### **Ashian Razorcat (Low-Level)**

Predator 9; **Init** +10 (+4 Dex, +4 Bonus, +2 Natural); **Def** 19 (+4 Dex, +5 Natural); **Spd** 12 m, climb 6 m; **VP/WP** 81/16; **Atk** +11/+6 or +9/+4 melee (1d6+2, crit 20, claw), +11/+6 or +9/+4 melee (1d8+2, crit 19-20, bite); **SQ** Dark Side, Darkvision, Force-Using, Uncanny Dodge (Dex bonus to Defense); **SV** Fort +9, Ref +10, Will +6; **SZ** M; **Face/Reach** 2 m by 2 m/2 m; **FP**: 6; **DSPs**: 18; **Str** 14, **Dex** 19, **Con** 16, **Int** 6, **Wis** 16, **Cha** 12.

**Skills:** Balance +6, Climb +14, Hide +6, Jump +4, Listen +6, Move Silently +6, Spot +6

**Force Skills:** Fear +11, Force Stealth +5, Heal Self +5

**Feats:** Force-Sensitive, Improved Critical (Bite), Improved Initiative, Multiattack

**Force Feats:** Alter, Control, Rage, Sense

### Ashian Razorcat (Mid-Level)

Predator 12; **Init** +11 (+5 Dex, +4 Bonus, +2 Natural); **Def** 20 (+5 Dex, +5 Natural); **Spd** 12 m, climb 6 m; **VP/WP** 81/16; **Atk** +14/+9/+4 or +12/+7/+2 melee (1d6+2, crit 20, claw), +14/+9/+4 or +12/+7/+2 melee (1d8+2, crit 19-20, bite); **SQ** Dark Side, Darkvision, Force-Using, Uncanny Dodge (Can't be Flanked, Dex bonus to Defense); **SV** Fort +11, Ref +13, Will +7; **SZ** M; **Face/Reach** 2 m by 2 m/2 m; **FP**: 6; **DSPs**: 21; **Str** 14, **Dex** 20, **Con** 16, **Int** 6, **Wis** 16, **Cha** 12.

**Skills**: Balance +8, Climb +14, Hide +7, Jump +6, Listen +6, Move Silently +8, Spot +6

**Force Skills**: Fear +13, Force Stealth +5, Heal Self +5

**Feats**: Force-Sensitive, Improved Critical (Bite), Improved Initiative, Multiattack

**Force Feats**: Alter, Control, Hatred, Rage, Sense

### Ashian Razorcat (High-Level)

Predator 15; **Init** +11 (+5 Dex, +4 Bonus, +2 Natural); **Def** 20 (+5 Dex, +5 Natural); **Spd** 12 m, climb 6 m; **VP/WP** 81/16; **Atk** +17/+12/+7 or +15/+10/+5 melee (1d6+2, crit 20, claw), +17/+12/+7 or +15/+10/+5 melee (1d8+2, crit 19-20, bite); **SQ** Dark Side, Darkvision, Force-Using, Immune to Surprise, Uncanny Dodge (Can't be Flanked, Dex bonus to Defense); **SV** Fort +12, Ref +14, Will +8; **SZ** M; **Face/Reach** 2 m by 2 m/2 m; **FP**: 6; **DSPs**: 24; **Str** 14, **Dex** 20, **Con** 16, **Int** 6, **Wis** 16, **Cha** 12.

**Skills**: Balance +8, Climb +14, Hide +8, Jump +6, Listen +7, Move Silently +9, Spot +7

**Force Skills**: Fear +15, Force Stealth +5, Heal Self +5

**Feats**: Force-Sensitive, Improved Critical (Bite), Improved Initiative, Multiattack

**Force Feats**: Alter, Burst of Speed, Control, Hatred, Rage, Sense

## Derriphan \*

The Derriphan is a nightmarish creature borne from the madness of the Dark Side and slowly consumes a sentient's soul so that it may live another day. The word "Derriphan" is derived from the Sith word meaning "Devourer." In appearance Derriphan are small black spheres that float above the ground with the sounds of electric discharges.

Their entire life is spent in the search of fresh hosts, which they slowly consume. When they are done, they simply abandon their host and look for a new one. Derriphan are exceptionally rare, are never seen in groups, they were created at the height of the Sith war. They have no knowledge or lore of their own, and have no care for where they came from or who they were created by.

While hosted the Derriphan cannot directly use its own skills, but must instead use the skills of its host. Derriphan can be sensed by

Force users who are not Tainted by the Dark Side, but are only sensed as elusive shadows and never directly felt. Oddly enough Dark Side users cannot feel these creatures in the Force.

### Devouring Process

The Derriphan Devouring process, or the process by which a Derriphan drains a host, is a three-stage process; Probing, Hosting and finally feeding. A Derriphan survives by spending Dark Side points, it must spend 1 per day, if it has none to give up it merely ceases to exist (as it has lost all of its hatred, rage, etc.).

**Probing**: For a Derriphan to begin the process of feeding it must first find a suitable host. To attach itself the Derriphan must make a Transfer Essence check to enter the body of the target, but note that the Derriphan's Transfer Essence check does not destroy its body since it is a creature composed purely of the Dark Side, it merely allows it to enter the host's body. The reasons for conducting this process in private should be fairly obvious, and may attempt to use its previous host to subdue a newer more suitable host.

**Hosting**: Following the completion of Probing and being able to enter a new host, the Derriphan will then attempt to take full control and destroy the host's consciousness. This requires the Derriphan to make an Affect Mind check with the host's Will Saving throw suffering from a -5 penalty. If this Affect Mind check is successful the Derriphan has successfully taken control of the body. Every day the Derriphan must make another Affect Mind check to see if it can gain maintain control, but the host's Will Save gains a -5 modifier for every day the Derriphan has successfully been hosted. Once the Host's Will Save modifier is less than the penalty being applied the Derriphan has assumed complete control and no more Affect Mind checks are required. If at any point the Host makes a successful Will Save the Derriphan is forced out of the Host, but the Derriphan may immediately attempt to attach itself again.

**Feeding**: Everyday the Derriphan is attached to the host it will feed on the character. The Derriphan consumes the character in the following preference list; Force skill ranks, Force points, Force feats, feats, Intelligence skill ranks, Wisdom skill ranks, Charisma skill ranks, Intelligence ability score, Wisdom ability score, and then the Charisma ability score.

Whenever the Derriphan drains an item on the list from the character it gains 2 Dark Side points, except for Force skill ranks, Force feats,

and Force points. When the Derriphan drains a Force skill rank it adds one rank of the same Force skill to its own Force skill (until it reaches the maximum ranks for that Force skill). When the Derriphan drains a Force feat, instead of converting it to Dark Side points the Derriphan may choose to add it to its own feat lists (but it must meet the prerequisites for the feat in order to add it, if it does not, then it gets converted in to 4 Dark Side points). When it drains a Force point from the character it gains 3 Dark Side points. While the Derriphan is feeding it can drain 1 skill rank, 1 Force point, or 1 ability score per day and no more. Also when it is feeding it will not consume any of the skills that

When the host's Intelligence, Wisdom, and Charisma scores have all reached 1, the Derriphan leaves the host (no Transfer Essence check is required), and begins the search for another host. Obviously the Derriphan prefers Force-Sensitive life forms as they have more to offer, but in reality a Derriphan is never too picky.

#### **Derriphan (Low-Level)**

Force Adept 5/Dark Side Devotee 4; **Init** +1 (+1 Dex); **Def** 21 (+1 Dex, +8 Class, +2 Size); **Spd** fly 10m (good); **VP/WP** 63/13; **Atk** +6/+1 melee (by unarmed), +9/+4 ranged (by weapon); **SQ** Abominable presence, Dark Side, Dark Side Talisman +2, Force Sight, Force weapon +1d8, Telepathy; **SV** Fort +6, Ref +6, Will +10; **SZ** T; **FP**: 8; **DSPs**: 28; **Rep**: +1; **Str** 6, **Dex** 12, **Con** 13, **Int** 16, **Wis** 14, **Cha** 18.

**Skills**: Bluff +8, Hide +13, Intimidate +8, Listen +8, Sense Motive +6, Spot +8

**Force Skills**: Affect Mind +18, Drain Knowledge +19, Force Lightning +19, Illusion +21, Move Object +11, See Force +10, Telepathy +10, Transfer Essence +23

**Feats**: Force-Sensitive, Low Profile, Skill Emphasis (Illusion, Transfer Essence)

**Force Feats**: Alter, Control, Drain Force, Force Flight, Hatred, Mind Trick, Sense, Sith Sorcery

#### **Derriphan (Mid-Level)**

Force Adept 5/Dark Side Devotee 7; **Init** +1 (+1 Dex); **Def** 22 (+1 Dex, +9 Class, +2 Size); **Spd** fly 10m (good); **VP/WP** 96/14; **Atk** +8/+3 melee (by unarmed), +11/+6 ranged (by weapon); **SQ** Abominable presence, Dark Side, Dark Side Talisman +2, Force Sight, Force weapon +2d8, Telepathy; **SV** Fort +9, Ref +8, Will +11; **SZ** T; **FP**: 11; **DSPs**: 34; **Rep**: +2; **Str** 6, **Dex** 12, **Con** 14, **Int** 16, **Wis** 14, **Cha** 18.

**Skills**: Bluff +12, Hide +14, Intimidate +8, Listen +10, Sense Motive +6, Spot +10

**Force Skills**: Affect Mind +24, Drain Knowledge +25, Force Lightning +19, Illusion +24, Move Object +11, See Force +15, Telepathy +10, Transfer Essence +26

**Feats**: Force-Sensitive, Low Profile, Skill Emphasis (Affect Mind, Drain Knowledge, Illusion, Transfer Essence)

**Force Feats**: Alter, Control, Drain Force, Force Flight, Hatred, Mind Trick, Sense, Sith Sorcery

#### **Derriphan (High-Level)**

Force Adept 5/Dark Side Devotee 10; **Init** +1 (+1 Dex); **Def** 23 (+1 Dex, +10 Class, +2 Size); **Spd** fly 10m (good); **VP/WP** 120/14; **Atk** +10/+5 melee (by unarmed), +13/+8 ranged (by weapon); **SQ** Abominable presence, Dark Side, Dark Side Talisman +4, Force Sight, Force weapon +3d8, Telepathy; **SV** Fort +10, Ref +9, Will +13; **SZ** T; **FP**: 14; **DSPs**: 40; **Rep**: +4; **Str** 6, **Dex** 12, **Con** 14, **Int** 16, **Wis** 14, **Cha** 18.

**Skills**: Bluff +12, Hide +14, Intimidate +8, Listen +10, Sense Motive +6, Spot +10

**Force Skills**: Affect Mind +27, Drain Knowledge +28, Fear +19, Force Lightning +25, Heal Self +9, Illusion +24, Move Object +11, See Force +15, Telepathy +10, Transfer Essence +29

**Feats**: Force-Sensitive, Low Profile, Skill Emphasis (Affect Mind, Drain Knowledge, Fear, Illusion, Transfer Essence)

**Force Feats**: Alter, Control, Dissipate Energy, Drain Force, Force Flight, Hatred, Mind Trick, Sense, Sith Sorcery

*\* This is a d20 conversion of the Derriphan, found the Wretched Hives of Scum and Villainy published by West End Games for the d6 Star Wars Roleplaying Game.*

## **Ishtanayi**

The Ishtanayi (a term from the Sith language meaning "mind master") are nightmarish creatures born from Sith alchemy. These creatures were developed by the Sith to take control of another being and essentially turn them into their puppets. The process of attaching an Ishtanayi to a host is very simple and only takes a few moments.

These little creatures are harmless, if they do not have a master, or their master has died. If they are without a master, they will slowly fade out of existence, over the period of three weeks, regardless of how powerful the Ishtanayi is, unless it can find a new master or it is placed in a Sith Blade box.

The process of finding a new master is also fairly simple; the new master must have all of the force skills at higher levels and all of the force feats, and must roll against the creature's Will Save, with the master's Will Save. If successful the Ishtanayi has a new master.

If after a successful hosting the Ishtanayi finds its host disposed of, it must regain contact with its master within two months, after that

period it slowly begins to fade. If placed in a Sith Blade box, the Ishtanayi can survive indefinitely.

**Hosting:** The target host must be subdued, and the Dark Jedi who is going to take control of the victim, must make a Will Save against the target's Will Save. The Ishtanayi must also pass the same roll, or it will be unable to attach itself to the host. The Ishtanayi must be placed on the hosts' bare back, so it can attach itself. Once the Ishtanayi has successfully attached, it gains +1 bonus to its Dark Side skills permanently.

After it has attached itself, the host's personality is essentially trapped inside the body, they are aware of what is happening around them, but are unable to do anything. If they talk, their mouth does not move, or the words that come out are not what they said, they are what the Ishtanayi wants. The Ishtanayi's master does not have to be in contact with it all of the time, only periodically requires updates on what it is supposed to do.

#### Ishtanayi (Low-Level)

Force Adept 8; **Init** -3 (-3 Dex); **Def** 15 (-3 Dex, +6 Class, +2 Size); **Spd** 1m; **VP/WP** 48/11; **Atk** +5/+0 melee (by unarmed), +5/+0 ranged (by weapon); **SQ** Abominable presence, Comprehend speech, Dark Side, Force talisman +2, Force weapon +1d8, Telepathy; **SV** Fort +4, Ref +1, Will +8; **SZ** T; **FP**: 6; **DSPs**: 18; **Rep**: +1; **Str** 4, **Dex** 4, **Con** 11, **Int** 16, **Wis** 14, **Cha** 20.

**Skills:** Bluff +9, Diplomacy +9, Disguise +9, Hide +9, Intimidate +10, Listen +8, Sense Motive +8, Spot +8

**Force Skills:** Affect Mind +21, Empathy +13, Friendship +16, Illusion +18, See Force +15, Telepathy +13

**Feats:** Force-Sensitive, Persuasive, Skill Emphasis (Affect Mind), Trustworthy

**Force Feats:** Alter, Aware, Control, Mind Trick, Sense, Sith Sorcery

#### Ishtanayi (Mid-Level)

Force Adept 11; **Init** -3 (-3 Dex); **Def** 16 (-3 Dex, +7 Class, +2 Size); **Spd** 1m; **VP/WP** 64/11; **Atk** +7/+2 melee (by unarmed), +7/+2 ranged (by weapon); **SQ** Abominable presence, Comprehend speech, Dark Side, Force Secret (Affect Mind +1), Force talisman +2, Force weapon +1d8, Telepathy; **SV** Fort +5, Ref +2, Will +9; **SZ** T; **FP**: 9; **DSPs**: 24; **Rep**: +2; **Str** 4, **Dex** 4, **Con** 11, **Int** 16, **Wis** 14, **Cha** 20.

**Skills:** Bluff +9, Diplomacy +9, Disguise +14, Hide +9, Intimidate +10, Listen +8, Sense Motive +8, Spot +8

**Force Skills:** Affect Mind +25, Empathy +16, Fear +16, Force Stealth +16, Friendship +19, Illusion +18, See Force +15, Telepathy +13

**Feats:** Force-Sensitive, Mimic, Persuasive, Skill Emphasis (Affect Mind, Disguise), Trustworthy

**Force Feats:** Alter, Aware, Control, Mind Trick, Sense, Sith Sorcery

#### Ishtanayi (High-Level)

Force Adept 14; **Init** -3 (-3 Dex); **Def** 17 (-3 Dex, +8 Class, +2 Size); **Spd** 1m; **VP/WP** 84/11; **Atk** +9/+4 melee (by unarmed), +9/+4 ranged (by weapon); **SQ** Abominable presence, Comprehend speech, Dark Side, Force Secret (Affect Mind +1), Force talisman +2, Force weapon +2d8, Telepathy; **SV** Fort +6, Ref +3, Will +11; **SZ** T; **FP**: 12; **DSPs**: 30; **Rep**: +3; **Str** 4, **Dex** 4, **Con** 11, **Int** 16, **Wis** 14, **Cha** 21.

**Skills:** Bluff +14, Diplomacy +11, Disguise +14, Hide +11, Intimidate +10, Listen +12, Sense Motive +10, Spot +12

**Force Skills:** Affect Mind +25, Empathy +19, Fear +16, Force Stealth +16, Friendship +22, Heal Self +6, Illusion +18, See Force +20, Telepathy +18

**Feats:** Alertness, Force-Sensitive, Mimic, Persuasive, Skill Emphasis (Affect Mind, Bluff, Disguise, Friendship), Trustworthy

**Force Feats:** Alter, Aware, Control, Mind Trick, Sense, Sith Sorcery

### Is'Izulian Night Stalker

Is'Izulian Night Stalkers are little simians which have slowly been corrupted by the presence of the Dark Side on their homeworld. Originally they were little furry social creatures that wander the trees during the evening looking for food, but due to the Dark Side they have become a little more dangerous. Now they have developed poison glands in their cheeks, which produce a toxin that can be spit on nearby targets, and have small wings that allow them to fly for short distances. Also they have developed an affinity to the force, which allows them to disarm the minds of those who would ordinarily be cautious of their presence.

#### Is'Izulian Night Stalker (Low-Level)

Parasite 4; **Init** +6 (+6 Dex); **Def** 18 (+6 Dex, +2 Size); **Spd** 3 m, fly 6 m (good); **VP/WP** 12/4; **Atk** +0 or -5 melee (1-4, unarmed), +0 or -5 melee (1d2-4, crit 20, bite), +10 ranged (special, spit, Poison), +10 ranged (by weapon); **SQ** Force-Using, Low-light vision, Tainted; **SV** Fort +3, Ref +7, Will +2; **SZ** T; **Face/Reach** 0.5 m by 0.5 m/0.5 m; **FP**: 3; **DSPs**: 9; **Str** 3, **Dex** 22, **Con** 8, **Int** 4, **Wis** 12, **Cha** 14.

**Skills:** Hide +15, Listen +6, Move Silently +8, Spot +2

**Force Skills:** Friendship +13

**Feats:** Force-Sensitive, Skill Emphasis (Friendship)

**Force Feats:** Sense

#### Is'Izulian Night Stalker (Mid-Level)

Parasite 7; **Init** +6 (+6 Dex); **Def** 18 (+6 Dex, +2 Size); **Spd** 3 m, fly 6 m (good); **VP/WP** 28/4; **Atk** +1 or -4 melee (1-4, unarmed), +1 or -4 melee (1d2-4, crit 20, bite), +11 ranged (special, spit, Poison), +11 ranged (by weapon); **SQ** Force-Using, Low-light vision, Tainted; **SV** Fort +4, Ref +8, Will +3; **SZ** T; **Face/Reach**

0.5 m by 0.5 m/0.5 m; **FP:** 3; **DSPs:** 9; **Str** 3, **Dex** 22, **Con** 8, **Int** 4, **Wis** 12, **Cha** 14.

**Skills:** Hide +15, Listen +6, Move Silently +8, Spot +2

**Force Skills:** Empathy +7, Friendship +13

**Feats:** Force-Sensitive, Skill Emphasis (Empathy, Friendship)

**Force Feats:** Sense

### Is'Izulian Night Stalker (High-Level)

Parasite 10; **Init** +6 (+6 Dex); **Def** 18 (+6 Dex, +2 Size); **Spd** 3 m, fly 6 m (good); **VP/WP** 39/4; **Atk** +3 or -2 melee (1-4, unarmed), +3 or -2 melee (1d2-4, crit 20, bite), +13 ranged (special, spit, Poison), +13 ranged (by weapon); **SQ** Force-Using, Low-light vision, Tainted; **SV** Fort +6, Ref +9, Will +4; **SZ** T; **Face/Reach** 0.5 m by 0.5 m/0.5 m; **FP:** 3; **DSPs:** 9; **Str** 3, **Dex** 22, **Con** 8, **Int** 4, **Wis** 12, **Cha** 15.

**Skills:** Hide +15, Listen +6, Move Silently +8, Spot +2

**Force Skills:** Empathy +7, Friendship +13, See Force +6

**Feats:** Flyby Attack, Force-Sensitive, Skill Emphasis (Empathy, Friendship)

**Force Feats:** Aware, Sense

## Nor'ithel Dra'kuta

The Nor'ithel Dra'kuta are the last gift the Sith left the galaxy at the end of the Sith Wars. As their last desperate act, they released hundreds of seeds throughout the galaxy. They created these seeds with as much care and hatred as they pored into the Sith Blades. The Nor'ithel Dra'kuta were designed to never be forgotten, and for hundreds of years following the Sith War they plagued the galaxy. In the Sith language Nor'ithel Dra'kuta means "Shadow Demon."

A Nor'ithel Dra'kuta stands about three meters tall, and is covered with a dark gray skin, and has eyes that appear to burn like coal embers. They are masters of the Shadows, and have the ability to disappear into the shadows and reappear at will. If they were not so corrupted by the Dark Side, one could say that they were eerily graceful in the way they fight and move. Their preferred weapon is a Lightsaber, but they are not helpless without one, they have a large set of deadly claws and sharp teeth. With a set of large wings on their back they can fly for short distances. Their most deadly feature is that fact that they appear almost unintelligent and sluggish, and this has caught many Jedi off guard (something most Jedi have not lived to regret).

These creatures were scattered among the stars and it took hundreds of years for the Jedi and Republic to hunt down and destroy or quarantine them.

### Nor'ithel Dra'kuta (Low-Level)

Force Adept 2/Dark Side Marauder 6/Sith Warrior 4; **Init** +4 (+2 Dex, +2 Species); **Def** 20 (+2 Dex, +9 Class, -1 Size); **Spd** 16m, fly 6m (average); **VP/WP** 140/18; **Atk** +11/+6/+1 melee (1d6+1, crit 20, unarmed), +11/+6/+1 melee (2d6+1, crit 20, bite), +11/+6/+1 melee (2d6+1, crit 20, claw), +11/+6/+1 melee (3d8+1, crit 19-20, Lightsaber), +12/+7/+2 ranged (by weapon); **SQ** Abominable presence, Dark Side, Darkvision, Enemy Bonus +1, Enshroud, Increase Lightsaber damage +1d8; **SV** Fort +15, Ref +10, Will +11; **SZ** L; **FP:** 9; **DSPs:** 19; **Rep:** +4; **Str** 13, **Dex** 15, **Con** 18, **Int** 14, **Wis** 14, **Cha** 10.

**Equipment:** Lightsaber

**Skills:** Balance +11, Climb +10, Intimidate +9, Jump +10, Knowledge (Sith lore) +7, Listen +7, Read/Write Massassi, Read/Write Sith, Speak Massassi, Speak Sith, Spot +7

**Force Skills:** Battlemind +16, Fear +21, Force Grip +11, Force Strike +15, Heal Self +9, Illusion +8, See Force +12

**Feats** \*: Blind-fight, Cleave, Combat Expertise, Dodge, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Frightful Presence, Martial Arts, Mobility, Power Attack, Spring Attack, Weapons Group Proficiency (primitive weapons, simple weapons)

**Force Feats:** Alter, Burst of Speed, Control, Dissipate Energy, Hatred, Rage, Sense, Sith Sorcery, Summon Storm

### Nor'ithel Dra'kuta (Mid-Level)

Force Adept 2/Dark Side Marauder 6/Sith Warrior 7; **Init** +8 (+2 Dex, +4 Bonus, +2 Species); **Def** 22 (+2 Dex, +11 Class, -1 Size, +2 Misc); **Spd** 16m, fly 6m (average); **VP/WP** 176/18; **Atk** +14/+9/+4 melee (2d6+1, crit 19-20, unarmed), +14/+9/+4 melee (3d6+1, crit 19-20, bite), +14/+9/+4 melee (3d6+1, crit 19-20, claw), +14/+9/+4 melee (4d8+1, crit 19-20, Lightsaber), +15/+10/+5 ranged (by weapon); **SQ** Abominable presence, Dark Side, Darkvision, Enemy Bonus +2, Enshroud, Increase Lightsaber damage +2d8, Uncanny Dodge (Can't be Flanked, Dex bonus to Defense); **SV** Fort +16, Ref +12, Will +12; **SZ** L; **FP:** 12; **DSPs:** 19; **Rep:** +5; **Str** 13, **Dex** 15, **Con** 18, **Int** 14, **Wis** 14, **Cha** 10.

**Equipment:** Lightsaber

**Skills:** Balance +11, Climb +12, Intimidate +9, Jump +12, Knowledge (Sith lore) +7, Listen +7, Read/Write Massassi, Read/Write Sith, Speak Massassi, Speak Sith, Spot +7

**Force Skills:** Battlemind +21, Fear +24, Force Grip +11, Force Stealth +15, Force Strike +15, Heal Self +9, Illusion +8, See Force +12

**Feats** \*: Blind-fight, Cleave, Combat Expertise, Defensive Martial Arts, Dodge, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Frightful Presence, Improved Initiative, Improved Martial Arts, Martial Arts, Mobility, Power Attack, Spring Attack, Sunder, Weapons Group Proficiency (primitive weapons, simple weapons)

**Force Feats:** Alter, Burst of Speed, Control, Dissipate Energy, Force Speed, Hatred, Rage, Sense, Sith Sorcery, Summon Storm

### Nor'ithel Dra'kuta (High-Level)

Force Adept 2/Dark Side Marauder 6/Sith Warrior 10; **Init** +9 (+3 Dex, +4 Bonus, +2 Species); **Def** 24 (+3 Dex, +12 Class, -1 Size, +2 Misc); **Spd** 16m, fly 6m (average); **VP/WP** 222/18; **Atk** +17/+12/+7/+2 melee (3d6+1, crit 18-20, unarmed), +17/+12/+7/+2 melee (4d6+1, crit 18-20, bite), +17/+12/+7/+2 melee (4d6+1, crit 18-20, claw), +17/+12/+7/+2 melee (5d8+1, crit 19-20, Lightsaber), +19/+14/+9/+4 ranged (by weapon); **SQ** Abominable presence, Dark Side, Darkvision, Enemy Bonus +3, Enshroud, Increase Lightsaber damage +3d8, Uncanny Dodge (Can't be Flanked, Dex bonus to Defense); **SV** Fort +18, Ref +14, Will +14; **SZ** L; **FP:** 15; **DSPs:** 19; **Rep:** +6; **Str** 13, **Dex** 16, **Con** 18, **Int** 14, **Wis** 14, **Cha** 10.

**Equipment:** Lightsaber

**Skills:** Balance +13, Climb +13, Intimidate +21, Jump +13, Knowledge (Sith lore) +7, Listen +7, Read/Write Massassi, Read/Write Sith, Speak Massassi, Speak Sith, Spot +7

## Skills and Force Techniques

Even though the Sith studied the Dark Side for thousands of years; they never learned all of its secrets. Only to the most dedicated will the Dark Side even yield a few of its powers, always it promises more than the student can ever learn.

There are many methods to build on what the Sith know. Occasionally a few of their secrets of using something for other than it was intended are discovered.

### Force Lattice (Int)

*Dark Side Force skill; Requires the Force-Sensitive and Alter feats.*

With this skill a target is surrounded by a razor sharp crystalline lattice of pure Dark Side energy that slowly contracts around the target ending with dire results for the captive.

**Check:** The character selects a target of this skill, and attempts to surround them in a lattice of Dark Side energy. The target is allowed a Reflex saving throw to at this point to see if they managed to escape the lattice before they were completely surrounded. The DC for this saving throw is 10 plus the number of Dark Side Points the user of this skill has. If the target fails their saving throw they are trapped in the lattice, and cannot escape unless the user of this skill is "distracted."

After being surrounded by this skill the lattice slowly contracts around the target, and begins to inflict damage every turn until the user

**Force Skills:** Battlemind +21, Fear +27, Force Grip +16, Force Stealth +15, Force Strike +15, Heal Self +9, Illusion +12, See Force +12

**Feats** \*: Advanced Martial Arts, Blind-fight, Cleave, Combat Expertise, Defensive Martial Arts, Dodge, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Frightful Presence, Improved Disarm, Improved Initiative, Improved Martial Arts, Martial Arts, Mobility, Power Attack, Spring Attack, Sunder, Weapons Group Proficiency (primitive weapons, simple weapons), Whirlwind Attack

**Force Feats:** Alter, Burst of Speed, Control, Dissipate Energy, Force Speed, Hatred, Rage, Sense, Sith Sorcery, Summon Storm

*\* As part of the process that was used to create the Nor'ithel Dra'kuta, several Armor Proficiencies and Weapons Group Proficiencies that were given automatically by the classes were removed and replaced with other feats that the creators felt were more inline with the Nor'ithel Dra'kuta's ultimate purpose.*

releases them or the user terminates this power (usually when the target has passed into the Force). The target takes damage per round while it contracts (see the following table for determining the amount of damage applied per round). Once the character takes Wound Point damage they are considered grappled.

Check Result	Damage
0 - 4	1d8
5 - 14	2d6
15 - 24	2d8
25 - 34	3d6
35+	3d8

**Notes:** Use of this skill gains the character a Dark Side point.

**Time to Use:** One attack action to raise the lattice, and costs one move action per turn while the Lattice is kept.

**Vitality Point Cost:** 8 to surround the target, and 2 vitality points every round in which the lattice is kept.

### Subconscious Machinations (Cha)

*Dark Side Force skill; Requires the Force-Sensitive and Alter feats, Affect Mind 9 ranks, Illusion 9 ranks, and a Charisma of at least 14.*

With this skill a character may use the Dark Side on a target such that their worst nightmares seemingly appear before their eyes. Some of those who see the creatures of their subconscious

appear will not be able to contain their fright and may die.

**Check:** The character selects a target of this skill, and the target must make a Will saving throw (the DC is determined by the table below) otherwise they are immediately reduced to -1 Wound Points and all of their Vitality points (if any are removed). If the saving throw is successful they avoid the Vitality and Wound point reduction but still take 3d8 points of damage.

Check Result	Saving Throw DC
0 – 4	5
5 – 14	15
15 – 24	20
25 – 34	25
35+	30

**Notes:** Use of this skill gains the character a Dark Side point.

**Time to Use:** One attack action.

**Vitality Point Cost:** 8

### Transfer Another's Essence (Force Technique)

There are those who understand that the body is just a shell, and there is nothing from

stopping them from swapping their essence between bodies or other people's essence between other bodies.

**Check:** A Transfer Essence check is required to transfer another's essence from one body to another. If the target is willing to have its essence transferred use the result as though the Transfer Essence check was performed normally. If the target is not willing reduce the check result by -5 to determine the Will saving throw DC, and this Will saving throw is required for the target and their new body. This new body can be a Sith Crystal, in which case the crystal automatically fails its saving throw to accept the target's essence.

Before a character may attempt to learn this technique they must have 12 ranks of Knowledge (Sith lore) and 12 ranks of Transfer Essence.

**Notes:** Like Transfer Essence, use of this Force technique gains the character a Dark Side point.

**Time to Use:** One round.

**Vitality Point Cost:** 16 vitality points, and the subject also loses half of their vitality.

## Feats

Blah, Blah, Blah.

### Advanced Control Mind

*For you, controlling the masses is as simple as waking in morning.*

**Prerequisites:** Charisma 15+, Force-Sensitive, Improved Control Mind, Control Mind 15 ranks and either Improved Force Mind, Knight Mind or Master Mind.

**Benefit:** When using the Control Mind skill the maximum range affected by the Allies is increased by one level. For example; if the character is using Force Mind all allies in a Star System would now be affected, etc. When the character has stopped spending the Vitality cost to coordinate all of their allies they suffer no ill effect, instead of being fatigued.

**Vitality Point Cost:** Increase the Vitality Cost of Control Mind checks by an additional 1.

**Notes:** The character gains 2 Dark Side point for taking this feat. If the character atones and loses Dark Side points, this feat remains in effect, but if they ever attempt to use the Control Mind skill again, they receive two additional Dark Side points per use, until they are tainted, after that they will receive an additional Dark Side

point per use until they have been fully corrupted by the Dark Side.

### Dark Side Web \*

*You can shroud a target in the power of the dark side that disrupts their concentration.*

**Prerequisite:** Force-Sensitive and Alter Feats, and a Force level of 4th+, 4+ Dark Side Points

**Benefit:** The character is able to encase the target in a blindingly bright mesh of pure Dark Side energy. This power can overwhelm all but the strongest Force users, and being to drain their strength and gradually sever their connection to the Force and possible render them helpless. The target suffers a constructed penalty equal to the amount that their Will saving roll was failed. The DC is 15 + the user's Force level - the target's number of Dark Side points. This penalty can be applied to any force skills, saves, abilities, initiative or the character's defense (see the following table to determine how many things can be affected).

Ability, Statistic or Skill	Point Cost
-1 to specific Force skill	1

-1 to initiative, defense, or any save	2
-1 to any ability score	4

As an example; if the target fails by 8 so they lose 8 points applied between any of the force skills, saves, attributes or defense. The user can apply the full -2 penalty to the target's dexterity; or -4 to Affect Mind, and -1 to Wisdom; or -2 to Battlemind, -1 to Strength, -1 to Initiative; etc. The target may choose to allow the Dark Side to flow through them and accept a Dark Side point, to ignore the penalty being applied.

Activating this power counts as an attack action, and the activator gains a Dark Side point.

**Vitality:** 6 Vitality points to activate, and 2 Vitality points per minute to maintain.

**Notes:** The character gains 1 Dark Side point for taking this feat. If the character atones and loses Dark Side points, this feat remains in effect, but if they ever attempt to use the Dark Side Web feat again, they receive two additional Dark Side points per use, until they are tainted, after that they will receive an additional Dark Side point per use until they have been fully corrupted by the Dark Side.

\* *This feat is a d20 conversion of the Force power Dark Side Web, found the Tales of the Jedi Sourcebook published by West End Games for the d6 Star Wars Roleplaying Game.*

### Force Emphasis \*

*You have spent additional time in focusing specific aspects of your Force training.*

**Requirements:** Force-Sensitive, any of the primary Force feats (Control, Sense and Alter), Force level 1+.

**Benefit:** When selecting this feat a character then chooses a method for to emphasize, chosen from the following list; Focus, Expand, Lengthen, Heighten, Maximize, or Delay. When Force ability is used below it refers to any special ability given by a Force based class, Force feat, or Force skill.

**Focus:** When Focusing Force abilities all numeric effects are increased by 50%. This affects all damage dealt, vitality points or wound points healed, ability points restored, etc. Force abilities without numeric effects are not affected by this feat. Focusing Force abilities increase the vitality cost of that Force ability by 4 vitality points.

**Expand:** The effective area or range of any Force ability is doubled. Force abilities that do not have ranges or affect areas will not be affected by this feat. Only the length or width of

the area can be doubled, not both the length and width. Focusing Force abilities increase the vitality cost of that Force ability by 2 vitality points.

**Lengthen:** The time duration of Force abilities are doubled. Lengthening Force abilities that do not have durations are not affected (i.e. are instantaneous or permanent). Lengthening Force abilities increase the vitality cost of that Force ability by 2 vitality points.

**Heighten:** The effective character/force level that modifies Force abilities can be temporarily modified. Damage, people affected, ranges, saving throw DCs, etc are calculated from the new effective level. Heightening Force abilities increases the vitality cost of that Force ability by 2 vitality points per level the character wants to add, also the base vitality cost of the Force ability is calculated from that Force ability's new effective level.

**Maximize:** All variable components of Force abilities are maximized. Damage dealt, vitality or wounds points restored, ability points restored, etc are always the maximum. Force abilities without random variables are not affected by this feat. Maximizing Force abilities increase the vitality cost of that Force ability by 6 vitality points. If combined with Focus, the random components must be rolled and then added to the maximized variables to determine the final result.

**Vitality:** Special, see each feat individually.

**Notes:** This feat may be selected multiple times, and each time the character chooses a new method for emphasis.

\* *This feat is a conversion of the Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, and Maximize Spell feats from the Dungeons and Dragons Player's Handbook 3<sup>d</sup> Edition published by Wizards of the Coast for the d20 System.*

### Force Focus \*

*You are more effective at getting the point across with the Force.*

**Requirements:** Force-Sensitive, and any of the primary Force feats (Control, Sense and Alter).

**Benefit:** When selecting this feat a character then chooses a method for a primary Force feat. Add +2 to the DC for all saving throws against feats or skills that have the selected primary Force feat as their basis when used against opponents or reduce the DC for saving throws for Force feats or skills used on the character using

this Feat. If a Force feat or skill have multi primary feats as its requirement the effects do not stack only a +2 is applied.

**Vitality:** None.

**Notes:** This feat may be selected multiple times, and each time the character chooses a new primary Force feat.

*\* This feat is a conversion of the Spell Focus feat from the Dungeons and Dragons Player's Handbook 3<sup>rd</sup> Edition published by Wizards of the Coast for the d20 System.*

### Force Mask \*

*You understand the ways of the Force, and how to manipulate it without giving away your presence.*

**Requirements:** Force-Sensitive, and any of the primary Force feats (Control, Sense and Alter).

**Benefit:** When selecting this feat a character then chooses a method for masking, either Gesture or Spoken.

**Gesture:** If Gesture is selected the character is no longer required to make gestures when attempting to use that Force ability, feat or skill. For example Move Object would no longer require the character to move his hand around in motions that follow the object; Force Grip would no longer require a crushing gesture with the hand, etc.

**Spoken:** If Spoken is selected the character is no longer required to speak to convey a message. For example Affect Mind and Telepathy would not require any spoken words to convey a message or a thought.

**Vitality:** When combining this feat with other Force feats or skill uses, increase the vitality cost of that feat or skill by 2. If there is no Vitality cost, no cost is added.

**Notes:** This feat may be selected multiple times, and each time the character chooses a new method for masking.

*\* This feat is a conversion of the Silent Spell and Still Spell feats from the Dungeons and Dragons Player's Handbook 3<sup>rd</sup> Edition published by Wizards of the Coast for the d20 System.*

### Greater Dark Side Web

*You can shroud a target in the power of the dark side that disrupts their concentration.*

**Prerequisite:** Force-Sensitive, Alter, and Dark Side Web Feats, Force level of 7th+, and Tainted by the Dark Side (a number of Dark Side points greater than or equal to the half of their Wisdom score [rounded-down]).

**Benefit:** The effects of the Dark Side Web feat have been amplified. The target suffers a constructed penalty equal to the amount that their Will saving roll was failed multiplied by 2. The DC for this feat is the similar to the Dark Side Web's DC except that the DC is increased half the number of Dark Side points the character has [rounded-down].

As an example; if the target fails by 8 so they lose 16 points applied between any of the force skills, saves, attributes or defense. The user can apply the full -4 penalty to the target's dexterity; or -8 to Affect Mind, and -2 to Wisdom; or -4 to Battlemind, -2 to Strength, -2 to Initiative; etc. The target may choose to allow the Dark Side to flow through them and accept a number of Dark Side points equal to the number that is required to place them into the Tainted range, to ignore the penalty being applied.

Activating this power counts as an attack action, and the activator gains a Dark Side point.

**Vitality:** 9 Vitality points to activate, and 3 Vitality points per minute to maintain.

**Notes:** The character gains 2 Dark Side point for taking this feat. If the character atones and loses Dark Side points, this feat remains in effect, but if they ever attempt to use the Control Mind skill again, they receive two additional Dark Side points per use, until they are tainted, after that they will receive an additional Dark Side point per use until they have been fully corrupted by the Dark Side.

### Greater Force Grip

*The power of the Dark Side flows through you to the point where you are even more destructive with Force Grip.*

**Requirements:** Force-Sensitive, Alter, Force Grip 9+ ranks, Tainted (a number of Dark Side points greater than or equal to the half of their Wisdom score [rounded-down]), Force Level 7+.

**Benefit:** The amount of damage inflicted by Force Grip increases by character level. Beginning at 10<sup>th</sup> level, the damage is increased by one of the same dice, and increases by another die every five levels thereafter. Also Force Grip is considered to be a weapon that can threaten on a natural twenty (another Force Grip result against the Defense of the target is required for confirming a critical hit, to determine if the Force Grip threatens just use the initial Force Grip check). At this point the character may also select Improved Critical (Force Grip) if they so desire.

**Vitality:** Increase the Vitality cost of the Force Grip skill by 2, if the character does not have enough vitality with the increased cost, they may not elect to do less damage for a lower cost.

**Notes:** The character gains 4 Dark Side points for taking this feat. If the character atones and loses Dark Side points, this feat remains in effect, but if they ever attempt to use the Force Grip skill again, they receive an additional Dark Side point per use, until they are tainted.

## Greater Force Lightning

*The power of the Dark Side flows through you to the point where you are even more destructive with Force Lightning.*

**Requirements:** Force-Sensitive, Alter, Force Lightning 9+ ranks, Tainted (a number of Dark Side points greater than or equal to the half of their Wisdom score [rounded-down]), Force Level 7+.

**Benefit:** The amount of damage inflicted by Force Lightning increases by character level. Beginning at 10<sup>th</sup> level, the damage is increased by one of the same dice, and increases by another die every five levels thereafter. Also Force Lightning is considered to be a weapon that can threaten on a natural twenty (another Force Lightning result against the Defense of the target is required for confirming a critical hit, to determine if the Force Lightning threatens just use the initial Force Lightning check). At this point the character may also select Improved Critical (Force Lightning) if they so desire.

**Vitality:** Increase the Vitality cost of the Force Lightning skill by 2, if the character does not have enough vitality with the increased cost, they may not elect to do less damage for a lower cost.

**Notes:** The character gains 4 Dark Side points for taking this feat. If the character atones and loses Dark Side points, this feat remains in effect, but if they ever attempt to use the Force Lightning skill again, they receive an additional Dark Side point per use, until they are tainted.

## Greater Hatred

*The power of the Dark Side flows through you to the point where you are even more destructive with your Hatred.*

**Requirements:** Force-Sensitive, Alter, Hatred, Tainted (a number of Dark Side points greater than or equal to the half of their Wisdom score [rounded-down]), Force Level 7+.

**Benefit:** The amount of damage inflicted by Hatred increases by character level. Beginning at 10<sup>th</sup> level, the damage is increased by one of the same dice, and increases by another die every five levels thereafter. In addition increase the penalty applied to attacks, skill checks and ability checks by -1 (this effect does not have a level dependant component). Also Hatred is considered to be a weapon that can threaten on a natural twenty (to determine if the attack with Hatred threatens just roll a d20, to confirm the critical hit they character may roll another attack but use their Base Attack plus their Wisdom modifier to confirm a critical hit). At this point the character may also select Improved Critical (Hatred) if they so desire.

**Vitality:** Increase the Vitality cost of Hatred by 2, if the character does not have enough vitality with the increased cost, they may not elect to do less damage for a lower cost.

**Notes:** The character gains 4 Dark Side points for taking this feat. If the character atones and loses Dark Side points, this feat remains in effect, but if they ever attempt to use the Force Lightning skill again, they receive an additional Dark Side point per use, until they are tainted.

## Improved Affect Mind

*You have mastered Affect Mind to the point where you can easily influence others, even at great distances.*

**Prerequisites:** Charisma 12+, Wisdom 14+, Force-Sensitive, Alter, Sense, Affect Mind 9 ranks and Telepathy 9 ranks.

**Benefit:** The range for Affect Mind is now increased to such that the target must be visible; this includes being able to 'See' the target through the Force, and also through other enhanced means (i.e. macrobinoculars, display screens, holographic displays, etc).

Distance (m)	Result Modifier	Affect mind Vitality modifier
0 - 10	-0	x1
11 - 100	-5	x2
101 - 1,000	-10	x4
1,001 - 10,000	-15	x8
etc.	etc.	etc.

To determine the Will Save to escape the influencing affects, perform an Affect Mind check, factor in the result modifier from the above table, and then use the table provided with the Affect Mind skill description to determine the DC.

**Vitality Point Cost:** Depends upon range of the target (see the above table)

## Improved Control Mind

*You have mastered Control Mind to the point where you can easily influence the masses, even at great distances.*

**Prerequisites:** Charisma 13+, Force-Sensitive, Sith Sorcery, Control Mind 9 ranks.

**Benefit:** When the character ceases to maintain the Control Mind check, those that are influenced are no longer considered Exhausted but are instead considered Fatigued.

**Vitality Point Cost:** Increase the cost of Control Mind checks by 1 Vitality point.

**Notes:** The character gains 1 Dark Side point for taking this feat. If the character atones and loses Dark Side points, this feat remains in effect, but if they ever attempt to use the Control Mind skill again, they receive an additional Dark Side point per use, until they are tainted.

## Supreme Dark Side Web

*You can shroud a target in the power of the dark side that disrupts their concentration.*

**Prerequisite:** Force-Sensitive, Alter, and Dark Side Web Feats, and a Force level of 13th+, and Corrupted by the Dark Side (Dark Side points greater than or equal to the character's their Wisdom score).

**Benefit:** The effects of the Dark Side Web feat have been amplified. The target suffers a constructed penalty equal to the amount that their Will saving roll was failed multiplied by 4. The DC for this feat is the similar to the Dark Side Web's DC except that the DC is increased by the number of Dark Side points the character has.

As an example; if the target fails by 8 so they lose 32 points applied between any of the force skills, saves, attributes or defense. The user can apply the full -8 penalty to the target's dexterity; or -16 to Affect Mind, and -4 to Wisdom; or -8 to Battlemind, -4 to Strength, -4 to Initiative; etc. The target may choose to allow the Dark Side to flow through them and accept a number of Dark Side points equal to the number that is required to place them into the fully Corrupted range, to ignore the penalty being applied.

Activating this power counts as an attack action, and the activator gains a Dark Side point.

**Vitality:** 12 Vitality points to activate, and 4 Vitality points per minute to maintain.

**Notes:** The character gains 2 Dark Side point for taking this feat. If the character atones and loses Dark Side points, this feat remains in effect, but if they ever attempt to use the Control Mind skill again, they receive two additional Dark

Side points per use, until they are tainted, after that they will receive an additional Dark Side point per use until they have been fully corrupted by the Dark Side.

## Supreme Force Grip

*You have studied Force Grip to the point where it is an art rather than a skill.*

**Requirements:** Force-Sensitive, Alter, Greater Force Grip, Force Grip 13+ ranks, and Corrupted by the Dark Side (Dark Side points greater than or equal to the character's their Wisdom score), Force Level 10+.

**Benefit:** The amount of damage inflicted by Force Grip increases by character level. Beginning at 10<sup>th</sup> level, the damage is increased by die type (from d6 to d8) but the number of dice is not increased, and increased by another die type every five levels thereafter. The threatening range of Force Grip increases by one.

**Vitality:** Increase the Vitality cost of the Force Grip skill by 4, if the character does not have enough vitality with the increased cost, they may not elect to do less damage for a lower cost.

**Notes:** The character gains 4 Dark Side points for taking this feat. If the character atones and loses Dark Side points, this feat remains in effect, but if they ever attempt to use the Force Grip skill again, they receive two additional Dark Side points per use, until they are tainted, after that they will receive an additional Dark Side point per use until they have been fully corrupted by the Dark Side.

## Supreme Force Lightning

*You have studied Force Lightning to the point where it is an art rather than a skill.*

**Requirements:** Force-Sensitive, Alter, Greater Force Lightning, Force Lightning 13+ ranks, Dark Side (Dark Side points greater than or equal to your Wisdom score), Force Level 10+.

**Benefit:** The amount of damage inflicted by Force Lightning increases by character level. Beginning at 10<sup>th</sup> level, the damage is increased by die type (from d6 to d8) but the number of dice is not increased. The die type is increased by another die type every five levels thereafter. The threatening range of Force Grip increases by one.

**Vitality:** Increase the Vitality cost of the Force Lightning skill by 4, if the character does not have enough vitality with the increased cost, they may not elect to do less damage for a lower cost.

**Notes:** The character gains 4 Dark Side points for taking this feat. If the character atones and loses Dark Side points, this feat remains in effect, but if they ever attempt to use the Force Lightning skill again, they receive two additional Dark Side points per use, until they are tainted, after that they will receive an additional Dark Side point per use until they have been fully corrupted by the Dark Side.

### Supreme Hatred

*You have studied Hatred to the point where it is an art rather than a skill.*

**Requirements:** Force-Sensitive, Alter, Greater Hatred, and Corrupted by the Dark Side (Dark Side points greater than or equal to the character's their Wisdom score), Force Level 10+.

**Benefit:** The amount of damage inflicted by Hatred increases by character level. Beginning at 10<sup>th</sup> level, the damage is increased by die type (from d6 to d8) but the number of dice is not increased, and increased by another die type every five levels thereafter. Also increase the penalty applied to attacks, skill checks and ability checks by -1 (this penalty increase stacks with that of the Greater Hatred feat, and does not have a level dependant component). The threatening range of Force Grip increases by one.

**Vitality:** Increase the Vitality cost of Hatred by 4, if the character does not have enough vital-

ity with the increased cost, they may not elect to do less damage for a lower cost.

**Notes:** The character gains 4 Dark Side points for taking this feat. If the character atones and loses Dark Side points, this feat remains in effect, but if they ever attempt to use the Force Lightning skill again, they receive two additional Dark Side points per use, until they are tainted, after that they will receive an additional Dark Side point per use until they have been fully corrupted by the Dark Side.

### Will of Domination

*You are able to manipulate even the most strong-minded of individuals to serve your will.*

**Prerequisites:** Charisma 14+, Wisdom 14+, Force-Sensitive, Alter, Iron Will, Affect Mind 8 ranks, Dark Side Points 4+.

**Benefit:** The Affect Mind skill gains the following use:

**Subjugation:** This allows a character to completely control another character, and allows them to make any suggestion that can include life-threatening choices. If a target character is forced to make a life threatening action, they may attempt to break free of the mind control. The target's will saving throw DC is 10 + controller's will save modifier. The range is 10 meters.

Also you gain a +2 bonus to Transfer Essence checks.

**Vitality Point Cost:** 6

### Prestige Classes

Blah, Blah, Blah.

#### Sith Alchemist

*"Now **this** is something they will never expect..."*

The Sith have always devoted themselves to controlling the universe. Some have taken this charge a little more to the letter than others would have wanted, they have taken it to mean controlling and manipulating the physical universe to the point of creating wondrous monstrosities and other creations which should never seen the light of day.

The Sith Alchemist divides their time between creating new items that the order would find useful and altering things which nature created but did not perfect.

#### Requirements

To qualify to become a Sith Alchemist, a character must fulfill the following criteria.

**Skills:** Alchemy 8 ranks, Craft (Sith Artifacts) 8 ranks, Knowledge (Sith lore) 8 ranks.

**Feats:** Force-Sensitive, Alter, Sense, Sith Sorcery.

**Reputation:** 2 or less.

**Special:** Must be Tainted by the Dark Side (i.e. have a number of Dark Side Points greater than or equal to half of their Wisdom score [rounded down]). They also must be able to Read/Write Sith.

#### Game Rule Information

**Vitality:** Sith Alchemist gains 1d4 vitality points per level. The character's Constitution modifier applies.

#### Class Skills

The Sith Alchemist's class skills, and the key ability for each skill, are as follows:

Appraise (Int), Computer Use (Int), Craft (Int), Gather Information (Cha), Knowledge (any) (Int), Profession (any) (Int), Read/Write Language (None), Search (Int), Spot (Wis) and Speak Lan-

guage (None). All Force Skills become class skills as the prerequisites are met.

**Skill Points at Each Level:** 8 + Int modifier.

### Class Features

The following are features of the Sith Alchemist prestige class:

### Starting Feats

The Sith Alchemist gains no additional armor proficiency or weapons proficiency feats.

### Mastercrafter

At 1<sup>st</sup> level the Sith Alchemist gains the ability to mastercraft Sith artifacts up to a level of +1. At 4<sup>th</sup> level they may create mastercrafted Sith artifacts up to the +2 level, and at 7<sup>th</sup> level the maximum level is increased to +3.

### Force Training

At 1<sup>st</sup> level the Sith Alchemist completes more Force training and may select another primary Force feat that they do not already have. If at any point the Sith Alchemist has already selected all of the primary Force feats and they gain this selection, they may select any Force feat from the Sith Alchemist's bonus feat list as a replacement.

### Force Secret

At 3<sup>rd</sup> level the Sith Alchemist has learned a long lost secret about the Alchemy skill and gains a +1 force bonus to all Alchemy checks. At 6<sup>th</sup> level this bonus increased to +2, and at 9<sup>th</sup> level the bonus increases to +3.

### Bonus Feat

At 5<sup>th</sup> level the Sith Alchemist may select a bonus feat from the following list; Alertness, Dissipate Energy, Force Mastery (High Force Mastery), Hatred, Iron Will, Lightning Reflexes, Low Profile, Malevolent, Mimic, Mind Trick, Persuasive, Shape-Eyed, Sith Sorcery, Skill Emphasis (Any class skill or Force skill), Trustworthy. The Sith

Alchemist may repeat this selection again at 7<sup>th</sup> and 9<sup>th</sup> level.

### Record Sith Holocron

At 5<sup>th</sup> level the Sith Alchemist is able to record information into a Sith Holocron. This special ability is similar to that of the Jedi Scholar but only applies to Sith Holocrons (as described in the Power of the Jedi Sourcebook for the Jedi Scholar prestige class).

### Create Sith Holocron

At 10<sup>th</sup> level the Sith Alchemist is able to create Sith Holocrons. This special ability is similar to that of the Jedi Scholar but only applies to Sith Holocrons (as described in the Power of the Jedi Sourcebook for the Jedi Scholar prestige class).

## Sith Apothecary

*"The Lightsaber is as archaic as it is ancient."*

The Sith Apothecary is a little known Sect of the Sith, and has almost no known presence in the galaxy. They maintain a secrecy that surpasses that of the great Sith Lords. Only a handful of Sith Lords have known about their presence, and only then because they have offered their services.

### Requirements

To qualify to become a Sith Apothecary, a character must fulfill the following criteria.

**Skills:** Craft (Poison) or Craft (Pathogen) 8 ranks, Knowledge (Toxins) or Knowledge (Pathogens) 8 ranks.

**Feats:** Force-Sensitive, Alter, Sense, Low Profile.

**Reputation:** 2 or less.

**Special:** Must be Tainted by the Dark Side (I.e. have a number of Dark Side Points greater than or equal to half of their Wisdom score)

### the Sith Alchemist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Abilities	Defense	Reputation Bonus
1 <sup>st</sup>	+0	+2	+0	+1	Mastercrafter (Sith Artifacts +1)	+0	+0
2 <sup>nd</sup>	+1	+3	+0	+2	Force Training	+0	+0
3 <sup>rd</sup>	+2	+3	+1	+2	Force Secret (Alchemy +1)	+1	+0
4 <sup>th</sup>	+3	+4	+1	+2	Mastercrafter (Sith Artifacts +2)	+1	+0
5 <sup>th</sup>	+3	+4	+1	+3	Record Sith Holocron, Bonus Feat	+1	+0
6 <sup>th</sup>	+4	+5	+2	+3	Force Secret (Alchemy +2)	+2	+1
7 <sup>th</sup>	+5	+5	+2	+4	Mastercrafter (Sith Artifacts +3), Bonus Feat	+2	+1
8 <sup>th</sup>	+6	+6	+2	+4		+2	+1
9 <sup>th</sup>	+6	+6	+3	+4	Force Secret (Alchemy +3), Bonus Feat	+3	+1
10 <sup>th</sup>	+7	+7	+3	+5	Create Sith Holocron	+3	+1

[rounded down]). They also must be able to Read/Write Sith.

### Game Rule Information

**Vitality:** Sith Apothecary gains 1d4 vitality points per level. The character's Constitution modifier applies.

### Class Skills

The Sith Apothecary's class skills, and the key ability for each skill, are as follows:

Appraise (Int), Computer Use (Int), Craft (Int), Gather Information (Cha), Hide (Dex), Knowledge (any) (Int), Profession (any) (Int), Read/Write Language (None), Search (Int), Spot (Wis) and Speak Language (None). All Force Skills become class skills as the prerequisites are met.

**Skill Points at Each Level:** 8 + Int modifier.

### Class Features

The following are features of the Sith Apothecary prestige class:

### Starting Feats

The Sith Apothecary gains no additional armor proficiency or weapons proficiency feats.

### Sith Sorcery

At the 1<sup>st</sup> level, the Sith Apothecary gains the Sith Sorcery feat.

### Toxic Specialty

At the 2<sup>nd</sup> level, the Sith Apothecary gains an enhanced adeptness when making toxins. They may select a specific type of toxin that they gain a +3 competence bonus when attempting to make a toxin of that type (with either the appropriate Craft skills checks or Alchemy skill checks). They may select from the following list (others maybe added as the Gamemaster's discretion.)

- *Neurotoxin:* Neurotoxins are types of poisons that attack an organism's nervous system.
- *Necrotoxin:* Necrotoxins are types of poisons that attack an organism's cellular structure and kill all live tissue it comes in contact with.
- *Hemotoxin:* Hemotoxins are types of poisons that attack the blood cells of an organism.
- *Endocrintoxin:* Endocrintoxins are types of poisons that attack the endocrine system of an organism.
- *Pulmotoxin:* Pulmotoxins are types of poisons that attack the pulmonary system of an organism.
- *Multipart:* Multipart toxins are types of poisons that are only lethal when multi-

ple components are combined. Usually a specific half of a poison is given to a target and the remaining component is held for later application.

- *Force Imbued:* Some poisons can be imbued with the Force (usually the Dark Side) to enable to the poison to more effectively achieve its ends.
- *Species Specific:* Some poisons can be designed to only attack specific species.

At 4<sup>th</sup>, 6<sup>th</sup>, 8<sup>th</sup>, and 10<sup>th</sup> levels the Sith Apothecary repeats the selection. Each time a select is made the Apothecary may select the same toxin (up to three times) or a different category entirely.

### Pathogenic Specialty

At the 2<sup>nd</sup> level, the Sith Apothecary gains a special understanding of the art of designing diseases. They may select a specific type of pathogen that they gain a +3 competence bonus when attempting to make a toxin of that type (with either the appropriate Craft skills checks or Alchemy skill checks). They may select from the following list (others maybe added as the Game-master's discretion.)

- *Neurotoxin:* Neurotoxins are types of poisons that attack an organism's nervous system.
- *Force Imbued:* Some pathogens can be imbued with the Force (usually the Dark Side) to enable to the pathogen to more effectively achieve its ends.
- *Species Specific:* Some pathogen can be designed to only attack specific species.

At 4<sup>th</sup>, 6<sup>th</sup>, 8<sup>th</sup>, and 10<sup>th</sup> levels the Sith Apothecary repeats the selection. Each time a select is made the Apothecary may select the same toxin (up to three times) or a different category entirely.

### Preferred Vector

At the 3<sup>rd</sup> level, the Sith Apothecary gains a special understanding of the art of designing diseases. They may select a specific type of pathogen that they gain a +3 competence bonus when attempting to make a toxin of that type (with either the appropriate Craft skills checks or Alchemy skill checks). They may select from the following list (others maybe added as the Game-master's discretion.)

- *Ingested:* These types of toxins and pathogens are transmitted into the target by food and/or other substances that must be consumed.
- *Inhaled:* These types of toxins and pathogens are carried into the target by aerosols and/or other airborne sub-

## the Sith Apothecary

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Abilities	Defense	Reputation Bonus
1 <sup>st</sup>	+0	+2	+0	+1	Sith Sorcery	+1	+0
2 <sup>nd</sup>	+1	+3	+0	+2	Toxic Specialty, Pathogenic Specialty	+2	+0
3 <sup>rd</sup>	+1	+3	+1	+2	Preferred Vector	+2	+0
4 <sup>th</sup>	+2	+4	+1	+2	Toxic Specialty, Pathogenic Specialty	+2	+0
5 <sup>th</sup>	+2	+4	+1	+3	Force Training	+3	+0
6 <sup>th</sup>	+3	+5	+2	+3	Toxic Specialty, Pathogenic Specialty	+3	+0
7 <sup>th</sup>	+3	+5	+2	+4	Preferred Vector	+4	+1
8 <sup>th</sup>	+4	+6	+2	+4	Toxic Specialty, Pathogenic Specialty	+4	+1
9 <sup>th</sup>	+4	+6	+3	+4		+4	+1
10 <sup>th</sup>	+5	+7	+3	+5	Toxic Specialty, Pathogenic Specialty	+5	+1

stances and finding their way to the respiratory system.

- **Contact:** These types of toxins and pathogens can infect a target merely by being placed on the skin.
- **Injected:** These types of toxins and pathogens need to be placed into the blood stream of a target before they will affect the target

At 7<sup>th</sup> level the Sith Apothecary again repeats the selection. Each time a select is made the Apothecary may select the same vector or a different category entirely.

### Force Training

At 5<sup>th</sup> level the Sith Apothecary completes more Force training and may select another primary Force feat that they do not already have. If at any point the Sith Apothecary has already selected all of the primary Force feats and they gain this selection, they may select any Force feat from the Sith Alchemist's bonus feat list as a replacement (This is not an error, it is the Sith Alchemist's bonus feat list).

## Sith Assassin

*"An assassin is never known, heard, or seen, but their presence is always felt."*

Some parents warn their children that if they're not good a Sith might notice their penchant for mischief and will come for them in the middle of the night, and take them. Little did the parents realize there was some truth in this, following the collapse of the Sith about a millenia ago, the Sith resorted in this unconventional means for acquiring the next Sith lord. They figure if it worked for the Jedi it would work for them.

Some students of the Sith prefer a more subtle means of defeating their opponents. They regard as the Sith Warriors as merely force gifted thugs, they lack no subtlety and have no control and see them as mindless thugs who must be guided at every step of the way.

### Requirements

To qualify to become a Sith Assassin, a character must fulfill the following criteria.

**Skills:** Hide 6 ranks, Move Silently 6 ranks, and Knowledge (Sith lore) 8 ranks.

**Feats:** Force-Sensitive, Sense, Low Profile.

**Reputation:** 2 or less.

**Special:** Must be Tainted by the Dark Side (i.e. have a number of Dark Side Points greater than or equal to half of their Wisdom score [rounded down]). They also must be able to Speak Sith.

### Game Rule Information

**Vitality:** Sith Assassin gains 1d8 vitality points per level. The character's Constitution modifier applies.

### Class Skills

The Sith Assassin's class skills, and the key ability for each skill, are as follows:

Balance (Dex), Computer Use (Int), Craft (Int), Climb (Str), Demolitions (Int), Disable Device (Dex), Disguise (Cha), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (any) (Int), Listen (Wis), Profession (any) (Int), Search (Int), Speak Language (None), Spot (Wis), Swim (Str), and Tumble (Dex). All Force Skills become class skills as the prerequisites are met.

**Skill Points at Each Level:** 6 + Int modifier.

### Class Features

The following are features of the Sith Assassin prestige class:

## the Sith Assassin

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Abilities	Defense	Reputation Bonus
1 <sup>st</sup>	+0	+1	+2	+1	Force Training	+2	+0
2 <sup>nd</sup>	+1	+2	+3	+2	Uncanny Dodge (Dex bonus to Def)	+3	+0
3 <sup>rd</sup>	+2	+2	+3	+2	Force Training	+3	+0
4 <sup>th</sup>	+3	+2	+4	+2	Always Sneaky	+4	+0
5 <sup>th</sup>	+3	+3	+4	+3	Bonus Feat	+4	+0
6 <sup>th</sup>	+4	+3	+5	+3	Uncanny Dodge (Can't be flanked)	+5	+1
7 <sup>th</sup>	+5	+4	+5	+4	Bonus Feat	+5	+1
8 <sup>th</sup>	+6	+4	+6	+4	Slippery Mind	+6	+1
9 <sup>th</sup>	+6	+4	+6	+4	Bonus Feat	+6	+1
10 <sup>th</sup>	+7	+5	+7	+5	Immune to Surprise	+7	+1

### Starting Feats

The Sith Assassin is proficient with primitive weapons, simple weapons, and vibro weapons. The Sith Assassin is also proficient with light armor.

### Force Training

At 1<sup>st</sup> level the Sith Assassin completes more Force training and may select another primary Force feat that they do not already have. At 3<sup>rd</sup> level they repeat this selection. If at any point the Sith Assassin has already selected all of the primary Force feats and they gain this selection, they may select any Force feat from the Sith Assassin's bonus feat list as a replacement.

### Uncanny Dodge

At 2<sup>nd</sup> level the Sith Assassin's senses are so well in tuned with the world around them that they can react to dangers that others would not be able to do so. They are able to retain their Dexterity bonus to their defense when they would be otherwise denied to do so. At 6<sup>th</sup> level this ability increases to allow them to deny others the ability to perform flanking attacks when they would otherwise be allowed to do so.

### Always Sneaky

At 4<sup>th</sup> level the Sith Assassin has mastered their movements and gains Skill Mastery for Hide and Move Silently. They may take a 10 on any Hide or Move Silently check under conditions that would otherwise prevent them from doing so.

### Bonus Feat

At 5<sup>th</sup> level the Sith Assassin may select a bonus feat from the following list; Alertness, Blind-Fight, Combat Expertise (Improved Disarm, Improved Trip), Combat Reflexes, Dissipate Energy, Dodge (Mobility), Exotic Weapon Proficiency, Force Flight, Force Mastery (High Force Mastery), Great Fortitude, Hatred, Improved Critical, Improved Initiative, Iron Will, Lightning Reflexes, Martial Arts (Advanced Martial Arts, Defensive

Martial Arts, Improved Martial Arts), Malevolent, Mettle, Mimic, Mind Trick, Shape-Eyed, Sith Sorcery, Skill Emphasis (Any class skill or Force skill), Stealthy, Weapon Focus. The Sith Assassin may repeat this selection again at 7<sup>th</sup> and 9<sup>th</sup> level.

### Slippery Mind

At 8<sup>th</sup> level the Sith Assassin's mind has become exceptionally resistant to mental attacks and attempts at influencing them are futile except by the most influential of minds. Any time a Sith Assassin fails a Will saving throw they may make another Will saving throw during the following round to see if they can break free of the mental control.

### Immune to Surprise

At 10<sup>th</sup> level the Sith Assassin is so in tune with the world around them that they can never be surprised.

## Sith Shadow

*"Are you sure the record is correct? I am not convinced of your findings."*

For millennia the Jedi taught some of their most trusted Jedi the ways of the Dark Side in an effort to infiltrate the Sith order and others who followed the Dark Side. Despite the risks the information uncovered outweighed the small number of Jedi who abandoned the Jedi order to truly embrace the groups they were sent to infiltrate.

Little did the Jedi realize that they had already been infiltrated by the Sith. No Sith Shadow has ever been revealed, and the Jedi have only begun to suspect the rumors are true. After all why have the Jedi never been able to track down the Sith order following the creation of the 'Rule of Two?' It was not that the Sith lords tightly adhered to this rule, but rather it was the Sith Shadows who remained in the order and conveniently lost or misplaced information on the Sith's traces.

## the Sith Shadow

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Abilities	Defense	Reputation Bonus
1 <sup>st</sup>	+0	+0	+1	+2	Skill Mastery (Force Stealth)	+1	+0
2 <sup>nd</sup>	+1	+0	+2	+3	Bonus Feat	+2	+0
3 <sup>rd</sup>	+2	+1	+2	+3	Skill Mastery (Force Defense)	+2	+0
4 <sup>th</sup>	+3	+1	+2	+4	Hidden Force-Use	+2	+0
5 <sup>th</sup>	+3	+1	+3	+4	Cloak of the Dark Side	+3	+0
6 <sup>th</sup>	+4	+2	+3	+5	Bonus Feat	+3	+1
7 <sup>th</sup>	+5	+2	+4	+5	Improved Cloak of the Dark Side	+4	+1
8 <sup>th</sup>	+6	+2	+4	+6	Improved Hidden Force-Use	+4	+1
9 <sup>th</sup>	+6	+3	+4	+6	Supreme Cloak of the Dark Side	+4	+1
10 <sup>th</sup>	+7	+3	+5	+7	Bonus Feat	+5	+1

### Requirements

To qualify to become a Sith Shadow, a character must fulfill the following criteria.

**Skills:** Disguise 8 ranks, Force Stealth 8 ranks, Knowledge (Jedi lore) 8 ranks, and Knowledge (Sith lore) 8 ranks.

**Feats:** Force-Sensitive, Alter, Control, Sense.

**Special:** Must be Tainted by the Dark Side (i.e. have a number of Dark Side Points greater than or equal to half of their Wisdom score [rounded down]). They also must be able to Speak Sith and Read/Write Sith.

### Game Rule Information

**Vitality:** Sith Shadow gains 1d8 vitality points per level. The character's Constitution modifier applies.

### Class Skills

The Sith Shadow's class skills, and the key ability for each skill, are as follows:

Appraise (Int), Balance (Dex), Computer Use (Int), Craft (Int), Disable Device (Dex), Disguise (Cha), Forgery (Int), Gather Information (Cha), Hide (Dex), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Profession (any) (Int), Read/Write Language (None), Search (Int), Speak Language (None), Spot (Wis), Tumble (Dex). All Force Skills become class skills as the prerequisites are met.

**Skill Points at Each Level:** 6 + Int modifier.

### Class Features

The following are features of the Sith Shadow prestige class:

#### Starting Feats

The Sith Shadow is proficient with primitive weapons, simple weapons, and vibro weapons. They are also proficient with Lightsabers (both Standard and Double Bladed), and Sith Swords. They do not gain any additional armor proficiencies.

### Skill Mastery

At 1<sup>st</sup> level the Sith Shadow gains skill mastery over the Force Stealth skill, the Sith Shadow may take a 10 on Force Stealth checks when they normally would not be allowed to do so. At 3<sup>d</sup> level the Sith Shadow gains mastery over the Force Defense skill.

### Bonus Feat

At 2<sup>nd</sup> level the Sith Shadow may select a bonus feat from the following list; Alertness, Blind-Fight, Combat Expertise (Improved Disarm, Improved Trip), Combat Reflexes, Dissipate Energy, Dodge (Mobility), Exotic Weapon Proficiency, Force Mastery (High Force Mastery), Hatred, Improved Critical, Improved Initiative, Iron Will, Lightning Reflexes, Malevolent, Martial Arts (Advanced Martial Arts, Defensive Martial Arts, Improved Martial Arts), Mettle, Mimic, Mind Trick, Persuasive, Shape-Eyed, Sith Sorcery, Skill Emphasis (Any class skill or Force skill), Stealthy, Trustworthy, Weapon Focus, Weapon Finesse. The Sith Shadow may repeat this selection again at 6<sup>th</sup> and 10<sup>th</sup> level.

### Hidden Force-Use

At 4<sup>th</sup> level in addition to being able to mask their presence in the Force, the Sith Shadow has learned how to use the Force while hiding their presence from others. Increase the DC of any force skill, feat or class ability by +5 which attempting to manipulate the Force and mask their presence (or lower the saving throw DC by 5 if the skill, feat or class ability works differently), and increase the vitality cost by 2. The Sith Shadow may use this ability a number of times a day equal to one plus their Wisdom modifier (if positive).

### Cloak of the Dark Side

At 5<sup>th</sup> level the Sith Shadow has learned to mask their presence in the Force well enough to hide their Dark Side nature from others, even those

who are actively looking. If the Sith Shadow is fully corrupted by the Dark Side, they only appear to others as being 'Tainted'. Those that are only 'Tainted' appear to only have a few Dark Side points, and those who only have a few Dark Side points seem as though they have none. The Sith Shadow may use this ability a number of times a day equal to one plus their Wisdom modifier (if positive), and this ability may be used as a reaction to another's attempt.

#### **Improved Cloak of the Dark Side**

At 7<sup>th</sup> level the Sith Shadow has learned to more effectively mask their Dark Side nature. If the Sith Shadow is fully corrupted by the Dark Side, they only appear to others as having a few Dark Side points. Those that are only 'Tainted' or have a couple of Dark Side points appear as though they have none. The Sith Shadow may use this ability a number of times a day equal to their Sith Shadow plus their Wisdom modifier (if positive), and this ability may be used as a reaction to another's attempt.

#### **Improved Hidden Force-Use**

At 8<sup>th</sup> level the Sith Shadow has mastered the ability to use the Force and hide their presence from others. They may use any Force skill, feat or class ability while attempting to hide their presence in the Force, but may only use this ability a number of times a day equal to their Sith Shadow level plus their Wisdom modifier (if positive). There is no increase in the vitality cost because of this special ability at this point.

#### **Supreme Cloak of the Dark Side**

At 9<sup>th</sup> level the Sith Shadow has mastered the Art or hiding their Dark Side nature from others, and has ingrained itself into their subconscious. No matter how many Dark Side points the Sith Shadow has they will always appear to have none. The ability is always 'up,' even if the Sith Shadow is unconscious or otherwise disabled.

### **Sith Warmaster**

*"I have no aspirations of being a Sith Lord,  
but I will help them achieve their goals."*

Blah, Blah, Blah.

#### **Requirements**

To qualify to become a Sith Warmaster, a character must fulfill the following criteria.

**Skills:** Control Mind 13 ranks, Intimidate 8 ranks, Knowledge (Sith lore) 8 ranks, and Knowledge (Tactics) 8 ranks.

**Feats:** Force-Sensitive, Alter, Control, Sense.

**Special:** Must be corrupted by the Dark Side (i.e. have a number of Dark Side Points greater than or equal to their Wisdom score). They also must be able to Speak Sith and Read/Write Sith.

#### **Game Rule Information**

**Vitality:** Sith Warmaster gains 1d8 vitality points per level. The character's Constitution modifier applies.

#### **Class Skills**

The Sith Warmaster's class skills, and the key ability for each skill, are as follows:

Bluff (Cha), Computer Use (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (any) (Int), Profession (any) (Int), Read/Write Language (None), Sense Motive (Wis), Speak Language (None), and Spot (Wis). All Force Skills become class skills as the prerequisites are met.

**Skill Points at Each Level:** 6 + Int modifier.

#### **Class Features**

The following are features of the Sith Warmaster prestige class:

#### **Starting Feats**

The Sith Warmaster is proficient with primitive and simple weapons. They are also proficient with Lightsabers (both Standard and Double Bladed), and Sith Swords. They are also proficient with Light armor.

#### **Bonus Feat**

At 1<sup>st</sup> level the Sith Warmaster may select a bonus feat from the following list; Dissipate Energy, Force Mastery (High Force Mastery), Force Mind (Improved Force Mind, Knight Mind \*, Master Mind \*) Hatred, Improved Control Mind (Advanced Control Mind), Iron Will, Malevolent, Mimic, Mind Trick, Persuasive, Shape-Eyed, Skill Emphasis (Any class skill or Force skill), Trustworthy. The Sith Warmaster may repeat this selection again at 4<sup>th</sup>, 7<sup>th</sup>, and 10<sup>th</sup> level.

For the purpose of acquiring the Knight Mind and Master Mind the Sith Warmaster may use their total Sith levels (in addition to any Jedi levels) when attempting to meet these feats prerequisites.

#### **Inspire Fear**

At 2<sup>nd</sup> level the Sith Warmaster gains the Inspire Fear special ability (as described in the Revised Core Rulebook for the Crimelord prestige class).

## the Sith Warmaster

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Abilities	Defense	Reputation Bonus
1 <sup>st</sup>	+0	+1	+1	+2	Bonus Feat	+1	+0
2 <sup>nd</sup>	+1	+2	+2	+3	Inspire Fear -2	+2	+0
3 <sup>rd</sup>	+2	+2	+2	+3	Tactics	+2	+0
4 <sup>th</sup>	+3	+2	+2	+4	Bonus Feat	+2	+1
5 <sup>th</sup>	+3	+3	+3	+4	Inspire Fear -4	+3	+1
6 <sup>th</sup>	+4	+3	+3	+5		+3	+1
7 <sup>th</sup>	+5	+4	+4	+5	Bonus Feat	+4	+2
8 <sup>th</sup>	+6	+4	+4	+6	Inspire Fear -6, Improved Tactics	+4	+2
9 <sup>th</sup>	+6	+4	+4	+6		+4	+2
10 <sup>th</sup>	+7	+5	+5	+7	Bonus Feat	+5	+3

At 2<sup>nd</sup> level the penalty is -2, and it increases by -2 every three levels thereafter.

### Tactics

At 3<sup>rd</sup> level the Sith Warmaster gains the Tactics special ability (as described in the Revised Core

Rulebook for the Officer prestige class), and at 8<sup>th</sup> level they gain the Improved Tactics special ability (also described in the Revised Core Rulebook for the Officer prestige class).