

Star Wars Roleplaying Game Supplement FAQ

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About the FAQ

If you have a question about the Star Wars RPG game rules, chances are that you'll find them within this FAQ. Any new additions or major corrections in a version are provided in green text for your convenience. Green text changes to black text in the next version. All of the following questions and answers have been reviewed by either JD Wiker, one of the designers of the *Star Wars Roleplaying Game*, or by Gary M. Sarli, current author of the Jedi Counseling column. Almost all answers are direct quotes or paraphrased replies from JD Wiker or Gary Sarli (quotes from a published source are cited at the end of the answer; if a source is noted to be "forthcoming," it means that source had not yet been published and the time the FAQ was compiled and may change due to editing or review). You may contact Gary M. Sarli at jedicounseling@wizards.com for rules clarifications, but you should always check this FAQ to see if your question has already been addressed.

Other Resources

Errata:

Revised Core Rulebook errata: http://mi.wizards.com/starwars/downloads/SWRPG_errata.zip

The Dark Side Sourcebook errata: http://www.wizards.com/starwars/downloads/DS_Errata.pdf

Original *Core Rulebook* errata: <http://www.wizards.com/starwars/downloads/Errata.pdf>

Prestige Class updates:

The Dark Side Sourcebook: http://mi.wizards.com/starwars/downloads/revised_darkside.pdf

The New Jedi Order Sourcebook: http://mi.wizards.com/starwars/downloads/revised_njo.pdf

Starships of the Galaxy: http://mi.wizards.com/starwars/downloads/revised_starships.pdf

Revised Character Sheet: <http://mi.wizards.com/starwars/downloads/SWRPGCharacterRecordSheet.pdf>

Master Table of Aliens: <http://www.wizards.com/starwars/article.asp?x=sw20020523aalien&c=rpg>

Updating characters to revised rules: http://mi.wizards.com/starwars/downloads/revised_characters.pdf

Revised starship and airspeeder stats: <http://www.wizards.com/starwars/article.asp?x=sw20020725aconversion2&c=rpg>

Star Wars RPG official website: <http://www.wizards.com/default.asp?x=starwars/mainrpg/rpg>

RPGA Living Force website: <http://www.wizards.com/default.asp?x=starwars/swlflwelcome>

Living Force Character Guidelines (v6.01):

http://www.wizards.com/rpga/downloads/LF_Hero_Gen.zip

Works Cited

Revised Core Rulebook

Core Rulebook

Secrets of Naboo

Secrets of Tatooine

The Dark Side Sourcebook

Rebellion Era Sourcebook

Alien Anthology

Starships of the Galaxy

The New Jedi Order Sourcebook

Power of the Jedi Sourcebook

Arms & Equipment Guide

Ultimate Alien Anthology

Hero's Guide

Galactic Campaign Guide

Coruscant and the Core Worlds

Geonosis and the Outer Rim

Ultimate Adversaries

Star Wars Gamer (issues 1 through 10)

"Jedi Counseling" column (1 through 86)

About the Contributors

Gary M. Sarli is the current Jedi Counselor, answering rules questions sent to jedicounseling@wizards.com, and a freelance editor whose credits include *Ultimate Adversaries* for the Star Wars RPG and *Monster Manual III*, *Races of the Wild*, and *Heroes of Battle* for Dungeons & Dragons. He is a co-webmaster of SWRPGNetwork Conversions (<http://conversions.swrpgnetwork.com>) and an associate webmaster of SWRPGNetwork, three-time award winner in the ENnie Best Fan Resource Site category. He is also a moderator for the Wizards of the Coast Star Wars message boards as "WizO_the_Hutt," cheerfully feeding Code of Conduct violators to the Sarlacc. His earliest memory is seeing Star Wars in 1977 at the age of two, and he has been a fan ever since.

Justin Beam is an avid fan of Star Wars and has been a fan of the Star Wars RPG since its inception. A recent college graduate who majored in physics, Justin is currently applying for a spot in the Navy's Officer Candidate School. His earliest memory of Star Wars is begging his parents to rent the videos from the video store during every trip.

Rodney "Moridin" Thompson is co-webmaster of SWRPGNetwork (<http://swrpgnetwork.com>). He has been active in the RPG community for years, writing several articles for *Star Wars Gamer*, *Dungeon*, and *Polyhedron* in addition to co-authoring *The Hero's Guide* for the Star Wars RPG and working on the design team for the Spycraft and Shadowforce Archer lines published by AEG. Rodney maintained the original incarnation of the Star Wars RPG FAQ, and he was quick to provide clarifications on the *Hero's Guide* immediately after its release in June 2003.

JD Wiker is a game designer and the president of The Game Mechanics (<http://thegamemechanics.com>), an independent game design studio that produces d20 system products. He was a game designer at Wizards of the Coast and co-author of the Star Wars Roleplaying Game *Revised Core Rulebook* as well as too many other Star Wars products to mention. He came to Roleplaying R&D from Wizards of the Coast's Customer Service team. He has worked on *Alternity*, *Star*Drive*, *Dark Matter*, and *Diablo II* for the new edition of Dungeons & Dragons. He was eleven years old when Star Wars first came to theaters—and recalls that, initially, he wasn't interested in seeing it. But while on vacation in Florida — during which it rained day and night — JD's father dragged him to the cinema to see it. After that, JD was hooked. JD also does a pretty mean Jimmy Stewart imitation.

Knights of the Old Republic

Is the Force camouflage ability of the Jedi watchman and dark side assassin (“Classes of the Old Republic”) an illusion, or does the character’s physical appearance actually change to make him semi-invisible?

Force camouflage is actually a form of physical concealment wherein the character uses the Alter feat in a unique way, electrokinetically bending light around himself; unlike the Illusion skill or other mind-affecting Force powers, it will work on Yuuzhan Vong and droids. A dark side assassin who does not have the Alter feat cannot use Force camouflage. Consider this to be errata. (JC 81)

Can you attack a character using Force camouflage if you don’t make a successful Spot check?

Yes, but you won’t know which square the character is actually in. Designate which square you’d like to attack, and then make your attack roll. Even if you pick the right square, the target will still have total concealment (a 50% miss chance). The GM should make this roll secretly, of course, so that you won’t know if you picked the right square. (JC 81)

Characters can use a “stealth field generator” that makes you more-or-less invisible (like the Force camouflage ability). Can something like this exist in the roleplaying game?

Absolutely. A stealth field generator produces a simple holographic projection that grants the wearer 50% concealment (20% miss chance), and this allows the wearer to make Hide checks to avoid detection. However, the projection is very simple and requires constant modulation and adjustment in order to function correctly; thus, it requires an attack action to activate or maintain a stealth field generator. Moreover, because they produce an energy source, the stealth field generator won’t fool sensors at all: Anyone using sensors gains a +5 bonus to their Spot or Computer Use check to detect the wearer, and anyone using a weapon with fire control ignores the miss chance completely.

A stealth field generator belt costs 1,000 credits and weighs 2 kg, and it will function for one hour on a single energy cell. Higher-quality stealth field generators with better holographic imaging also exist; double the base cost for every +2 equipment bonus to Hide checks (maximum +10). However, all stealth field generators are illegal and specialized, making them very hard to find. (JC 81)

Juhani, a Cathar Jedi, is capable of doing some sort of natural camouflage with an effect similar to the stealth field generator. However, the Cathar in the Ultimate Alien Anthology have no such ability. Is Juhani unique?

No, but she’s not the most common type of Cathar. Juhani is a member of a somewhat stealthier subspecies with the ability to alter the pigments in their fur very quickly, thus creating a sort of instant camouflage (50% concealment as per a stealth field generator, above, except that it grants no bonus to characters using sensors to detect the Cathar). Using this ability requires focus and concentration on the part of the Cathar, who must use an attack action to activate or maintain this ability. This

subspecies has less prominent claws than its larger relatives, so they do not have natural weapons (as per the Cathar species traits). (JC 81)

Is the Lightning Stealth feat (“Classes of the Old Republic”) too powerful? It seems to be substantially better than the infiltrator’s covert movement special ability (*Hero’s Guide*).

Yes, there is an error: The Lightning Stealth feat should be a Force feat. Add Force-Sensitive, Control, and Force level 3rd to its prerequisites. Consider this to be errata. (JC 81)

Recently, there was an article called “Classes of the Old Republic” on the Star Wars RPG website in which you presented the Jedi watchman and dark side assassin prestige classes. After seeing it, I couldn’t help but wonder when we’d get to see the Jedi sentinel -- is there any chance you’ll ever add such a class to the game?

As a core class, no. The *Star Wars Roleplaying Game* versions of the Jedi consular and Jedi guardian are “closer together,” so to speak, than the *Knights of the Old Republic* versions of those classes; in other words, there really isn’t room to squeeze another class between them in the RPG. On top of that, we generally avoid adding new core classes to the game -- the tech specialist is the only core class we added in the revised rules, for example, because new classes usually end up intruding on the “identity space” of other classes.

On top of that, the RPG already has a prestige class that fits at least some of the Jedi sentinel’s motif: the Jedi investigator. The only real difference between the two is that the Jedi sentinel is a bit more like an infiltrator while the Jedi investigator is a bit more like a detective.

That said, there’s still one place the Jedi sentinel could fit. Archetypes (as seen in *Star Wars Gamer* magazine and the *Hero’s Guide*) show a specific combination of classes and/or prestige classes designed to portray a particular character concept; additionally, they include a few variant class abilities you can use (at the GM’s option) to make the build better fit the concept. Thus, we have provided a Jedi sentinel archetype below.

New Archetype: Jedi Sentinel

The Jedi sentinel uses stealth and subterfuge to accomplish the will of the Force, seeking out evil in the very shadows it calls home. This archetype strikes a balance between the Jedi consular (focusing on diplomacy and a mastery of the Force) and the Jedi guardian (focusing on physical abilities and mastery of the lightsaber) while being oriented more toward infiltration skills. Jedi sentinels are most common during the Sith Wars (4,000+ years before *A New Hope*) and in the millennium leading up to the Battle of Ruusan (1,000 years before *A New Hope*) because of the permeating and insidious influence of the Sith throughout the galaxy in these eras; however, they are almost unknown in the Jedi Order by the time of Palpatine’s rise to Supreme Chancellor.

Table: Jedi Sentinel (Archetype)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	Jedi consular 1	+0	+2	+1	+2	Force training, deflect (defense +1)	+3	+1
2nd	Jedi consular 2	+1	+3	+2	+3	Bonus feat	+4	+1
3rd	Jedi consular 3	+2	+3	+2	+3	Force training, deflect (attack – 4)	+4	+1
4th	Jedi consular 4	+3	+4	+2	+4	Force training	+4	+2
5th	Jedi consular 4 / Jedi investigator 1	+3	+5	+3	+5	Bonus feat, profile, target bonus +1, deflect (defense +2), block	+5	+2
6th	Jedi consular 4 / Jedi investigator 2	+4	+6	+4	+6	Contact, increase lightsaber damage (3d8)	+6	+3
7th	Jedi consular 4 / Jedi investigator 3	+5	+6	+4	+6	Target bonus +2, favor +1, Jedi Knight	+6	+3
8th	Jedi consular 4 / Jedi investigator 4	+6	+6	+4	+6	Contact, deflect (attack –3)	+6	+4
9th	Jedi consular 5 / Jedi investigator 4	+6	+6	+5	+6	Deflect (extend defense and attack)	+7	+4
10th	Jedi consular 6 / Jedi investigator 4	+7	+7	+5	+7	Increase lightsaber damage (4d8)	+7	+4
11th	Jedi consular 7 / Jedi investigator 4	+8	+7	+6	+7		+8	+4
12th	Jedi consular 8 / Jedi investigator 4	+9	+8	+6	+8	Healing	+8	+5
13th	Jedi consular 8 / Jedi investigator 5	+9	+9	+7	+9	Target bonus +3, favor +2	+9	+5
14th	Jedi consular 9 / Jedi investigator 5	+9	+9	+7	+9	Skill Emphasis	+9	+5
15th	Jedi consular 10 / Jedi investigator 5	+10	+10	+8	+10	Deflect (defense +3)	+10	+5
16th	Jedi consular 11 / Jedi investigator 5	+11	+10	+8	+10	Bonus feat	+10	+5
17th	Jedi consular 12 / Jedi investigator 5	+12	+11	+9	+11	Increase lightsaber damage (5d8)	+10	+6
18th	Jedi consular 13 / Jedi investigator 5	+12	+11	+9	+11	Deflect (attack –2)	+11	+6
19th	Jedi consular 14 / Jedi investigator 5	+13	+12	+9	+12	Skill Emphasis	+11	+6
20th	Jedi consular 15 / Jedi investigator 5	+14	+12	+10	+12	Deflect (defense +4)	+12	+6

Roleplaying

Jedi sentinels are notoriously independent, most comfortable acting alone and without backup in the galaxy’s most wretched hives of scum and villainy. While some take this independent streak to the extreme -- questioning the authority and wisdom of the Jedi Council -- most are perfectly willing to take orders ... so long as they can carry out such orders via their preferred methods. Unfortunately, some sentinels adopt an “the ends justify the means” mentality that can lead them to become the very evil they seek to destroy.

In addition to the archetype levels described in the table below, many Jedi sentinels take levels in the Jedi watchman prestige class (“Classes of the Old Republic”); in fact, they can potentially qualify for this prestige class after 7th level, sooner than any other Jedi. Other sentinels may choose to focus on their stealth by taking levels in the infiltrator prestige class (*Hero’s Guide*) or focus on their target bonus abilities by taking levels as a bounty hunter, but both of these are generally frowned upon by the Jedi Council because it may make the sentinel uncomfortably similar to an assassin. Finally, Jedi sentinels that turn away from the light side may prefer to take levels the dark side assassin prestige class (“Classes of the Old Republic”).

Variant: Unorthodox Training

Jedi sentinels receive training fairly different from that of a mainstream Jedi consular, focusing more on stealth and infiltration than diplomacy. Remove Diplomacy, Intimidate, Read/Write Language, Sense Motive, Speak Language, and Treat Injury from the Jedi consular class skill list, and instead

add Disable Device, Disguise, Hide, Listen, Move Silently, Search, and Spot.

Variant: Bonus Feat

The unorthodox training of Jedi sentinels also extends to their bonus feats. Instead of the normal selection available to the Jedi consular (at 2nd and 16th character level), the Jedi sentinel may choose her bonus feat from the following list: Alertness, Aware, Cautious, Combat Expertise, Low Profile, Persuasive, Sharp-eyed, Stealth, or Trustworthy.

Variant: Fearless

Because they operate independently (often deep in the bowels of a Sith stronghold), Jedi sentinels develop a fearless temperament. Instead of the Jedi consular’s healing ability (at 12th character level), she gains immunity to all fear effects (such as the skills Fear and Intimidate), including any effect that would cause her to become shaken, frightened, or panicked (such as the Frightful Presence feat or the starweird’s telepathic scream - see *Ultimate Adversaries*, page 122).

(JC 81)

In *Knights of the Old Republic*, unlike the roleplaying game, Burst of Speed (and its more powerful versions) do more than simply multiplying your speed, acting more like the haste spell from D&D by allowing you to make extra attacks. Could this be translated to the roleplaying game?

You could certainly do so as an optional rule, and this would also make Force Speed, Knight Speed, and Master Speed more attractive feat selections.

Optional Rule: Other Uses for Burst of Speed

Celerity: Instead of the normal benefits of Burst of Speed, you can instead activate this feat as a free action and gain +4 meters to your base speed, +1 bonus to attack rolls, +1 dodge bonus to Defense, and a +1 bonus to Reflex saves. The vitality cost is the same as Burst of Speed.

Force Celerity/Knight Celerity: Instead of the normal benefits of Force Speed or Knight Speed, you can instead activate these either of these feats as a free action and gain the benefits of celerity (above) as well as an additional attack at your highest attack bonus when using the full attack action. For example, a Jedi wielding a double-bladed lightsaber at +9/+9/+4 melee would gain an additional attack at +9. The vitality cost is the same as Force Speed or Knight Speed.

Master Celerity: Instead of the normal benefits of Master Speed, you can instead activate this feat as a free action and gain the benefits of celerity and knight celerity (above) as well as an additional attack at your highest attack bonus when using the attack action. For example, a Jedi (lightsaber, +17 melee) could move his speed and then make two attacks at +17/+17 melee. The vitality cost is the same as Master Speed.

(JC 81)

It's always seemed to me that the Battle Meditation feat (Power of the Jedi Sourcebook) doesn't accurately represent the "battle meditation" used by Bastila; for example, it only has a range of 10 meters, but Bastila uses it to change the outcome of entire space battles! Am I missing something?

Yes. Bastila isn't just using the Battle Meditation feat. In space battles, she would actually be using Inspire (a Force skill that requires Battle Meditation), which can potentially effect allies throughout an entire sector. For close-range battles, she (or the Jedi exile in Knights of the Old Republic II) may instead use Battle Meditation to aid allies or the Battle Influence skill (also

requiring Battle Meditation feat) to confuse enemies. All of these are found in the Power of the Jedi Sourcebook. (JC 81)

What are the stats of Mandalorian iron and Mandalorian armor?

Mandalorian iron is a nearly-indestructible metal with DR 20 and 16 wound points per cm of thickness, and it retains its damage reduction against lightsabers (making it an excellent defense against Jedi and Sith). However, the exact means of producing it is a closely-guarded secret of the Mandalorians: Only someone with a minimum of 15 ranks in Knowledge (Mandalore) knows the process to create it, and even then the Craft DC necessary to create the item is increased by +15. Finally, you must have access to the appropriate constituent metals to create an object out of Mandalorian iron; the GM may make these raw materials as hard or easy to find as he feels appropriate in his campaign.

Any suit of armor or melee weapon (other than a lightsaber) made out of Mandalorian iron is automatically considered to have a mastercraft bonus +1 higher than normal. (For example, if a tech specialist creates +3 mastercraft armor out of Mandalorian iron, it will actually have a +4 mastercraft bonus to its damage reduction.) Do not include the cost of the Mandalorian armor when calculating the XP cost to create such items. Mandalorian iron adds +10,000 credits to the base cost of a melee weapon, and +30,000 credits to the base cost of a suit of armor. (For other items, Mandalorian iron adds +3,000 credits per kg of weight.)

As for the armor worn by the Mandalorian mercenaries in the game, it's usually just heavy battle armor made out of Mandalorian iron (42,000 credits, DR 8). Higher-ranking Mandalorian officers would have had suits with a higher mastercraft bonus: 84,000 credits for DR 9; 168,000 credits for DR 10; and 336,000 credits for DR 11, worn by Mandalore himself in Knights of the Old Republic II. (JC 81)

Secrets of Naboo

Can the Gungan Energy Shield deflect a lightsaber strike? It would seem to me that it could, but the stats as presented in *Secrets of Naboo* only say it provides a +4 bonus to defense.

Technically, *any* kind of protection that provides a bonus to Defense can "deflect" a lightsaber strike. Lightsabers don't cut through anything they hit — or rather, they can, but it takes more than just a strike. If you wish, you could rule that any time protection such as a shield "stops" a lightsaber blow, the lightsaber attacks it, as per the rules for striking an object. However, that practice could get extremely ponderous after a while — so use that idea sparingly. (SWG#10 p.14)

Also note that the Defense bonus of a Gungan Energy Shield has been changed (see the next question).

I want my character to use the Gungan force shield, but I don't understand how the shield works. There's a rule about a +4 bonus when an attack is coming from the fire arc the shield is facing, but I didn't think that concepts like "fire arcs" applied to characters.

The Gungan energy shield should give a +2 Defense bonus. Don't worry about fire arcs; that part of the rules was written before it was decided that the d20 rules would not use "fire arcs." (JC 15)

How exactly do Gungan energy balls work? In *Secrets of Naboo*, it says that energy balls deal stun damage to organic beings and disable droids for a few minutes. But I can't find a DC for the stun attack; all I can find is the damage.

Gungan energy balls work much the same way that ion pistols work against droids, except that there is no choice to set the energy ball to "stun." It shocks organic beings, and damages the circuits of droids. So use the listed damage (in the core rulebook) for damage to droids, and let organic beings have a Fortitude save (DC 13) to avoid being stunned for 1d4 rounds. (JC 15)

Secrets of Tatooine

The sandstorm rules in *Secrets of Tatooine* state that "the blowing sand stings, inflicting 1d4 points of vitality damage every round to anyone caught out in the open." Well, in my game, the characters were in the middle of a sandstorm on Duro, and one of them fell to zero vitality points. He argued that because the sourcebook specifically mentions "1d4 points of vitality damage," he takes *only* vitality damage, not wound damage. He said that if the book had meant wound damage, it would have said "1d4 points of damage" instead. Was he correct?

No. First, remember that *Secrets of Tatooine* was written using the original core rulebook, rather than the newer, improved, revised core rulebook, and we noted damage slightly differently back then. (We specified which kind of damage, so that we wouldn't get questions like "Is it vitality or wound damage?")

Second, in the revised core rulebook, the rules are more clear: When you lose vitality, you start taking wound damage instead. So, no, the original core rules aren't quite sturdy enough to prevent his character from taking wound damage.

Have Troig stats changed since *Secrets of Tatooine* came out? They weren't included in *Ultimate Alien Anthology*, and I can't find a more recent or more detailed version.

Here's an updated version of their species traits, in the format used in *Ultimate Alien Anthology*:

Troig Species Traits

Medium-size: As Medium-size creatures, Troigs have no special modifiers due to their size.

Speed: Troig base speed is 10 meters.

Two heads: Because their two heads watch out for each other, Troigs gain a +4 bonus to Spot checks for determining surprise.

Bonus feat: Multidexterity (Ultimate Alien Anthology page 218) -- Troigs ignore the Dex 15 prerequisite for this feat.

Extra limbs: Troigs have four arms. A Troig has one primary hand and three off hands. A Troig can wield up to four weapons, but the normal penalties for fighting with multiple weapons apply. (Unlike a Xexto, a Troig's two sets of arms are controlled independently by each head, so they aren't coordinated well enough to grant a bonus to Climb or grapple checks.)

(JC 68)

The Dark Side Sourcebook

In his fight with Mace Windu, what exactly happens to Palpatine's face? Some say he was scarred by the Force lightning, but others say he was dropping some sort of illusion and revealing his true face. Which is it?

Ah, the mysteries of the Force. There are problems with both of these ideas: The idea that he was being physically damaged by the Force lightning doesn't match Return of the Jedi. Luke was being hit by Force lightning for quite some time, and he wasn't scarred like that. On the other hand, if Palpatine was using an Illusion-assisted Disguise check (see Jedi Counseling 19), he couldn't possibly keep it up continually. Moreover, Illusion is a mind-influencing Force power. It doesn't work on droids or recordings (in other words, someone might notice that he doesn't look the same in recorded speeches), nor would it work when projecting a holographic image halfway across the galaxy. Finally, one would have wonder why he maintained the illusion in his earlier holographic appearances as Darth Sidious. It would seem more prudent to "turn it off" to preserve the Palpatine identity. You are quite justified in being puzzled by this turn of events!

Fortunately, the truth is revealed in *Star Wars Insider*:

[The] real Palpatine is the one who bursts forth at a calculated moment . . . That is when the true person comes out, letting the evil fully manifest itself. The Emperor . . . looks like he does because he's very old and very evil -- it is what he always looked like. [*Star Wars Insider* 82 (page 58)]

[It's] the intensity of reflected lightning and the channeling of such raw dark side power that are the catalysts for Palpatine's transformation. Perhaps the face that boils up to the surface is shaped by his dark side corruption, but the lightning is definitely the cause. [*Star Wars Insider* 83 (page 32)]

Palpatine, who has delved extensively into Sith lore, was using an almost-forgotten technique to hide his true self. In game terms, this is an application of the Alchemy skill from the *Dark Side Sourcebook* (page 13):

Mask

Just as Sith alchemical techniques can be used to make a subject appear more horrific, they can be used to conceal its true appearance. This requires an Alchemy check (DC 20), and your skill check is modified by all the same modifiers that would apply to a Disguise check. On a success, your Alchemy check is treated as a Disguise check for the purpose of concealing your true appearance (or adopting someone else's), opposed by an observer's Spot check as normal. Each check requires 1 minute, costs the user 5 vitality points, and gives the user 1 Dark Side Point.

Unlike a mundane disguise (which is temporary) or cosmetic surgery (which requires considerably more time to use), an Alchemy mask alters the subject on the molecular level. The subject's true appearance is not apparent on sensors or even during a medical examination. Even if an observer's Spot check beats the Alchemy check result, the observer is only aware that something is wrong -- unnatural, perhaps -- about the subject. (In the case of impersonating a particular individual, of course, the observer would be aware that the subject was an imposter.) However, the mask can be dispelled by dark side energy: If the subject takes damage from a dark side Force skill, the subject must make a Fortitude save (DC 5 + damage dealt) or the mask is removed and the subject's true face reappears. Furthermore, the sudden transformation physically distorts the subject with dark energy, imposing a permanent -2 penalty to all Disguise checks and an additional -1 penalty for every Dark Side Point the subject had gained in the past 10 rounds prior to losing the mask. These penalties make future attempts to create a mask or mundane disguise much less likely to be successful.

Like all other Alchemy checks, the cost of using this skill on a particular subject is 10,000 credits. Furthermore, the subject takes 3d6 points of damage and must make a Fortitude save (DC 20). If the save fails, the damage is applied against the subject's wounds (as with a critical hit).

It is not clear whether Palpatine loses his mask intentionally or unintentionally, but it is certain that his Force lightning was the triggering event. It is possible that Palpatine voluntarily fails the save and drops the mask when it no longer suits his purpose using it to convince Anakin to intervene against Mace Windu and showing his "scars" to the galaxy as evidence of Jedi betrayal. (JC 71)

The feat Hatred indicates that it affects everyone in a 10-meter radius, but it is unclear if this energy is limited by walls or other obstructions. Does the effect penetrate walls, or is it contained by physical objects? For example, can a person hide behind a crate or be on the other side of a bulkhead in a space ship and not be affected?

No. Hatred affects everyone within 10 meters, whether they have cover or not. In general, if an effect allows a Reflex save, then cover probably "stops" the effect. Hatred, though, allows a Fortitude save, so it doesn't fall under that category. This is just a rule of thumb; some effects that grant Fortitude saves are blocked by intervening objects (such as stun grenades), but not this one. (JC 38)

Why does Drain Energy (pp.14-15) give you a Dark Side Point? I don't understand what's "evil" about it.

This skill originally comes from the novel *Dark Apprentice*, by Kevin J. Anderson, on page 338. Here's the relevant text:

Kyp made a dismissive gesture with one hand, and a sudden wave of dark ripples splashed across the air like the shock front from a concussion grenade.

Luke stumbled backward. The lightsaber turned cold in his hand. Frost crystals grew in feathery patterns around the handle. At the core of the brilliant green blade a shadow appeared, a black disease rotting away the purity of the beam. The humming blade sputtered, sounding like a sickly cough. The black taint rapidly grew stronger, swallowing up the green beam. With a fizzle of sparks Luke's lightsaber died.

The phrases "black disease" and "dark ripples" used to describe the power certainly seem to imply that it is directly tapping the Dark Side. When the designers were looking for new Dark Side powers for *The Dark Side Sourcebook*, they chose to include Drain Energy for this very reason.

I think there's an error in the Transfer Essence chart (p.16). The middle category (21-35) overlaps with the bottom category (31+). Should the middle be 21-30 or should the bottom be 36+?

The bottom line should be 36+.

Can I use Transfer Essence to transfer my essence into a droid?

Not normally, no. But as noted in the skill description, you can transfer your essence into a building in extreme cases. So, it's really up to your GM whether you could do something similar with non-living but animate objects, such as droids. (JC 7)

I'm a little concerned about the Force skill Drain Energy and how it affects droid characters. Drain Energy is a power that any Force user (light or dark) with access to the Alter feat can use, even unskilled, for 1 Dark Side Point and 12 vitality points. It's also a power that automatically passes without a check on droids, while not allowing a saving throw. In other

words, Drain Energy is a free power available to virtually every Force user that can be used unskilled and that completely shuts down a droid hero — without even a DC for the skill check — while preventing the droid hero from making a saving throw to avoid the effects. That seems very, very wrong. Shouldn't droid PCs have a Will saving throw against this?

Technically, no droid — hero or otherwise — gets a save versus Drain Energy. That's one of the drawbacks of choosing to play a droid character. Remember, though, that a droid PC has plenty of advantages that make suffering the occasional shutdown an acceptable trade-off.

For example, droid PCs are immune to inhaled gases and the stun effects of blasters. However, if you and your group feel that's unfair, there's no reason you shouldn't allow droid heroes — or any droids, for that matter — a saving throw, just as any other character would get. (JC 43)

Can you take 10 or take 20 when using the Alchemy skill from the Dark Side Sourcebook?

You can take 10, but you can't take 20 because you do pay a cost for failure. (JC 56)

Most dark side feats have a prerequisite of Dark Side Points. For example, Sith Sorcery requires that the character have six or more DSPs. If I somehow lost the requisite number of DSPs, would I also lose the ability to use the Sith Sorcery feat?

Yes. You'd still have the feat; you just wouldn't be able to use it. In addition, any other feats or skills that had Sith Sorcery as a prerequisite would also be unavailable, until you once again qualified for the Sith Sorcery feat. (JC 19)

Do Sith levels count as Jedi levels for the purposes of feat or prestige class prerequisites?

No.

In *The Dark Side Sourcebook*, Armor Proficiency (light) was required for the Sith warrior prestige class. However, this is not listed as a requirement in the PDF file of conversions to bring the book in line with the revised core rules. So was this dropped or omitted by accident?

It looks like it was omitted from *The Dark Side Sourcebook* conversion document by accident. (JC 12)

I seem to remember reading in one of the *Star Wars Gamer* magazines (I can't seem to find that specific issue again) that dark Force witches can be female or male. Is that right?

Well, the requirements for the prestige class don't specify that the character must be female, so, off-hand, I'd say that they can be male or female. It rather depends on the setting. The dark Force witches of Dathomir were certainly all female, but that doesn't mean that their equivalent on some other world couldn't be males, as well. (JC 17)

I'm glad to see that the *Revised Core Rulebook* treats armor as Damage Reduction. But I have *The Dark Side Sourcebook*, and some armor in there already has Damage Reduction. How do I convert that armor to the new rules?

For dark armor, note that Table 4-2 in *The Dark Side Sourcebook* states that the Damage Reduction effects of dark armor aren't cumulative with other DR. You'd take the better of the two, which would almost always be the dark armor's DR. So, for example, if you had a suit of medium battle armor given the best possible Damage Reduction by Sith alchemy, it would provide DR 10 — but not DR 15, since the Damage Reduction isn't cumulative. For orbalisk armor, simply convert the Defense Bonus provided by the armor into Damage Reduction. (excerpt, JC 3)

On page 65, it says this about Sith poison: "If the victim fails his Will saving throw (DC 20), the character immediately suffers 1d6 damage to his Constitution score.

(This damage is neither temporary nor permanent; see below.)" I have read the entire section on that several times and I cannot find the explanation for the Con damage. Specifically, if it is neither permanent nor temporary, what exactly is it? And if he fails multiple saves, does that stack?

That "see below" refers to the following paragraph, which explains how one overcomes the poison — which doesn't fit into the temporary or permanent definitions in the Star Wars rules. (Those definitions have poison affect you once or twice, after which you can recover one way or the other. Sith poison stays in your system until you overcome it by force of will.) Until you overcome the poison, you cannot recover the 1d6 Con damage by any means. As for whether or not failing multiple saves stacks — yes, it does. (JC 17, clarification added)

Another player and I are having a disagreement about Sith poison. He's under the impression that each time you fail the Will save to use a Force Point, you take the 1d6 Constitution damage. I believe that his interpretation is wrong. Please clarify, once and for all, the consequences for failing the Will saves to call on the Force.

When a character is first exposed to the poison, he has to make a Will saving throw, and if he fails, he suffers 1d6 Constitution damage. This is the only time that the Sith poison damages the character. Thereafter, whenever he attempts to use a Force Point (and doesn't call on the dark side), he has to make another Will saving throw, although failure doesn't mean taking more damage. Failing these subsequent Will saves merely means that the character calls on the dark side (and thus gains a Dark Side Point). (JC 43)

It occurred to me that cortosis alloy might be a good material for slugthrower rounds. Typically, your multifire gunslinging type doesn't have a good chance against a Jedi because of the Jedi's various deflecting abilities. Well, wouldn't deflecting a slug made of cortosis alloy shut off the lightsaber and prevent it from being used to help block further shots? And is this even viable? I mean, granted they would be some very expensive bullets... but also big on the surprise factor. What's the call?

That's actually a very clever and imaginative strategy. The cost for such bullets should be about 1,000 times the usual cost (5 credits for 50 slugs), for a total of 5,000 credits. I'd rule, though, that cortosis bullets couldn't be combined with any other type of ammunition variant, such as explosive ammunition, mercy ammunition, or pyro ammunition. (JC 18)

I'm running an all-Sith campaign in a Sith timeline and was wondering about Sith swords. What would be a good estimation for hardness and wound points? I was going to use the same hardness as longswords, which is 10, but 2 wound points (as with longswords) seems a bit weak for an alchemically forged sword. Plus, Sith swords are Large weapons, whereas longswords are Medium size. Would a hardness of 10 with 4 or 5 wound points be acceptable?

I'd go with hardness 10 and 10 wound points. Sith swords don't shatter all that easily, even though they look like glass. (JC 9)

I've noticed there aren't many dark side Force powers used by Dark Jedi that would make them particularly tough opponents if they were up against large numbers of characters. For example, in the *Tales of the Jedi comics*, Exar Kun held the entirety of the Republic senate immobile. And in another issue, Sith Lord Naga Sadow used the dark side to drag solar flares from a pair of binary suns, destroying a fleet that was pursuing him. Where are these powers?

We deliberately chose not to include such powers in the game. Were they to exist in the game, darksiders could destroy entire planets or defeat entire cities at a time. That makes for a great epic story, but in games, where some level of balance is necessary, even with severe limitations, a character could

probably use this ability several times in the course of his career. And that means that little or nothing could stand against such a character.

There's nothing stopping you from creating these powers, if you like — just be aware that they can be real campaign-enders. (JC 12)

I have another question. I understand the need to restrict power levels for a balanced game system, but how creative can I be with the Force skills? I've seen Darth Bane and his apprentices shatter bones (and limbs) with the Force (in the Jedi Vs. Sith comic). And in the "Republic" storyline of the regular Star Wars comic, I've seen the Dark Jedi Asajj Ventress attempt to crush another Jedi's heart using the Force. So are these just artistic flourishes, or is there a way I can use these skills in a game while maintaining a balance for good play?

Good question! I also read those comics, and my immediate reaction was "Force Grip." After all, the description of Force Grip states that you can use the skill to "grip an organ" as well as to "crush a larynx." Since the basic effect is to deal damage, you could consider bones "organs" for the purpose of this skill.

But to answer the slightly larger question: You can define these different specific applications of the Force as variations of Force Grip, and let players of dark side characters choose how their Force Grip manifests — with corresponding benefits or drawbacks, depending on the situation. (JC 19)

I understand that cortosis armor will shut off a lightsaber that hits it. You've also described lightsaber blades as "frozen blaster technology," meaning that a lightsaber blade is essentially a shot from a blaster. Does that mean that cortosis has a special benefit against blaster fire?

Well, no. It's a question of range, at the very least. A lightsaber's blade is still connected to the weapon that created the energy. A blaster bolt isn't connected to the blaster. You might rule that cortosis could "shut off" a blaster fired from the next square, but since the wielder can just squeeze the trigger again, it's kind of a moot point. (JC 13)

My friends and I were looking at the conversions for *The Dark Side Sourcebook* prestige classes, and we were wondering why the Sith warrior doesn't get the Deflect ability. Even the Sith acolyte has it! Did you leave it out because Sith warriors already get so many abilities, or was there a story-driven reason?

In all honesty, I think it was simply an oversight. Sith warriors should get the deflect abilities at the same rate, and in the same order, as Sith Lords (at 1st, 2nd, 5th, and 7th). (JC 14)

How long does it take for a dark side spirit to initiate the Force travel ability? Is it a move action, an attack action, or a full-round action? And can you retry every round if the Will save is failed?

It's a full-round action, and yes, you can try again after one day. (JC 42)

The Sith Master ability (gained when a character reaches 10th level in the Sith Lord prestige class) grants the character the power to "lend" any of his ranks in a Force skill to another Force-sensitive character. What if the ranks given put the target character's skill ranks beyond his maximum? Would the added ranks do nothing?

The Dark Side Sourcebook could be a bit clearer in this regard. The Sith Master ability is meant to grant skill ranks in a Force skill that the recipient hasn't maxed out, up to the total ranks the Sith Lord possesses. So, for example, an 8th-level Force adept with only 5 ranks in Force Lightning could receive 6 more ranks from a 10th-level Sith Lord (assuming, of course, that the Sith Lord had that many ranks to give). (JC 43)

In one of my Star Wars games, a Jedi hero came upon a character in cortosis armor. When the Jedi attacked, I ruled

that he could make only one attack per round because the cortosis deactivated his lightsaber. But he argued that he could reactivate his lightsaber between attacks as a free action. I didn't know you could do that during a full-round action; I thought you could only do it before or after. Doesn't this make cortosis armor somewhat useless? Or was the player incorrect?

He was incorrect; apparently, he missed the ruling we made on this subject back in *Star Wars Gamer* #8: "Reactivating the lightsaber is a free action — if the Jedi thinks to do so — but that action can't be taken in the midst of a full attack action, so no taking the first attack, reactivating the saber, taking the second attack, reactivating the saber, and so on." (JC 46)

In the Dark Side Sourcebook, it states that cortosis weave "deactivates any lightsaber that damages the wearer." This description has led to some confusion in our game. The GM says the cortosis turns off the lightsaber only temporarily, and the weapon can be reignited the following round. I think it should disable the lightsaber (requiring a Repair check to fix the weapon) or turn off the lightsaber before the wearer takes any damage. Could you please clarify your meaning for us?

Glad to. Cortosis weave was based on the Dark Horse *Star Wars* comic *Jedi Council: Acts of War* — specifically, on a scene in which a Jedi Knight attacks a Yinchorri warrior wearing a cortosis gauntlet, which deactivates her lightsaber. The Yinchorri attempts to finish off the Jedi, but she uses the Force to call her lightsaber back to her hand, switches it on, and kills the warrior. So, obviously, the "shut-off" effect isn't particularly long-lasting.

Now, the gauntlet in the comic isn't exactly a cortosis weave but a cortosis *shield*, as I pointed out in *Star Wars Gamer* #8. The principle is basically the same, but because a cortosis weave is just cortosis fibers worked into armor, it isn't sufficient to stop the damage before shutting off the lightsaber. The same applies to cortosis ore, which isn't pure enough to prevent the mineral matrix from being damaged before shutting off the lightsaber (as seen in Timothy Zahn's *Vision of the Future*). Cortosis *shields*, on the other hand, are refined cortosis with all the impurities removed, so there are no "weaker" metals for the lightsaber blade to damage. (JC 49)

I'm not sure how reactivating a lightsaber after an attack on cortosis armor works. In the core rules, "Activating an Item" is a free action that provokes an attack of opportunity. So does that mean that if a Jedi reactivates his lightsaber in a melee fight, his opponent is allowed an attack of opportunity?

Activating a lightsaber does not provoke an attack of opportunity, for the same reason that you don't provoke an attack of opportunity from switching the fire mode on a blaster or drawing a weapon. In each case, you're not particularly distracted from the fight—the switch on a lightsaber is designed to be easy to use in the heat of battle, after all, just like the trigger on a blaster. The "Activating an Item" action is intended to cover things like sensor packs, electronic lockpicks, or any other item that requires you to divert your focus from the fight and let down your guard. (JC 53)

Having read many of your rulings, I've learned that when a lightsaber strikes something with a cortosis weave, it immediately shuts off. But from what I've seen in other Star Wars games such as Knights of the Old Republic and Jedi Knight II: Jedi Outcast, the main character fights opponents who use cortosis swords or armor. In Jedi Knight II, Kyle Katarn fights numerous dark Jedi who are wearing whole suits of cortosis armor, and his saber never shuts off. Should I use your rules for cortosis or theirs?

Actually, a better interpretation would be that there are different types of cortosis weave — perhaps made using different cortosis alloys — that are resistant to a lightsaber's damage instead of simply shutting it off. Such armor obviously exists, given our [previous ruling](#) on Jedi battle armor (from the

Power of the Jedi Sourcebook) keeping its DR vs. lightsabers. I'd say this alternate version of cortosis weave has the same cost as normal cortosis weave. (For details, see chapter 4 of the *Dark Side Sourcebook*).

Similarly, a "cortosis" sword might just be an alloy that has some cortosis in it, allowing it to keep its DR vs. lightsabers, much like a Sith sword. I'd say that this adds 5,000 credits to the cost of a melee weapon and requires a Craft (appropriate weapon) check against DC 25, using the rules for making cortosis armor.

So, that's my ruling: The cortosis armor in the PC/console games is an alloy that allows the armor to keep its DR vs. a lightsaber, whereas the cortosis weave described in the roleplaying game until now (originally from the novels *I, Jedi* and *Vision of the Future*) is a different alloy that shuts lightsabers off after a hit. (JC 55)

Rebellion Era Sourcebook

I was wondering if you could please give me the new converted stats for all three dark trooper phases. For the most part, I want to know the change in defense from their armor and damage reduction. (I would also like the converted stats for the Coruscant guard armor.)

For dark trooper armor, I'd rule that Phase I armor provides DR 1, Phase II armor provides DR 4, and Phase III armor provides DR 5. For Coruscant guard armor, I'd suggest giving it DR 9. (JC 8)

I recently ran an encounter for my group in which the heroes fought a small group of Imperial assault troopers. After the fight, the heroes wanted to take the assault troopers' heavy battle armor for their own use (or to sell). But checking through the Rebellion Era Sourcebook, I couldn't find any stats on it, and it's not in the revised core rulebook, either.

Can you provide those stats? For that matter, what about zero-G space trooper armor and storm commando armor?

Yes! Here they are:

Armor	Cost	Damage Reduction	Maximum Dex Bonus	Armor Check Penalty	Speed (10m/6m)	Weight
Heavy Armor						
Assault Trooper	12,000	7	+0	—7	6m / 2m	35 kg
Powered Armor						
Zero-G Space Trooper	15,000	8	+0	—5	8m / 4m	40 kg
Storm Commando	20,000*	6	+2	—2	8m / 4m	20 kg

* Includes all attachments. (JC 19)

Alien Anthology

The first contact specialist prestige class seems to have a table missing.

Yes, it was accidentally omitted. This is the table as it was intended to be in the book:

<p><i>Alliance/Federation</i>: Rule by constitution spelling out common goals for disparate groups</p> <p><i>Anarchy</i>: Rule by unlimited individual freedoms</p> <p><i>Democracy</i>: Rule by majority</p> <p><i>Dictatorship</i>: Rule by brute force and terror</p> <p><i>Feudalism</i>: Rule by a complicated system of lieges and lackeys, or interdependent</p> <p><i>Gynarchy</i>: Rule by females (males second-class or enslaved)</p> <p><i>Magocracy</i>: Rule by those with supernatural powers (or who claim to have them), such as Force adepts</p> <p><i>Matriarchy</i>: Rule by eldest females</p> <p><i>Meritocracy</i>: Rule by the society's best and brightest (as determined by that culture's standards)</p> <p><i>Monarchy</i>: Rule by hereditary leaders</p> <p><i>Oligarchy</i>: Rule by a select few who only have their interests at heart</p> <p><i>Patriarchy</i>: Rule by eldest males</p> <p><i>Plutocracy</i>: Rule by the wealthy</p> <p><i>Theocracy</i>: Rule by religious leaders</p>

I ran my group through your online adventure "Mission to Myrkyr," and one of the characters grabbed a few ysalamiri — those little "Force dampening" creatures. He has the Handle Animal skill, so I had to agree he was within the rules to try to tame them. Well, this guy now has the best Force defense ever. He just keeps the critters nice and cozy in a backpack, and he's a walking anti-Force bubble. I think this might unbalance the game, but I don't want to be the "meanie GM." Is there anything in the rules that would disallow what he's done in a strictly technical manner? Or do I just need to have a GM-to-player chat?

It sounds like your player has read Timothy Zahn's "Thrawn Trilogy," in which Grand Admiral Thrawn uses ysalamiri in a cage to protect himself from Joruus C'baoth. There's nothing technically wrong with what he's done, but if you want to take the ysalamiri away, the smart thing to do is have someone simply shoot them. Or you could just have the character caught in an explosion or two. If he fails his save, his backpack — and anything in it — should also suffer damage. (JC 18)

Starships of the Galaxy

Starships of the Galaxy has a number of tables explaining how to pay for constructing a starship. But what do I do if I just want to upgrade my hyperdrive? There's no price — only construction points. I can't use the "Base Price" table to check for the costs, or most of the possible starship modifications would cost 50,000 credits, because most of them fall in the "10 construction points or less" category. So, how much does it cost to modify some of a ship's core systems?

The easiest way to do this is to calculate the construction points between the existing ship and the existing ship if it were equipped with the new hyperdrive. Use the difference in base price to calculate how much the modification costs. (JC 6)

In *Starships of the Galaxy*, Knowledge (spacer lore) plays a vital role in a large number of tasks, such as navigating through a radiation field. In the *Revised Core Rulebook*, it was taken out, and no GM characters had the skill — not even Han Solo or the generic starfighter ace who previously had the highest modifiers in the skill. Instead, they had Knowledge (world lore). Does this take the place of spacer lore and should it be used in its place?

Knowledge (world lore) replaced Knowledge (spacer lore), yes. (JC 6)

I've been looking through the *Star Wars Roleplaying Game* website to find revised edition stats for the starships listed in the web enhancement for *Starships of the Galaxy*. Mainly, I'm looking for the TIE Defender and Red Star I conversions, but the shieldship and YT-1930 stats wouldn't hurt, either.

A few ships presented as web enhancements were omitted by accident.

The TIE Defender would have a speed similar to the TIE Advanced x1, so let's put it at 11 squares in space, and roughly 1,200 km/h in atmosphere (20 squares atmospheric). The missiles would probably be Ordinary quality, for a +10 attack bonus.

Being based on the TIE Defender, the Red Star I would be similar but slightly faster. So let's say 12 squares in space, and roughly 1,300 km/h in atmosphere (22 squares atmospheric). The missiles would still be Ordinary quality (a +10 attack bonus).

The YT-1930 is comparable to the stock YT-1300s and YT-2400s (if a bit slower), so I'd put it at 4 squares in space, but 800 km/h hour (13 squares) in atmosphere.

Shieldships, on the other hand, are big, lumbering monsters built to travel in space, but not in atmosphere. I'd give them 3 squares per action in space, but no atmospheric speed. (JC 12)

How do I figure out speed (in squares) for Table 1-8: Ion Engines?

Assume that the ion engines listed in that table provide speeds of Cruising (3), Attack (6), and Ramming (10). If you wish to build an engine that moves at a different speed within the same speed category, add the difference to the construction point cost. For example, if you want a ship to move at Attack (8), the construction point cost would be 10 (difference in speed = 8 — 6 = 2, construction points = 8 + 2 = 10). If you want a ship to move at Ramming (9), the construction point cost is 11 (difference in speed = 9 — 10 = -1, construction points = 12 + -1 = 11).

Note, however, that even the fastest starships don't have a speed over Ramming (14), and that is pushing the upper limits of technology.

When in combat with an enemy ship that has a slave circuit, can you try to use that circuit to issue commands to the ship?

Sure, but the crew of the target starship doesn't have to sit still for it. I'd allow them an opposed Computer Use check to regain control. (JC 42)

If a group of ships — for example, a freighter plus its escort — all use the information from one person's calculation of a hyperspace jump, will they all arrive at the same time at the location? Or will the random effects of hyperspace affect each ship differently, possibly meaning that the ships arrive hours apart?

Using the same information doesn't guarantee that the ships will arrive together. However, this is a perfect example of a good use for slave circuits: If they jump together, they arrive together. (JC 42)

In the *Revised Core Rulebook*, starship shields have a damage reduction, but in *Starships of the Galaxy*, none of the shields have damage reduction, and the ship creation tables also don't show a damage reduction for shields. Can you provide the appropriate DR for the shield generators table on page 10 of *Starships of the Galaxy*?

First, shield DR is always equal to hull DR. Second, because it pre-dated the most recent printing of the Revised Core Rulebook, you should double all DRs listed in *Starships of the Galaxy*. For example, on Table 1-1, a Colossal starship should have DR 60, and this DR applies to its hull and shields. (JC 51)

As starship descriptions don't say whether they have extra emplacement points, should I assume that all emplacement points are already used?

Yes. A starship has no emplacement points remaining unless its description specifically states otherwise. For example, the YT-2400 is described as having seven free emplacement points already installed (in addition to the six that are actually used). (JC 51)

I have a few questions about the *Marauder-class corvette* in *Starships of the Galaxy*. The text says that the *Marauder* can carry 12 fighters, a few small landing shuttles, 80 troops, and some small vehicles. The stat block says that the *Marauder* has a cargo capacity of 300 metric tons and can support 40 passengers (troops). Which is correct?

This is interesting — it appears that this error is duplicated in the original source, as well (*Han Solo and the Corporate Sector Sourcebook*, West End Games). However, the *New Essential Guide to Vehicles and Vessels* is clear: The *Marauder* corvette carries 80 troops (two platoons, each with four squads of 10 soldiers, as described in *Han Solo and the Corporate Sector Sourcebook*) as well as two landing barges. Note, however, that these are obviously *much* smaller than the landing barges used for AT-ATs. They're probably more accurately called drop ships or "troop transport" shuttles. (JC 59)

Also, the rules say that only half the cargo space can be used as a hangar. How can the items mentioned in the *Marauder* corvette above be crammed into a space of 300 metric tons?

Actually, starships are normally listed with the cargo space they have left over *after* subtracting hangar space for carried ships and vehicles. Thus, the *Marauder* corvette has up to 300 tons of hangar space in addition to its 300 tons of cargo. Assuming that the fighters are Diminutive-sized Authority IRDs (*Tempest Feud*, page 121) and that the transport shuttles are Tiny-sized, like a Lambda shuttle (*Starships of the Galaxy*, page 69), this should fit. Note that this technically goes over the 50% limit, but just barely. I would suggest that a starship can use up to two-thirds of its stowage as hangar space as a "minor system" (*Starships of the Galaxy*, page 20), so in the case of the *Marauder* corvette, it would cost 5,000 credits and 6 construction points, already included in its listed price. (The Imperial Escort Carrier, page 96, would use this as well.)

I think the one "armored troop transport shuttle" (*Han Solo and the Corporate Sector Sourcebook*) versus two landing barges (*New Essential Guide to Vehicles and Vessels*) versus

"a few small landing shuttles" (*Starships of the Galaxy*) is probably best explained as being slightly different variants of the Marauder class. In game terms, all stats stay the same except for the number and type of shuttles carried. (JC 59)

In *Starships of the Galaxy*, the *Executor* (Vader's Super Star Destroyer) is listed with a length of 8,000 meters, but in the text it's described as being eight times the length of an *Imperial-class Star Destroyer*, which would be 12,800 meters. Which one is correct?

Actually, they're both wrong because the official size of Super Star Destroyers has been revised. Thus, here's some official errata: The *Executor* is 19,000 meters long, as are all Super Star Destroyers of the same class. (JC 84)

The New Jedi Order Sourcebook

Yuuzhan Vong thud bugs don't work under the new rules when it comes to deflecting them. They have a DC for a saving throw, but it says they can be deflected with a lightsaber, which requires an attack roll.

Use the following revised text, which makes it possible for Jedi to use their deflect ability against a thud bug.

Thud Bug

Cost: Not available for sale

Stun/Fort DC: —

Damage: 2d6 plus special

Type: Bludgeoning

Critical: 20

Multifire/Autofire: —

Range Increment: —

Size: Tiny

Weight: 0.5 kg

Group: Simple

Thud bugs are nasty little bioengineered weapons that, when released, fly toward the nearest enemy at a speed of 10 meters (perfect maneuverability). A thud bug provides a +5 equipment bonus on the hurler's ranged attack bonus and deals 2d6 points of bludgeoning damage with a successful hit. Furthermore, a struck target must succeed at a Strength check (DC 15) or be knocked prone. The thud bug continues to attack each round until it hits the target, it is destroyed, or the target falls prone, at which point the thud bug becomes dormant. Attacks after the first are treated as melee attacks, made by the thud bug itself. An activated or dormant thud bug has no vitality points or hardness, 1 wound point, a +5 melee attack bonus, no effective ranged attacks, and Defense 19 (+5 Dex, +4 size).

(JC 3)

Why does the coufee have a 5-meter range increment if it is just a dagger?

The coufee has that range increment because it can be thrown. (JC 12)

I'm glad to see that the Revised Core Rulebook treats armor as Damage Reduction. But I have The New Jedi Order Sourcebook, and the Yuuzhan Vong armor in there already has Damage Reduction. How do I convert that armor to the new rules?

For Yuuzhan Vong armor, use the DR listed in *The New Jedi Order Sourcebook*, and add +1 to the DR for each full three points of defense bonus provided by the armor. (excerpt, JC 3)

In JC 12, I read all the reasons why the sidebar on p.14 says that Yuuzhan Vong aren't allowed any prestige class except officer. However, the sidebar on page 9 gives guidelines for other prestige classes, and *Ultimate Alien Anthology* (p.222) specifically lists several prestige classes available to Yuuzhan Vong. Which one is right?

That JC column was actually written before *Ultimate Alien Anthology* came out, and it was originally meant to address *The New Jedi Order Sourcebook* only. That being the case, the text in *Ultimate Alien Anthology* is more definitive, so consider those rules to supersede *The New Jedi Order Sourcebook*. Still, the officer prestige class is by far the most common prestige class for Yuuzhan Vong, so the sidebar on p.14 is not incorrect so much as it is a simplification.

Splinter shots, from page 54 of The New Jedi Order Sourcebook, seem completely useless. There is no benefit that my players or I can find to using them. They don't do any extra damage, and they can't damage hull points, so, as near as we can tell, they're worse than regular shots, which do the same amount of damage but can damage hull points.

I've actually been examining this issue recently with another player, and after much discussion, here's what we came up with: You take the splinter shots as a full-round action, as though you were making a full attack. If the splinter shots penetrate the dovin basal "shields," you can immediately switch over to full power and fire an ordinary shot — potentially, more than one. The number of shots it took to penetrate the dovin basal's shields determines how many "real" shots you get. If it takes more than one attack roll to penetrate the dovin basal's shields, you only get one attack at full power. If it only takes one attack roll to penetrate the dovin basal's shields, you get to make a full attack (as though you'd been doing that all along).

This system would avoid the "Why not just shoot at full power?" issue, because this way you're not wasting "real" damage on penetrating the shields. (If you can't penetrate them with splinter shots, it's a moot point anyway.) Gunners with only one attack won't particularly benefit, since their "full attack" sequence is still just one shot. If a ship making a splinter shot attack is in pursuit of another ship, and the splinter shots get through, the pursuing ship may make a single attack as a free action, as per the usual rules for pursuit. (JC 16)

Power of the Jedi Sourcebook

If a PC has the Starfighter Evasion class ability from the Jedi ace prestige class and the Starship Evasion class ability from the starship ace prestige class, does the PC get to use both abilities (make two opposed Pilot checks to reduce damage) when piloting a starfighter, or does the starship ace ability replace the Jedi ace version?

It's the same ability (just granted by two different classes); it does not allow you to make two separate checks. That's why it states that you can only make an evasion check once per round. (JC 42)

Also, the text states that a PC can be familiar with only one ship at a time, even if he has levels in both Jedi Ace and Starship Ace, but do the familiarity bonuses stack?

No, because they're competence bonuses, and competence bonuses do not stack. (JC 42)

I've got the Power of the Jedi Sourcebook, and I'm thinking I might want to play a Tchuukthai Jedi. But I can't figure out which species in the illustrations are which! Can you provide some kind of guide?

Sure thing, and I'm sorry we didn't think to provide captions. The illustration on page 66 features, from left to right, an Anx, a Cathar, and a Khommite. On page 67, the aliens are an Arkanian, a Celegian, a Caamasi, and a Draethos (as shown in the image to the right). On page 69 is pictured a Myneyrsh, a Lannik, and a Nazzar. Page 70 features the Tchuukthai, a Krevaaiki, a Kushiban (on the pedestal), and a Miraluka. The illustration on page 71 shows a Sarkan teacher (in the pit on the right) talking about holograms of (from left to right) a Tsil, a Neti, and a Tirriith. (JC 2)

The Cathar are listed as a Small species. Under Defense, however, the species is not given the +1 size bonus. One of these must be a misprint, but which one?

The species' size is a misprint. Cathars are Medium-sized. (JC 7)

Why does the Jedi weapon master gain Deflect (extend defense and attack) later than a Jedi guardian or Jedi consular would?

The reason that the weapon master doesn't get "extend" until so late is that the weapon master is meant to be a stronger offensive character than a defensive one.

In the Jedi weapon master section of the *Power of the Jedi Sourcebook*, it says that the character gets a bonus weapon group at 4th and 8th level. Is that in addition to the bonus feat the character receives at that level?

That's a misprint. It's supposed to say: "The Jedi weapon master gains additional bonus feats at 4th and 7th level." (JC 12)

Why is Combat Expertise a prerequisite for Jedi weapon master? Wouldn't Combat Reflexes be more appropriate?

We chose Combat Expertise over Combat Reflexes because it's more of a commitment, and getting into prestige classes should never be a matter of convenience. Combat Reflexes gives an immediate advantage, so there's no reason *not* to take it if your character is combat-oriented and has a relatively high Dexterity. Combat Expertise, on the other hand, starts out reasonably okay and gets better with time — and thus, is less of an immediately obvious choice. Therefore, Combat Expertise is a good requirement, because the payoff lies more in what it *will* do for you in the future, rather than what it *does* do for you now.

Can you use the Jedi weapon master's Rapid Strike class ability without using a full round action? For example: Jedi weapon master Bob attacks at +8/+3. He wants to move in and engage the enemy. Normally, he'd only get one attack

at +8. Could he move and then use Rapid Strike to get two attacks at +6?

No. Whenever you choose to make multiple attacks in the same round — for most any reason other than Attacks of Opportunity — it requires a full-round action. So Jedi Bob could move and attack once, or not move and attack three times (at +6 /+6/+1). If he had the Heroic Surge feat, though, he could use it to move into position, and then take three attacks as a full attack action. (JC 8)

When a Jedi weapon master selects "lightsaber" for his Increase Weapon Damage, does it apply to all lightsabers, or does it only apply to a normal lightsaber?

It applies to all lightsabers, just as Increase Lightsaber Damage does for other Jedi classes. Note that Increase Lightsaber Damage doesn't specifically mention different types of lightsabers, either, but the intent of the rules is that they are all improved simultaneously. A Jedi weapon master's Increase Weapon Damage is supposed to be a slightly more flexible version of Increase Lightsaber Damage without losing any capability. (JC 73)

I've noticed that the Jedi weapon master is the only Jedi prestige class that doesn't have Jedi levels as a requirement. Furthermore, the original version of the Jedi weapon master (*Star Wars Gamer* #9) required a Jedi level 5 or more. Was the Jedi level requirement accidentally left off in the sourcebook, or was this an intentional change that makes the prestige class open to non-Jedi, just like the Force warrior?

It's a mistake -- all Jedi prestige classes require you to have at least one level in a Jedi class. My understanding with the Jedi weapon master is that they did intend to loosen the requirement somewhat (a Jedi level of 5 or more was a bit strict for someone who may have started as a non-Jedi), but it should not be removed entirely:

Errata: Jedi weapon master requirements

Add the following to the prestige class requirements: "Special: Jedi weapon master is a Force-user prestige class available only to characters with Jedi levels."

(JC 75)

My character started out as a Force adept. When I met the requirements, I multiclassed to the Force warrior prestige class and now I've reached 7th level. Am I now considered a Jedi Knight? *The Power of the Jedi Sourcebook* says "When the Force warrior's total Jedi levels (Force warrior levels plus any other Jedi class levels) equal 7, the character becomes a full Jedi Knight and gains a bonus knight feat." Do I need at least one level in a Jedi class in order to be a true Jedi, and do I gain the bonus feat?

Yes, you need at least one level in a Jedi class before you're considered a Jedi Knight. (JC 28)

If I'm not a Jedi, do I at least get to choose a non-Jedi bonus feat (for example, Burst of Speed), or do I just not gain anything from that Force warrior ability?

If you don't have at least one Jedi level, you just don't gain anything from that Force warrior ability. (JC 28)

When a Force Warrior takes Dissipate Energy as a feat and also has the Defensive Roll class ability, which saving throw is applied first against wound damage?

Whichever the Force warrior chooses. However, if he tries Dissipate Energy first, he can't afterward try the Defensive Roll; he's already let the damage hit him, and Defensive Roll is about changing a hit to a near miss. (JC 13)

Is the Force warrior supposed to get the various martial arts feats from the revised Star Wars Roleplaying Game rulebook as bonus feats? Also, shouldn't the Force warrior get the martial arts style feats (Hero's Guide) as bonus feats as well?

Yes and yes. The Force warrior should have all the basic martial arts feats (Advanced Martial Arts, Defensive Martial Arts, and Improved Martial Arts) and all martial arts style feats (Hero's Guide, pages 48–51) on its bonus feat list. (JC 75)

Another GM and I are having a disagreement about the extra damage a Force warrior inflicts with his unarmed attacks. He believes that the additional damage comes from the hands being energized with the Force, and so Dissipate Energy could be used to dissipate the additional d6 of damage and the enemy would only take the damage from the unarmed attack itself. I disagree. Who's right?

It's physical damage. Damage only counts as energy damage if it specifically states that it's energy damage. (JC 16)

The skill Battle Influence doesn't seem to do anything useful. Unless your targets fail their saves by 10 or more, they can still attack you — and if you attack them back, the effect ends. Am I misreading this skill?

Battle Influence is designed to get opponents to fight each other, not to make it easier for you to kill them. So, if you attack someone under the effects of your Battle Influence, and they know it's you, then the effect ends on that person. The same thing happens if someone who is apparently one of your allies attacks the influenced character. If you want to continue attacking opponents under the effects of Battle Influence, make sure they have no idea it's you that's attacking them, either by using concealment, or by attacking through the Force. (JC 4)

Under Force Light, the second column in the table is labeled "Damage to Character/ Creature." The text, however, doesn't say that it inflicts damage. What is this supposed to be?

The original text seems to have gotten garbled by the font in transition from my machine to the editor's and the editor misinterpreted where the headings were supposed to go. The actual headers are supposed to be:

"Result"
"Will Save for Character/Creature"
"Damage to Dark Side Spirit"
"Effect on Dark Side Sites"

Can Force Light be used to leech Dark Side Points from willing participants? For example, could two Jedi use the skill on each other to drain any Dark Side Points that they have? I know that you can't voluntarily fail the saving throw, but since you always fail on a natural 1, the players could, during their downtime, use the skill over and over, until they'd rolled enough automatic failures to wipe away all of their Dark Side Points. Obviously, this is a blatant exploitation of the rules, but the rules do seem to allow it.

True, the rules do allow it, but as GM, I would only allow those two Jedi to do it once. Using it more often indicates that they have no real desire not to do evil; they've just found a convenient way to cover their transgressions. So, after the first time, I'd rule that the character using Force Light for this purpose gets a Dark Side Point, rather like the common transgression of performing a questionably evil act — in this case, being an accomplice after the fact. (JC 4)

I have a character in my campaign who has been given the nickname "Lightwielder." He often uses the skill Force Light to attack dark siders. When a dark sider tries to use a dark side skill or ability on him, such as Force Lightning, he counters with a wave of Force Light. Do the two opposing waves cancel each other out? Do they go past each other, affecting both characters? Or does the one with the higher

roll take precedence, negating the lower roll (which is what I've been doing)?

None of the above. Force Light can't be used to "counter" anything. You should probably read over the skill again, along with Lightwielder's player, to refresh your memories on what the skill actually does. It removes Dark Side Points from dark siders, kills dark side spirits, and reduces the power of dark side sites. That's it. Force Light doesn't stop Force Lightning, Force Strike, Force Grip, or any other offensive skill.

It's also worth noting that skills generally can't be used to "counter" effects as they happen. Even if a character were to ready an action to use Force Light, for example, using it wouldn't change the effect of Force Lightning, Force Grip, or any other skill. The only way this might work is if you readied a skill that dealt enough damage to kill the opponent, or otherwise incapacitated the opponent, before he resolved his own skill use. (For example, hitting him with Force Strike as a readied action, and dealing enough damage to render him unconscious before he could hit you with Force Lightning.)

Obviously, there are exceptions to the "one skill can't counter another" rule — the main one being the idea of opposed skill checks: Spot versus Hide, for example, or Disable Device versus Demolitions. But you shouldn't try too hard to apply the physics of light and dark in this way. Skills do what they say they do; nothing more than that. (JC 38)

I have a player with the Force Light skill who thinks he can get away with doing all sorts of things that should earn a Dark Side Point. He figures he can simply erase every Dark Side Point just by spending a bit of vitality, even if he keeps making the saving throw. That takes the sting out of the dark side, doesn't it?

That's one of the rule loopholes that I wish I'd patched a bit more when I wrote that skill. The text for the skill should point out that this "sin and repent" system shouldn't work more than once. If the target uses Force Light as a cheap way of getting rid of his own Dark Side Points, he's using it with evil intent (since he just wants to go out and commit more evil acts). Not only should he retain his Dark Side Point, he should get another for warping the Force that way. (JC 45)

Under Sever Force, the first paragraph says, "This power can only affect a creature who has a number of Dark Side Points equal to or greater than half his Wisdom score." Then, in the first paragraph below the table, it says "This DC increases to 30 if the target is a tainted character; it increases to 40 if the target is a dark side character." Isn't any character with DSPs greater than half his Wisdom a tainted character?

The text for Sever Force should read: "On a failed save, the target must make a Will save whenever he attempts to use a Force skill or a Force feat. The DC is 30 if the target is a tainted character, and increases to 40 if the target is a dark side character..."

I have a question about the skill Sever Force from the Power of the Jedi Sourcebook. The problems are that the skill has no duration or upkeep cost; and when I used it on a tainted Jedi, he elected to use a Dark Side Point to make the save — which caused his DSPs to drop to one lower than half his Wisdom score, meaning he was no longer tainted. For how long is the target not able to use dark side skills or feats, and did I inadvertently just save him from evil?

Well, first, you can't use Dark Side Points like you use Force Points. So that wouldn't have helped the tainted Jedi one way or the other. Second, Sever Force lasts forever, or until the target reduces his number of DSPs to below half his Wisdom score — or until his Wisdom score is greater than twice his DSPs. (JC 20)

Thanks, but I think you might have misunderstood. My point was that the character in question had managed to

reduce his Dark Side Points to less than half his Wisdom score. Now that he's no longer tainted, does that mean that he's no longer under the effects of Sever Force?

Sorry I misunderstood. Yes, you've got it right. Once the character drops his Dark Side Points to less than half his Wisdom score, he is no longer required to make Will saves to use the Force; he can use the Force normally again. (JC 27)

In the *Power of the Jedi Sourcebook*, Sever Force gives details on how a person who fails the save to resist this power has a DC increase to all Force power and feat checks until they reduce their Dark Side Points to less than half of their Wisdom score. So what happens if the character reduces his Dark Side Points, and then gains them back? Let's say that Darth Vader is affected by Sever Force, but is subsequently able to reduce his Dark Side Points to 4. Then with the negative effects gone, he goes on a murderous rampage and collects 10 additional Dark Side Points, bringing his total to 14. Does Sever Force resume increasing his DCs for using Force skills and feats? Or does Sever Force need to be used on him again for the DC penalty to be implemented?

The latter. Sever Force loses its hold on the target as soon as the target reduces his Dark Side Point total to less than half his Wisdom score. (JC 22)

If a character becomes entangled with the Plant Surge skill, is that character considered helpless?

No. The effects of Plant Surge don't fulfill any of the conditions listed in the definition of "helpless." (JC 4)

In the *Power of the Jedi Sourcebook*, it describes a new Force power that makes plant life instantly grow and try to tangle up the user's target: Plant Surge. The book also describes a species called the Neti as a sentient species of plant. Does Plant Surge affect Neti characters?

Interesting strategy! I wouldn't allow it to increase a Neti's size, but I would allow Plant Surge to make use of a Neti's body to wrap, twist, and entwine around nearby creatures. (JC 20)

Under Force Pilot, I'm a little confused by the wording. "When spending 1 Force Point, you gain an additional 2d6 (for a total benefit of 3d6)." Is that parenthetical text accidental?

The parenthetical is indeed extraneous and should be omitted.

Under Beast Language, it notes that if you have this feat, you can use Affect Mind and Friendship against an animal. Friendship (RCR p.89), however, says, "You don't need to be able to communicate with the target." I'd always assumed this is what Anakin did in the Geonosis arena when he tames the Reek. So, do you need the Beast Language feat to use Friendship on an animal?

No, you don't have to have Beast Language in order to use Friendship on an animal.

In the *Power of the Jedi Sourcebook*, the feats Cure Disease and Cure Poison work with Heal Another/Self. Can you Heal Another/Self of disease and poison without these feats? If so, what's the advantage of having them?

Remember how poisons and diseases work: They inflict damage to a character's ability scores. Heal Another and Heal Self can repair such damage, but they don't make the poison or disease go away. Cure Poison and Cure Disease do. (JC 16)

How long does Sense Surroundings last?

It lasts for ten rounds (one minute).

What's the range for Sense Surroundings? In the Miraluka description, it's 1 kilometer. Is the range the same as sight for others?

Yes, same as sight range. In other words, if you can make the Spot check (based on range and the target's size), you can see it.

Can the Sense Surroundings ability of the Sense feat allow the Jedi to get a clear picture of their area without line of sight? That is, can you see through walls, or things that people are hiding behind?

Basically, yes. You can use it to tell where people are in an area. It's not perfect — it won't tell you what the person is carrying, or even necessarily what species the person is. But you'd get broad impressions like "someone Large is hiding behind that crate" or "several people are lurking in the shadows around us." (JC 7)

When using Sense Surroundings, can the character see in all directions?

"Direction" is a tricky subject in d20. Virtually all references to character facing have been removed to account for characters making all those little movements, head turns, etc. in combat. So, in a way, everyone sees in all directions in d20. Thus, no other benefit is gained from Sense Surroundings other than elimination of the concealment, darkness, and blindness problems.

I've heard that JD Wiker wrote rules for the See Force skill that replace the Sense Surrounding Technique (*Power of the Jedi Sourcebook*). Is this true?

Well, partially. JD Wiker has written house rules for a new application of the See Force skill that can be used instead of the Sense Surroundings technique. These are not official changes or errata. Here is the text of his house rules:

See Force (Wis)

Force Skill: Requires the Force-Sensitive and Sense feats
You can "see" through the Force, by detecting the connection (or lack thereof) of people, creatures, and objects to the Force.

Check: By making a DC 10 See Force check, you can perceive everything within a 10-meter radius, even when you are otherwise unable to see or hear. This enables you to move about without stumbling into things, distinguish the location of living beings, and recognize allies (well enough to tell them from enemies, though not well enough to differentiate between multiple allies).

Successfully using this ability means that you can subsequently act normally in combat situations. Opponents do not have concealment from you, and you can use Force abilities against them, even if those abilities require you to see the target (such as Drain Energy, Force Grip, and Move Object). See Force does not, however, similarly aid Force abilities that require line of sight, such as Force Lightning or Force Strike.

You lose "sight" of opponents who leave your 10-meter radius, but you automatically note the positions of new opponents who enter the area while you are maintaining the ability.

You can increase the radius of your Force perception by adding +5 to the DC and doubling the vitality cost for each increment:

Radius	DC	Vitality Cost
10m	10	1
100m	15	2
1,000m	20	4
5,000m	25	8
10,000m	30	16

Time: Using See Force is a full-round action.

Vitality Point Cost: Using this ability costs 1 vitality point to make the check (whether you succeed on the check or not), and 1 vitality point each round you maintain it. You can maintain this ability as a free action.

I read through the *Power of the Jedi Sourcebook* again and a question came to my mind: Can Miraluka read? I mean, they use sense surroundings, and POTJS also says that you can compensate for a sense (like eyesight) with the Force. But in one of your "JC" columns, you said that one could only sense beings at large and without any details. So why do they have the skill Read/Write Miraluka?

For the same reason that heroes in a modern-day Earth-based campaign might have "Read/Write Braille." It's logical to assume that a species that cannot see would invent an alphabet by which they can convey nonverbal messages. Presumably, then, written Miraluka is something that is perceptible to a sense other than sight, touch being the most likely. (JC 13)

What kind details can Miraluka see with sense surroundings? Can they, through the Force, perceive any details on computer monitors, colors, holograms, and so on?

No. Sense surroundings is similar to sonar; you can perceive the size and location of objects, but not fine details. (JC 17)

Are the Miraluka a playable race? And, if so, is their Force sight negated by Force-deadening powers? With this sight, are they effectively able to see 360 degrees, and thus can't be surprised?

Well, technically, everyone can see 360 degrees; there's no facing in the Star Wars Roleplaying Game. You have an equal chance to Spot something going on behind you as in front of you.

But I get a lot of questions about the Miraluka and their ability to see using only the Force, and it's prompted me to write up some clarifications and rulings (with help from the fine folks on my message boards):

- Miraluka have a species ability to see normally in the Force. That includes being able to make Spot and Search checks, as well as being able to read, write, and otherwise act like someone who can see normally.
- They are affected by line of sight, just like normally sighted beings. The major difference is that Miraluka can "see" in the dark.
- This ability is not the same thing as the Sense application Sense Surroundings (contrary to what it says in the *Power of the Jedi Sourcebook*, which is why the ability is redefined in the *Ultimate Alien Anthology*). Sense Surroundings is a pale imitation of the Miraluka "Force Sight" ability.
- To clarify, then, what Sense Surroundings does: It can't give you details. It's more like radar or sonar imaging: You see bright spots where there are living things, and these bright spots are shaped more or less like what they are. So you can distinguish a Wampa from a tauntaun, but not one Wookiee from another Wookiee.
- Sense Surroundings can't detect things that are "invisible" in the Force, like Yuuzhan Vong or ysalamiri.
- The Miraluka's Force Sight ability has this same drawback: Yuuzhan Vong and ysalamiri are "invisible" to them. Inside Yuuzhan Vong structures, where the Force seems to be blocked somehow, a Miraluka is effectively truly blind — just as a Miraluka would be inside the "bubble" created by ysalamiri. (JC 25)

I know you answered a lot about the Miraluka in "JC" 25, but I have something I'd like you to clarify. You said that Miraluka can "otherwise act like someone who can see normally," but what does this actually mean? Can they read computer screens? Can they operate starfighters or vehicles? I have a Miraluka player in my group who wants to be a starfighter pilot. Is this possible?

The hardest thing for most people to grasp about the Miraluka is that they aren't really blind. Sure, their eyes don't work, but their Force sight lets them act as though they have normal sight. Actually, it's a little better, since they can "see" in the dark using the Force.

So, to answer your question a bit more directly: Yes, Miraluka can read computer screens and operate starships and vehicles just like someone who uses his or her eyes. (JC 32)

Sorry about beating this topic to death, but I have one more Miraluka-related question. Since their Force sight is always on, can they choose to not use it in order to use Force Stealth? Or must they always be detectable by anyone using See Force?

I think you're referring to the part of Force Stealth that states: "Using another Force skill solidifies your connection to the Force and makes masking your presence impossible." If so, remember that Force sight is a species ability, not a skill. So a Miraluka can use Force Stealth and Force sight at the same time with no problem. (JC 32)

Does Force Stealth provide any defense against someone using the Sense Surroundings technique? It seems logical that it should — something had to keep Darth Vader from noticing Obi-Wan when they were only 10-15 meters apart, and Sense Surroundings would technically allow him to "look through" the Falcon and see everyone inside.

The thing about Sense Surroundings that unfortunately doesn't carry through very well is that it's rather like thermal imaging: it shows you where living beings are located (if you make your appropriate Spot or Listen check). So, you get the information that there are, for example, ten people in the next room, but not who they are. If one of them is strong in the Force, that person would show up as "brighter" — that is, more visible through the Force. But if that person is using Force Stealth, his "aura" is no brighter than an average person's.

As for Vader not noticing Luke and the others in the hidden cargo compartments: unlike paranoid player characters, Force-users in Star Wars movies don't switch on Sense Surroundings every time they run into a new situation. The officer told Vader that the Falcon was empty, and Vader was distracted by Kenobi's presence in the Force. Also, remember that Vader's and Tarkin's plan was to plant a tracking device on the Falcon and let it get away with the Princess — so they could follow it to the Rebel base. Even if Vader had switched on Sense Surroundings, the thought that crossed his mind might have been: "There are people hiding in the hold. No doubt they're here to rescue the princess. That could lead us straight to the Rebel base."

Can a Jedi using the Inspire skill include himself as an "ally," or does the skill only affect other people? The text isn't as clear as some of the similar feats in the core rulebook.

The Jedi can't include himself in the effect; it only affects the Jedi's allies. (JC 14)

Great lightsabers and dual-phase lightsabers can attack targets up to four meters away. Do they still threaten adjacent opponents? I was wondering because most reach weapons in D&D don't threaten adjacent squares.

Yes, great lightsabers and dual-phase lightsabers (with the blade extended) threaten *all* squares within four meters (including the adjacent ones).

In the *Power of the Jedi Sourcebook*, the description of Jedi battle armor reads, "In an effort to protect themselves from the dark fury of their foes, the greatest Jedi armorers developed battle armor that was the best possible protection against a lightsaber blow." But lightsabers ignore the damage reduction of armor when dealing damage to an opponent. The description of Jedi battle armor, then, seems to be entirely inaccurate since lightsabers, in essence, make the damage-mitigating capability of armor null and void. One of my players is pressing that perhaps this particular suit of armor's DR should work against lightsabers, but I'm not so convinced. Can you help?

We've gotten this question quite a bit lately, and we've come to the conclusion that the original designer meant for the Jedi battle armor to resist lightsabers, as your player suggests, but that this simply didn't come across in the write-up. Consider this errata. (JC 7)

The Power of the Jedi Sourcebook talks about Jedi armorers. How would I make a character like that? Would it require a Jedi with some levels of tech specialist, or can I combine them somehow?

Nothing quite so complicated. All it really takes is a Jedi with ranks in Craft (armor). (JC 12)

How do you create or record Jedi holocrons? The Jedi Scholar (Power of the Jedi Sourcebook, pp.24-25) says, "See Chapter Four for rules on creating holocrons." I looked, but I can't find those rules.

At present, there are no special rules for making a holocron. The references in the Jedi Scholar text were overlooked during editing. Thus, for the time being, the answer to your question is "Become a 7th level Jedi Scholar to record a holocron, and become a 10th level Jedi Scholar to create a holocron."

In the Power of the Jedi Sourcebook, it says that the Jedi healer's Luminous Being special ability can restore a person to full health (erasing all wound damage, vitality damage, and ability damage). Can my Jedi healer use this ability to regenerate lost body parts, like an arm or an eye?

Not normally, no. Restoring lost wound points is not the same as regenerating lost body parts, but your GM may choose to allow it under certain circumstances. (JC 14)

According to the Power of the Jedi Sourcebook, Force spirits have to make a Will save every time they manifest. If they fail, that's their last time manifesting before they become one with the Force. What happens if a hero has the Guiding Spirit feat and his spirit fails its Will save? Does he lose the feat?

Force spirits allowed by the Guiding Spirit feat are exempt from this rule. (JC 13)

In the Power of the Jedi Sourcebook, it seems that the XJ X-wing has been greatly toned down in capabilities. The +3 engine bonus it should get to maneuvers and all weapons appears only in its main blasters, and it is no faster than the standard X-wing. (I always assumed it was.) Is this correct?

There's a general assumption that it's faster, and it is indeed a little faster in atmosphere (in terms of kilometers per hour). However, the upgrades to the XJ are more to its weaponry than to its engines, which is why we chose not to upgrade its speed by comparison to the standard X-wing. (JC 7)

I have a question about some of the characters in Power of the Jedi Sourcebook. The AgriCorps workers, ExplorCorps workers, and MedCorps workers are all experts of various levels with the Force-Sensitive feat and some ranks in a few Force skills. However, since they don't have any vitality points, how can they use these Force skills? Am I missing something?

You're correct: You do need vitality points to use Force skills (unless you have the Control feat, but none of these characters can because it has a prerequisite of one or more levels in a Force-using class). So, here's a new rule to cover these cases. After an hour of rest, a nonheroic Force-Sensitive character gains a number of vitality points equal to his character level. These points must be used immediately to pay for Force skills or Force feats, and any leftover or unused points are lost — they cannot be accumulated from hour to hour. (Note that this is the same rate that heroic characters accumulate vitality points via natural healing, the difference being that non-heroic Force-sensitive characters can only use these points for Force skills or feats and they don't get to keep them otherwise.)

On a related note, we have some errata for the high-level MedCorps worker: Replace See Force +6 with Empathy +6. (See Force requires the Sense feat, and you need at least one level in a Force-using class to get it.) (JC 61)

Arms & Equipment Guide

How does Weapon Focus work with the different variations in blaster pistols, heavy blasters, and so forth that are in the *Arms & Equipment Guide*? Would Weapon Focus (blaster pistol) apply to all weapons that are listed as "Weapon Type: Blaster pistol"?

Technically, no. The "weapon types" are supposed to be descriptive, and each weapon is sufficiently different to require a separate Weapon Focus feat. (This is the way it works in d20 Modern as well.) In the real world, there can be a lot of variation even with pistols of the same caliber. Because they have a slightly different feel in their action, accuracy, recoil, and so forth, you might develop a definite preference for one weapon over another. In game terms, that sort of preference might be represented by Weapon Focus. Thus, if two weapons are different enough to have different starting game stats, they require separate Weapon Focus feats. (This general rule also applies to Improved Critical and other weapon-specific feats and class features such as Weapon Specialization.)

A variant rule (inspired by "Flexible Weapon Focus with Bows" from D&D's *Sword and Fist*, page 69) would be to allow you to change Weapon Focus to another ranged weapon of the same weapon type (in other words, blaster pistol, heavy blaster, blaster carbine, and so on) any time your base attack bonus increases by +1. This way, the -1 from losing Weapon Focus with that weapon is offset by the +1 from base attack, so you don't suddenly lose any ability with that weapon. However, you can't do this if you've already used that Weapon Focus as a prerequisite for another feat, class feature, or prestige class (for example, Weapon Specialization). Thus, if a soldier took Weapon Focus (heavy blaster) and then, at 5th level, he obtains a BlasTech T-6 "Thunderer," he could trade Weapon Focus (heavy blaster) for Weapon Focus (BlasTech T-6) when he reaches 6th level, representing him spending some time practicing with and getting used to the new blaster. (JC 73)

Do mastercraft bonuses or personalizations / customizations change a weapon enough that it would require a new Weapon Focus?

No. In game terms, these modifications aren't major enough to warrant a new feat. (JC 73)

The ryyk blade in the *Arms & Equipment Guide* is a bit different than the one that was in *Star Wars Gamer*. It seems like the old one made more sense, though, considering that it was based on *The Essential Guide to Weapons*. Why is the ryyk blade now a small weapon? It's the size of a machete. And why did the weight change?

Between *Star Wars Gamer* #4 and the *Arms & Equipment Guide*, we gave a lot of thought to the ryyk blade, and we realized that it was way out of proportion with the weights of other, similar weapons. A longsword, for example, is only 2 kilograms. So, it made sense to lower the weight. Then, the illustration in *The Essential Guide to Weapons* shows a Wookiee wielding one in either hand. So, to make that a little easier for a Wookiee character to pull off, the designers of the A&EG decided to make ryyk blades Small weapons, meaning that a Wookiee will get the bonus for the off-hand weapon being light. (JC 7)

In JC 21, you mentioned that if a Defel buys an item at a higher price, it could share his light-absorbing invisibility. What if a Human purchases a suit of completely encompassing armor (or simple clothing, for that matter) made of this material? Would he be invisible with the same rules as a Defel? While it wouldn't be nearly as quiet, wouldn't this make the shadowsuit (from the *Arms & Equipment Guide*) seem a little less appealing?

The shadowsuit is the closest that *Star Wars* technology can come to invisibility at the individual character level. A Defel's equipment doesn't need to be 100 percent invisible to avoid

giving him away—it just has to be well camouflaged and non-reflective. In other words, it has to be built a lot like a shadowsuit. That's what causes such equipment to be more expensive. (JC 53)

In the *Arms & Equipment Guide*, the Flame Projectors are missing their Reflex save DC numbers (pages 35 and 36). The text above the flamers states that the Reflex saves vary with the weapon but the individual weapons don't have one listed in the stats.

I checked with the original designers, and it seems that the DCs were accidentally omitted. But here they are:

Weapon	Reflex DC
Czerka CZ Wrist-Mounted Flame Projector	15
Merr-Sonn Model C-22 Flame Carbine	13
Merr-Sonn Model CR-24/Czerka CZ-24	15
Merr-Sonn Model CR-28/Czerka CZ-28	18

(JC 7)

On page 22 of the *Arms & Equipment Guide*, the Kelvarek Consolidated Arms Dissuader KD-30 states that it initially does 1d10 damage and then 1d4 each round after for 3 rounds or until washed off. I'm confused: Is the damage 1d10 only until the shooter gets through vitality and hit wounds for the acid damage to work? Or does the acid splash on them when they have vitality, therefore doing the extra damage even when they still have vitality?

Technically speaking, the ammunition should not deal additional damage unless it initially inflicted wound damage. (JC 4)

The *Arms & Equipment Guide* says that weapons can be jury-rigged during the customization process and that they have the properties of the weapon before the customizing process was begun. Does this mean that the time and materials spent so far on the customization are lost, or can the customization process be resumed where it was left off? For example: A Blaster Rifle requires seven days of work (taking 10 on the repair checks) to customize. If, after five days, it is jury rigged to be used, will it take two days to finish the customization, or will the customization have to start again from the beginning, taking another seven days?

What that means is that if you need the weapon to become operational in the middle of a custom job, you can jury-rig it to become functional again — it just doesn't get the benefits of the custom job yet. But it doesn't add any time to the customization; when you go back to customizing it, you pick up where you left off. (JC 8)

According to the *Arms & Equipment Guide*, an exotic weapon can potentially receive one personalization. And in the revised core rulebook, it states that a Jedi who constructs his own lightsaber gets a +1 attack bonus with it. Does this bonus count as a personalization?

No, but a Jedi could, by following the rules in the *Arms & Equipment Guide*, construct a personalized lightsaber. (JC 28)

The jump boots in the *Arms & Equipment Guide* let a character jump 50 meters. But what is the minimum ceiling that the jump boots require to make a move? Can they use either of these to jump down a hallway?

As a rule of thumb for any jump, I'd say that the minimum ceiling is equal to half the distance of the jump. That is, when you jump horizontally, you clear a height equal to half the distance, and if this means you hit something, that's where your jump ends. (JC 10)

Per the second installment of "JC," the area affected by grenades is calculated from the corners, the same as for

spells in D&D. But in the *Arms & Equipment Guide*, under flechette guns, it says that a 2-meter-radius flechette round affects the target square and all eight surrounding squares. Is the *Arms & Equipment Guide* in error, or is it just that flechettes and grenades are handled differently?

The *Arms & Equipment Guide* is in error; measure from the corner. (JC 10)

On page 57 of the *Arms & Equipment Guide*, the SD-9 droid's equipment includes "Shield (DC 6)." I don't understand how the DC of shields works. Is this a typo?

It appears to be a typo; it should read "DR," rather than "DC." (JC 13)

If a character modifies a blaster to increase its range, will this also increase the range of the blaster when it's set to stun? So, for example, would the 4-meter range of a blaster increase to 6 meters?

Modifying the stun setting range should be treated as a separate modification. (JC 13)

There's an item in the *Arms & Equipment Guide* called the Traxes BioElectronics Implant Communicator. It's some kind of subcutaneous comlink. If a Wookiee buys one and has it implanted, would someone talking with him via the communicator hear him speaking Basic? If not, could the Wookiee get the communicator modified to translate Shyriiwook into Basic?

The Traxes BioElectronics Implant Communicator is really just a subcutaneous comlink — not a translator unit, by any means. Certainly, it's feasible to modify one to perform a simple translation task. I personally wouldn't allow it to translate more than one language, though; otherwise it gets a little too large to be subcutaneous and still be comfortable. (JC 14)

One of my players and I recently got into a dispute over the Merr-Sonn Targeter Ranging Scope in the *Arms & Equipment Guide*. Its special description states that it allows a ranged weapon to ignore the first two range increment penalties when firing at long range, and nothing else. Then, further down in the overall description of the attachment, it says, "When mounted atop a blaster rifle, this scope reduces the effect of range." I read that as meaning that it only applied to blaster rifles and that the scope couldn't be used on any other type of weapon. My player claims that since it never specifically states "blaster rifles only," he could mount the scope on his slugthrower pistol and use it effectively. Who's right?

I looked up the original version of the Merr-Sonn Targeter (from *Rules of Engagement*, a book for the old West End Games version of the *Star Wars Roleplaying Game*), and it appears that this particular model was designed for "blaster and slugthrowing rifles and carbines." However, as your player pointed out, the Merr-Sonn Targeter's rules text from the *Arms & Equipment Guide* does not mention any such restriction, nor do the rules for targeting scopes in the *Hero's Guide*. Really, there's no reason why only rifles can have a targeting scope. In real life, they do make scopes for hunting bows, but the scope for a bow isn't designed to be interchangeable with one for a rifle.

Therefore, my interpretation is that any one specific model of targeting scope is designed for use with either one-handed modern weapons (blaster pistols, heavy blaster pistols, slugthrower pistols, and so on), two-handed modern weapons (blaster rifles, blaster carbines, slugthrower rifles, and so on), heavy weapons (heavy repeating blaster, E-Web, blaster cannon, and so on), or a unique model for each exotic or primitive weapon (bowcaster, bow, and so on). The price, availability, and so forth does not change for different models. A DC 20 Repair check and one hour of work will allow you to adapt a scope to the wrong type of weapon. (Targeting scopes

don't work with vehicle or starship weapons, but those usually have fire control instead.)

Thus, in a way, both you and your player are right: The scopes aren't really designed to be interchangeable, but there will be another model that he can use for any given weapon with the same cost and effect. (JC 58)

Is there some reason a Ryyk blade or a typical longsword has DR 10? I noticed that a typical Small or Medium weapon has DR 5. So why are these bladed weapons different from other weapons in their size categories? Is it because the blades themselves are forged metal, with no operating components? If so, does this mean that most weapons with a hardness of 5 are made of something other than metal or have complicated components?

It's because metals such as steel or similar alloys have a DR of 10, and the Ryyk blade and longsword don't have delicate working parts that make them more susceptible to damage. A blaster, on the other hand, has a lot of working parts that might be damaged by a sudden jolt, even if the outer casing wasn't harmed.

DR isn't based solely on the hardness of the outer casing of an object. It's supposed to represent how susceptible that object is to sustaining meaningful damage. Thus, a blast door has DR 15 because it's made of heavy metal (DR 15) and has only simple working parts. However, imagine that you made a handheld scanner with a heavy metal case; it has delicate circuitry and sensor modules, which might be damaged from something as simple as being dropped. Thus, even with a heavy metal casing, it wouldn't have DR 15, but something more like DR 5. (To use a real-world example, you wouldn't put a notebook computer in a metal case and then toss it off the roof, because the internal parts would almost certainly be damaged even if the metal case was unharmed.) (JC 58)

Is the Air-2 Swoop (*Arms & Equipment Guide*, page 75) really armed with a 4d10x2 damage, 2,000-meter range, fire-linked double blaster canon? It seems a bit overpowered for a swoop.

Actually, I'm not sure how this happened, but the Air-2 swoop is not supposed to be armed at all. It looks like the V-wing's blasters got copied onto that paragraph accidentally. So, consider this to be errata: Remove those blasters from the Air-2 swoop. (JC 62)

Okay, then, how about the blasters on the V-wing? Isn't that range a bit much, even for something that fights in low orbit? A 2,000-meter range increment gives a maximum range of 20 km, and I think that's more than a capital ship's turbolasers!

That appears to be a typo, actually: After consulting with the original source for the V-wing (West End Games' *Dark Empire Sourcebook*), those blasters should have a 200-meter range increment, not 2,000. (JC 62)

Does the armor check penalty of camo scout armor negate the equipment bonuses to Hide and Move Silently or is it already subtracted from the bonuses?

The armor check penalty is applied on top of the bonuses to Hide and Move Silently -- add the bonuses and penalties together to calculate the net bonus. This applies to other armors that provide a bonus to a skill that is also penalized by its armor check penalty, such as the shadowsuit (*Arms & Equipment Guide*, page 40) or Hutt battl armor (*Ultimate Alien Anthology*, page 75). Note, however, that the armor check penalty can be reduced either by taking the Armor Familiarity feat (*Hero's Guide*, page 39) or by modifying the armor (*Arms & Equipment Guide*, page 39); in fact, this is why the bonuses and penalties are separated. (JC 82)

Ultimate Alien Anthology

Species

I have a question about the term "near-Human." Several species in the book are described as "near-Human," but they have different species traits than a human. Do they get to add the human bonus feat and bonus skill points on top of the listed species traits?

The problem is that the term "near-Human" is a specific game term — it's supposed to mean "so close to Human that there is no difference in game mechanics." That's why, in Chapter 14 of the *Revised Core Rulebook*, the listing for Humans includes near-Humans.

However, the term "near-Human" has unfortunately been used as "flavor text" due to confusion over its meaning — in other words, the writer was trying to say "closely resembling humans." ("Humanoid" would be one alternative term, but its meaning has been loosened over decades of sci-fi such that it will be applied to virtually any two-armed bipedal creature.) The confusion may be further compounded by the fact that in the previous version of the Star Wars RPG (by West End Games), a "Near-Human" species could have very different species traits than a Human.

Therefore, this has become a common (and understandable) mistake — one that will take quite a while to completely correct. JD Wiker's advice to anyone who finds this a problem in their games is to locate every one of those faux "near-Humans" and cross out the bit of text that declares them to be near-Humans. In essence, if they have listed species traits that are different from Humans (i.e., anything other than one bonus feat at 1st level, 4 bonus skill points at 1st level, and 1 bonus skill point at every level after 1st), they're probably not *supposed* to be "near-Human" in game terms. (This is not an official change until errata is issued, of course, but it should help clear up the source of the confusion.)

Does the Ultimate Alien Anthology give any clue to Darth Maul's species? If it doesn't, do you know what his species is?

Yes, though I don't know if it's spelled out as such in the *Ultimate Alien Anthology*, any more than it's spelled out in the revised core rulebook. Darth Maul is a Zabrak, just like Eeth Koth, one of the Jedi High Council members in *The Phantom Menace*.

Can the phobias of various species — such as the Ubese's xenophobia, the Selonian's agoraphobia, or even the Myneyrsh's technophobia — be bought off with skill points? If not, is there any other way to get rid of them?

The shortest answer is no. You can roleplay around them to an extent, but they're there for a reason. The slightly longer answer is that you could create a special "non-phobic" feat that a character can take to remove the effects of a species phobia, but that's only a suggestion, and not an official change to the rules. (JC 41)

Anx

In the Ultimate Alien Anthology, the Anx have a special quality called anatomical awareness. It says, "An Anx who takes the Martial Arts feat deals 1d6 points of damage with an unarmed strike and threatens a critical hit on a natural roll of 18-20." Is that correct? The damage is normal — 1d6 points because an Anx is a large creature — but the 18-20 critical range is not. That's the critical range normally associated with Advanced Martial Arts. So is this a misprint? If not, and if an Anx took Martial Arts, Improved Martial Arts and Advanced Martial Arts, would its critical range on an unarmed strike be 16-20, 18-20 base, +1 for

Improved Martial Arts and +1 for Advanced Martial Arts? Or would it be something else?

It's indeed correct. The Anx's anatomical awareness ability increases the threat range of the Anx's unarmed attacks to 18-20, rather than the usual 20 one gets when taking the Martial Arts feat. (JC 18)

Besalisk

Besalisks can hold items in each of their many hands, but their brains are not complex enough to let them use more than four limbs in combat. But since a female Besalisk can use all eight arms to grapple, giving her a +8 to grapple, can't she use all eight arms to make unarmed attacks if she has the Multidexterity feat?

No. A Besalisk can use only four limbs in combat, and grapple is the only exception. (Even then, they don't get to make extra grapple attempts; they simply wrap more arms around the target to provide a bonus.) Multiweapon Fighting and Multidexterity don't make a difference on the number of limbs they can use in combat. Besalisks are always considered to have one primary hand and three off hands for combat purposes. (JC 68)

Clawdite

The Ultimate Alien Anthology says that Clawdites can't shift into the form of an Ithorian. Could they shift into the form of a Twi'lek, or do the head-tails prove too much of a challenge for their shapeshifting abilities?

The head-tails are too much of a challenge for a Clawdite, given that a Clawdite can't generate the extra flesh to simulate them. One *could* argue that a Clawdite should be able to transfer flesh from a different area of its body to make this trick work, but that's a slippery slope, logically. If that were possible, then players of Clawdite characters would always claim to be shifting into the forms of smaller humanoids, and shifting the excess flesh into the desired area — and that's just a big headache for the GM. It's better just to say that Clawdites simply can't do it, and leave it at that. (JC 46)

Codru-Ji

There are rules in the core rulebook for fighting with two weapons, but are there different rules for fighting with multiple weapons? Let's say I'm playing a Codru-Ji character (a species with four arms), and my hero has weapons in all four hands. Do the penalties follow the same guidelines for four weapons as they would for two weapons?

The rules for species with more than two arms usually appear in that species' entry in the *Ultimate Alien Anthology*. This is certainly the case with the Codru-Ji. You'll probably want to pick up a copy of the book if you intend to use multiarmed species in your campaign, because not every species with multiple arms works the same way. (JC 33)

Defel

A player in my campaign wants to play a Defel, from the Ultimate Alien Anthology. I was reading the species traits and was wondering if the "shadow" ability they have applies to gear on the character. Or would that aspect of gear only apply to that made on the homeworld?

A Defel's invisibility comes from its coloration, so anything not actually part of the Defel's body — or made specifically to have the same qualities — would not be likewise rendered invisible. Gear can be designed to share the same properties, at an additional cost of +50%, or +20% if it's constructed by a Defel. This only applies to personal equipment, though — not vehicles or starships. (JC 21)

So, how would gear not in "shadow" affect chances to hit the Defel with the 50% miss chance, the +2 to attacks, hide checks, and so on?

That would depend on how much of the Defel's equipment isn't constructed to be invisible. The 50% figure reflects the Defel's full concealment; the less concealed the Defel is because of his equipment, the lower the miss chance due to concealment. You should base the miss chance on what percentage of the Defel's equipment can be seen. (JC 21)

Should the Defel get a racial bonus on Hide checks because they're invisible?

No, but they don't need to make a Hide check to be unseen -- that's what the invisibility is for. In other words, they're automatically hidden (and therefore not detected) if they're a poorly lit area. The only time a Defel has to make a Hide check is when its invisibility doesn't apply. (JC 68)

Hutt

Does the armor check penalty of Hutt battle armor (*Tempest Feud*, page 128, *Ultimate Alien Anthology*, page 75) negate the equipment bonuses to Hide and Move Silently or is it already subtracted from the bonuses?

The armor check penalty is applied on top of the bonuses to Hide and Move Silently -- add the bonuses and penalties together to calculate the net bonus (+0, in this case). This applies to other armors that provide a bonus to a skill that is also penalized by its armor check penalty, such as the shadowsuit (*Arms & Equipment Guide*, page 40) or camo scout armor (*Arms & Equipment Guide*, page 43). Note, however, that the armor check penalty can be reduced either by taking the Armor Familiarity feat (*Hero's Guide*, page 39) or by modifying the armor (*Arms & Equipment Guide*, page 39); in fact, this is why the bonuses and penalties are separated. (JC 82)

Kushiban

There's a size problem with the Kushiban. They're described as being only 0.5 meters long, but they're listed as Small. Should they be Tiny?

Yes, the Kushiban should be Tiny. They gain a +2 size bonus to Defense, +2 size bonus on attack rolls, and a +8 size bonus on Hide checks. Of course, they receive a -8 penalty when grappling, and they can't use any weapons larger than Small-sized, so this is something of a mixed blessing. (JC 69)

Does this change their reach?

Yes, their natural reach is now 0 meters (see Table 2-1: Creature Sizes on page 133 of *Ultimate Adversaries*), meaning they must actually enter another character's square in order to make a normal melee attack. (Entering another character's square provokes an attack of opportunity, regardless of movement.) However, I would allow a Kushiban (or any other Tiny-sized character) wielding a Small-sized melee weapon to have a reach of 2 meters; in other words, such a weapon is effectively a reach weapon to a Tiny character. Thus, a Kushiban Jedi would threaten adjacent squares if he wielded a short lightsaber (Small size), but not if he wielded a knife (Tiny size). (JC 78)

Related question: Do Kushiban have opposable thumbs? Can they use weapons at all?

Yes, Kushiban have opposable thumbs, but they can't carry things when running (which they do on all fours). (JC 69)

Shi'ido

I was making a Shi'ido changeling for a game I'm playing, but I ran into several questions about Shi'ido and their shapeshifting abilities. The *Ultimate Alien Anthology* says

that Shi'ido can imitate clothing, but can they imitate a person wearing armor?

If the armor is one of those types that looks like clothing, sure. Still, a middle-aged Shi'ido can imitate inanimate objects, so I'd allow it for a Shi'ido of that age group or older. (JC 34)

Can a young Shi'ido imitate a droid?

Going by the same logic as the previous answer, I'd say only a middle-aged or older Shi'ido could do so. (JC 34)

Does the mass of a Shi'ido change with his shapeshifting?

No. (JC 34)

Could a middle-aged Shi'ido imitate an empty suit of armor?

Assuming it had the same mass as the Shi'ido, yes. (JC 34)

If the Shapeshift ability allows a Shi'ido to "mimic" other species, does that mean he can imitate only other species that he's encountered, or can he make up a "person" of a particular species? For example, could a Shi'ido just change species characteristics, such as going from blonde to brunette?

Certainly a Shi'ido can use his Shapeshift ability to present any features he likes. But whether or not those made-up features actually fool anyone is the reason for attaching a Disguise check to the process. If you just want to pass for a face in the crowd, you're okay, but if you want to fool someone who's actually paying attention, you need to make a Disguise check. (JC 34)

How do the Shi'ido find each other to mate?

Presumably through their natural telepathy ability. That, or personal ads. But unless your GM intends to make procreation a theme of your campaign, I can't imagine why you'd ever need to know the answer to that question. (JC 34)

You've previously answered a number of questions about the Shi'ido species, but now that I've got a player in my campaign with a Shi'ido character, more questions are coming up. When shapeshifting, is the Shi'ido's Disguise check subject to the normal Disguise penalties? That is, when shifting into a different species (which seems like something Shi'ido would do most of the time), do you take a -2 to -6 penalty on your Disguise check?

Yes. The Disguise skill includes passing yourself off as someone who's been a member of that species all your life, and is therefore comfortable in that skin. For example, if you were able to disguise yourself as a dog, would you remember to wag your tail, lower your ears, and so on? So, a penalty is appropriate. But considering that we're talking about a species that can shift only to humanoid forms, the penalty should never get much worse than -2, and never more than -4, in any case. (JC 45)

Can a Shi'ido shift into a specific person? If a Shi'ido met Luke Skywalker, could he then change into a nearly flawless match of Luke (assuming a good Disguise check)?

With a sufficiently high Disguise check, yes. But with the shapeshifting ability alone, no. So, a Shi'ido could shift into the form of a blond-brown-haired Human of the appropriate size, build, and age, but people would mistake the Shi'ido for Luke only if they had a description of Luke Skywalker but had never seen his face or observed his mannerisms. (JC 45)

Does the picture of the Shi'ido in the *Ultimate Alien Anthology* show it in its natural form? I ask because the illustration really doesn't match the physical description given in the entry.

I believe the illustrator was trying to convey the Shi'ido's shapeshifting ability, rather than its natural, unshifted form. Go with the description. (JC 45)

In the *Ultimate Alien Anthology*, it states that when the Shi'ido and Clawdite shapeshift, they gain none of the species traits or special qualities of the new form. But if either of these shapeshifters were to take on the form of a Twi'lek and could understand the *Iekku* "head-tail" language, would they be able to speak it using their newly formed head-tails?

That certainly seems reasonable for a Shi'ido, though I wouldn't allow it for a Clawdite (see below). (JC 46)

If a Shi'ido or Clawdite shifted into a form with unusual vocal chords, such as a Wookiee, would they be unable to speak Basic? And in a related question, would they be able to speak the Wookiee language of Shyriiwook (assuming they understood it)?

Using the same logic, yes and yes. (JC 46)

The Shi'ido can broadcast a telepathic image to all within 100 meters, and the Will save DC is 5 + half the Shi'ido's character level + the Shi'ido's Cha mod. By my calculations this means a typical Shi'ido commoner's telepathy has a DC of 6, and even a 20th-level character only has a DC of 10. Even with very high Charisma, that would still get a maximum of about 14 (at level 20).

This seems too weak even to bother with -- only the most weak-willed and unlucky dice-rolling players would fall for this. Is this DC calculation correct? If so, should the DC be calculated at the full character level (which still makes them relatively weak at the start, but more effective later on)?

First, let me correct your math: The average Shi'ido commoner (Cha 10) would have a DC of 5 (not 6). A 20th-level Shi'ido character would have a DC of 15 + Cha modifier. Thus, a Shi'ido with a Cha of 18 could have DC 19. Given that you could theoretically end up with a Charisma of 26 if you're old enough at 20th level and you start with an 18, that means a Shi'ido could potentially have a DC 23 for this ability.

As for changing the way the DC is calculated, no, that's not likely. Most special ability save DCs (with the exception of "contact" abilities like poison) are scaled to 1/2 of character level -- and there's a very good reason for this. A "good" save progression gives you a bonus equal to 2 + 1/2 your character level; for example, a 4th-level soldier has a +4 base Fortitude save. In other words, the DC is designed to match the progression of a character with a "good" save. In this case, the DC is fairly low, meaning it is meant to work best against lower-level characters or those without good will saves.

Example: Let's say we have a 20th-level Shi'ido with an 18 Cha, giving a DC of 19. Against a 20th-level Jedi consular with an 18 Wisdom (Will +16), this ability will work 10 percent of the time. Against a 20th-level soldier with a 10 Wisdom (Will +7), this ability will work 55 percent of the time. Against a commoner (Will +0), it will work 90 percent of the time. (JC 68)

Q: One more question about the Shi'ido ability. It says it affects "any intelligent beings" -- does this mean droids, too? I have a player using a droid and want to know whether the telepathy would work on him as well. (I see the player arguing that he doesn't have a "true sentient mind" and thus getting annoyed if they learn the truth about the Shi'ido spy in their midst.)

Unfortunately for your Shi'ido spy, it does not work on droids. The telepathy ability should be considered Force-based in nature, and thus it does not work on droids, nor will it work if a ysalamiri's Nullify Force ability is in effect, and so on. (JC 68)

Toydarian

In the *Ultimate Alien Anthology*, the Toydarian species is listed as having a flight speed 18 with "poor" maneuverability. However, in Episode I and Episode II,

Watto is clearly able to hover and fly backwards. This would require a maneuverability of at least "good." Should the Toydarian race have Good Maneuverability, since they are basically balloons with wings, or should I simply tell my players that Watto is an exception, not the rule, and that he has the "Improved Flight" feat?

Well spotted! I talked with the developer of the *Ultimate Alien Anthology*, and we agreed that Watto is not an exception; all Toydarians should have "good" maneuverability. (JC 29)

Vor

I'm considering playing a Vor and have some questions about their combat capabilities while airborne. Vors' wings are attached to their arms, so won't that render them incapable of using weapons while in flight since they're using their hands and arms to fly?

That seems reasonable. A Vor would have to land to use its hands or arms for something other than flying. (JC 42)

For that matter, could the Flyby Attack feat count as a bonus soldier feat for a flight capable race? The feat is designed for aerial combat, so it would make sense for winged soldiers to learn the trick as readily as any other soldier bonus feat.

As an official change to the rules, I don't see that it's necessary. A character gets a minimum of seven feats over a 20-level career. Certainly, a player can spare one of those. (JC 42)

And just to beat the horse to death, could the possession of wings give a character other bonuses? For example, if a character can use his wings freely (isn't overly encumbered, has room to spread them, and so on), could he get bonuses to Jump or Balance checks, or slow himself if he falls?

That's really up to your GM, but it certainly could fall under the rules for the GM granting a +2 circumstance bonus. (JC 42)

Xexto

I plan on running a Xexto, and I'm a little confused about how having multiple limbs affects combat. For example, with the Two-Weapon Fighting feat, what's the penalty for having two extra arms?

You might want to take a closer look at the Xexto entry in the *Ultimate Alien Anthology*, since it suggests using the new Multiweapon Fighting feat found in the back of that book — a feat designed specifically to answer this question. (JC 32)

Okay, then what about Rapid Shot? Can my Xexto use Rapid Shot with all his weapons?

No. Rapid Shot allows you one extra shot with a ranged weapon, not one extra shot with each ranged weapon. (JC 32)

What about the multifire and autofire options on blaster weapons? Can I use those settings on all four weapons?

The answer is the same as it is for a character with two limbs using multifire or autofire: You'd get a total of one extra attack (for using multifire) or two extra attacks (for using autofire), but not one extra attack or two extra attacks per arm. (JC 32)

Yuuzhan Vong

On p.222, the book says that Yuuzhan Vong can take the Beastwarden and Findsman prestige classes. However, both of these classes require the Force-Sensitive feat, and Yuuzhan Vong can't ever be Force-Sensitive. Is this a mistake?

It appears to be a mistake, yes.

Do Yuuzhan Vong characters get Force Points and Dark Side Points?

According to the *Ultimate Alien Anthology*, Yuuzhan Vong can never gain the Force-Sensitive feat, and they never gain Force Points, though they can gain Dark Side Points. The rules might change in the future (depending on what goes on in the remaining novels in The New Jedi Order series) to allow Yuuzhan Vong characters to gain Force Points and even become Force-users, but for the time being, Yuuzhan Vong do not get Force Points. (JC 26)

Trandoshan

I was reading the *Ultimate Alien Anthology* and noticed that none of the species have statistics for regenerative abilities. I know that Trandosrans, for one, do have that ability. Was that overlooked, or not allowed, or what?

It falls into the "or what" category. First, the regenerative abilities of Trandosrans is extremely slow, compared to, say, the regeneration ability of trolls from *Dungeons & Dragons* — something on the order of weeks or months, rather than rounds or even days. Second, the only rules for losing limbs are optional rules found in the *Galactic Campaign Guide*, not the revised core rulebook. Since Wizards of the Coast didn't want to require you to own the *Galactic Campaign Guide* in order to use the *Ultimate Alien Anthology* (or even to use the revised core rulebook), rules for regenerating severed limbs don't appear in the rules for Trandosrans in either the *Ultimate Alien Anthology* or the core rulebook. (JC 45)

Tusken Raider

Ultimate Alien Anthology states that Tusken Raiders begin with the primitive (and simple, if a heroic character) weapon proficiency feats. However, every image I have seen depicts wielding a gaderffii or slugthrower rifle. Wouldn't it make more sense for them to have these proficiencies instead?

Good question! First, many Tusken Raider warriors are actually fringers, meaning they can take Weapon Group Proficiency (slugthrowers) as a bonus feat at 1st. (The Primitive restriction only applies to the *starting feats* granted by a class, not bonus feats or your normal feat selections at 1st level, 3rd level, etc.) Second, you're right about the gaffi stick -- however, Tusken Raider warriors (both heroic and non-heroic) may very well take Exotic Weapon Proficiency (gaderffii) as their 1st level feat. In any event, a Tusken Raider could have a homemade axe (1d8 slashing) or spear (1d6 piercing) built from the same salvaged metal as the gaffi stick (and presumably looking very similar), and such an axe or spear would qualify as a primitive weapon. (JC 84)

Feats

For the Improved Flight feat in the *Ultimate Alien Anthology*, it says the character gains the benefits of the next higher maneuverability class. Are there specific benefits in game terms for each maneuverability class, and, if so, where are they located?

Maneuverability classes for flying are found in Chapter 14, in the discussion of creatures on page 330. (JC 18)

In the *Ultimate Alien Anthology*, the feat Improved Flight improves the flier's maneuverability class by one grade. I understand from one of your previous columns how maneuverability classes work, but this raises a new question. Do maneuverability classes apply to vehicles and starships?

No. They have their own rules for how often they can change direction. (JC 19)

Can a character with multiple limbs take the Ambidexterity and Two-Weapon Fighting feats, in addition to the Multidexterity and Multiweapon Fighting feats?

No. Multidexterity and Multiweapon Fighting replace the Ambidexterity and Two-Weapon Fighting feats for such characters. (JC 45)

What about Improved Two-Weapon Fighting?

I'd allow it, with the understanding that it's really "Improved Multiweapon Fighting" (and thus requires Multidexterity and Multiweapon Fighting, rather than Ambidexterity and Two-Weapon Fighting), and that it allows only one extra attack, not one extra attack per off-hand limb. (JC 45)

Prestige Classes

One of my players has taken the changeling prestige class, from the *Ultimate Alien Anthology*, for his character. In the last game session, his character changed into a Wookiee, and the player said his character now had the strength of a Wookiee. I told him that the ability didn't work that way. Was I correct?

Certainly. None of the special abilities of the changeling prestige class overcome the shapeshifting restrictions of the basic species — particularly the one that states that changing shape does not grant the species traits of the form a shapeshifter changes to. Since species traits include bonuses or penalties to abilities, changing into a Wookiee doesn't make a character stronger. (JC 22)

And if a character changes into a Vor, could the character fly?

Again, no, for the same reason. (JC 22)

Can the Transformation abilities of the changeling prestige stack?

If you mean from the Minor Transformation to Major Transformation abilities, no. You couldn't combine the +1 bonus on damage rolls from Minor Transformation with the +3 bonus on damage rolls from Major Transformation to get a total +4 bonus on damage rolls. (JC 34)

Transformations are described as offensive or defensive advantages, but I don't see why everything is combat-oriented. Couldn't transformations have a similar benefit to a shadow suit imitating a panther's stealth, or aid in Listen checks like a bat, or grant some rudimentary flight or scent abilities, or grant a bonus for Spot and/or Search checks for having eyes like a hawk, and all that sort of stuff?

If your Gamemaster allows it, yes. The changeling prestige class isn't designed as a handy way for you to give your character whatever bonus she needs from round to round, but if your GM intends to let you do so, he should use the bonuses provided by the Transformation abilities as a guideline. (JC 34)

Can a changeling imitate a creature or alien species that has more than two arms or legs? If so, do they gain the use of these limbs or the bonuses of having extra limbs?

No, unless the specific species listing states otherwise. (JC 42)

Can a changeling use its impersonation ability at the same time as its transformation ability?

Yes. (JC 42)

Can a changeling use one Minor Transformation at the same time as one Major Transformation?

No. Major Transformation is the improved version of Minor Transformation. Even if you tried to choose different benefits, you're still limited by the rules for Transformation: Choose one benefit. (JC 42)

For the purposes of gaining the feats Sense, Alter, and Control, would levels in the findsman prestige class fit the profile of a Force-using class?

Yes. The findsman must be Force-sensitive to even acquire the prestige class, and he gets Sense for free as a starting feat, so that definitely qualifies. (JC 24)

The telepath prestige class (from the *Ultimate Alien Anthology*) has a Sense Motive requirement of 3 ranks, yet it is not a class skill for the telepath. Is this an oversight?

It would appear so. Sense Motive should be a class skill for the telepath prestige class. (JC 21)

On the same general subject, the telepath requirement of 9 ranks of Telepathy is waived if the species has telepathy as a species trait. Does this extend to species like the Shi'ido and Quermian, which have a very limited form of telepathy? Or is it only for true telepaths like the Celegian or the Draethos?

So long as the species has the telepathy species trait — or some variation of it that's still identified as "Telepathy" — it meets the requirement of the telepath prestige class. So Shi'ido and Quermians qualify. (JC 21)

Are telepath class abilities (such as mind shards, thought bomb, and so on) Force powers or something else? Does Force Defense aid against them?

They are Force powers; Force Defense can help against those that require saving throws. (JC 21)

Can they work on something like the Yuuzhan Vong?

No, no more than any other Force-based mental power affects the Yuuzhan Vong. (JC 21)

The description of the telepath prestige class in the *Ultimate Alien Anthology* implies that members of nontelepathic species use the Force for their telepathic abilities. Since Mind Shard deals damage, does it cause the user to gain Dark Side Points? What about the other class abilities that could be considered attacks?

Unless an ability specifically states that Dark Side Points result from using it, then no — the user generally does not gain DSPs. Merely causing damage isn't a reliable indicator that an ability is "of the dark side." After all, using a lightsaber doesn't give a Jedi any Dark Side Points, but if the Jedi uses his lightsaber to kill without mercy or torture intelligent beings, that would certainly be cause for Dark Side Points. It's the same way with Mind Shard and similar abilities. (JC 23)

When using the psychic avatar ability of the telepath prestige class (from the *Ultimate Alien Anthology*), can you use Force Grip through the avatar? I know that it states you cannot manipulate physical objects when using the avatar, but Force Grip has no restriction on distance; all you need

is the ability to see the target. The argument we have is that you may be able to Force Grip a target sensed through the psychic avatar because Force Grip will originate from your comatose body.

No — your body is, as you say, comatose. It no longer houses the center of your consciousness; your psychic avatar does. The psychic avatar cannot use skills that manipulate physical objects, and Force Grip counts. (JC 26)

So let's say I'm a telepath, and I can't project my psychic avatar into the next room because I've never been in there. But can I move through walls if I project into a room I know and walk through the wall into a room I don't know?

Certainly. The restriction applies only to where your psychic avatar can initially manifest. Once you manifest there, you can move about and discover new places. (JC 26)

Can Affect Mind be used if I can't see the target but I can sense it through the telepath ability Thought Sensor? I would think so, because I can speak to the target through Telepathy and "see" it.

Remember that Thought Sensor doesn't tell a telepath the exact location of a living being, only whether or not the being is within the telepath's sensing distance. This isn't precise enough to allow targeting the living being with a skill like Affect Mind. (JC 44)

Can the class abilities of the telepath prestige class be retried? It seems to me that you should be able to retry most of them, but I'm not so certain about Mind Probe and Psychic Avatar.

Thought Sensor can be retried, which is stated fairly clearly. Mind Shard, Thought Bomb, Neural Storm, and Psychic Scourge can be retried because they're forms of attack.

Obviously, telepath class abilities that don't require checks, such as Psychic Citadel and Receptacle, don't fall into the "retry or not retry" question. This actually includes Psychic Avatar, as well; it requires no check to manifest a mental image with this ability.

Mind Probe, however, isn't as clear. However, since the text doesn't state that it cannot be attempted multiple times, it's safe to assume that it can. (JC 44)

Are telepath class abilities considered Force skills? That is, can I use Force techniques like Maximize or Split on them?

Although they use the Force in some fashion — and Force Defense applies to those that allow saving throws — they are not considered Force skills, so the Force techniques do not apply to them. (JC 44)

Hero's Guide

Feats

Can you use Agile Riposte while flat-footed or surprised?

No. Agile Riposte only works on the single opponent against whom you're applying your Dodge feat. As you lose dodge bonuses while flatfooted or surprised, you also lose the benefits of this feat. (This also applies any other time you would lose your Dexterity bonus against your chosen opponent.)

Can the feats Agile Riposte and Redirect Attack be used in the same round, provided you use both against your designated Dodge target? I don't see anything in the description of either feat that says you can't, but it seems to be a wicked combination if fighting more than one opponent.

Yes, both can be used together. This is a legal combination. (JC 79)

How about Agile Riposte and Defensive Throw?

No. Both of these feats allow you to make an attack of opportunity against the target, but you can never make more than one attack of opportunity for the same type of provoking action in the same round against the same opponent. (JC 79)

Can you use Agile Riposte in the same round that you use the total defense action?

The real question here is, "Can you make attacks of opportunity while using the total defense action?" The rules don't say that you can't, but they don't specifically say you can, either. (The rules text for total defense just says that "you don't actually make an attack," but it doesn't say anything more specific.)

However, the intent of the rules is that you cannot make any attacks of opportunity while using total defense (and this is spelled out in the *D&D Player's Handbook* version 3.5). Therefore, the answer is no: You can't use Agile Riposte (or make any other attack of opportunity) while using total defense.

Just for clarity, though, this does not prevent a character with deflect (attack) from using it with total defense. These aren't made as attacks of opportunity, and the deflect (attack) rules were specifically designed with total defense in mind. (JC 79)

Does the Blasterslinger feat require that you have the highest initiative of everyone in the combat, or only a higher initiative than all your opponents?

Technically, you have to have a higher initiative than anyone, including allies. Of course, your allies could delay their actions until after yours so that you could still get the benefit, so long as they take no action other than delaying.

The Blasterslinger feat says that you can't use it if you've already had a surprise action. Does that mean that it works both when no one is surprised (no surprise round) and when you are surprised (so you haven't had a surprise action yet)?

Yes. If you have the Blasterslinger feat and you are surprised, roll initiative anyway. If your initiative is the highest, you can use the feat to make a single attack with a blaster pistol even though you're surprised. In the event that there is no surprise round (i.e., all opponents are aware of each other), you can still make a single blaster pistol attack as a surprise action immediately prior to your normal actions (assuming you get the highest initiative, of course).

Can High Force Mastery be used with this to make the attacks as an attack action rather than a full-round action, thus allowing the character a regular attack as well?

No. High Force Mastery can't be used to give a character two attack actions in the same round. (JC 20)

I am the GM of a game with a Tchuukthai Force adept who has the Improvisational Fighting feat from the *Hero's Guide*. Now that he's got the feat, he wants to throw rocks and trees that are the size of a Human, and I don't know what kind of damage or threat they should have. The character has a Strength of 25, so he can heft just about anything that's not bolted down. What should I do?

Start by taking a much harder look at the rules for weight and encumbrance. A character with a Strength of 25 can carry 133 kilograms of weight without being encumbered, but that doesn't mean he can throw it very far. In fact, I wrote an article for *Dragon* magazine ("Power Fantasy," *Dragon* #306) specifically about using such tactics. Although it was aimed at *Dungeons & Dragons*, the same principles apply.

When the Tchuukthai wants to throw a rock or a tree at a specific target, he must first make a ranged attack roll against the target, then make a Strength check to see if he can actually move the rock or tree the intended distance. The base distance for throwing an object is 2 meters +1/2 meter for every 2 points by which your Strength check result exceeds 10. Then compare the thrown object's weight with your load rating:

- Less than your light load but more than 1/3 your light load: 3x base distance
- Less than your medium load but more than your light load: 2x base distance
- Less than your maximum load but more than your medium load: 1x base distance
- Less than the maximum weight you can lift off the ground but more than your maximum load: no more than 2 meters

So, realistically, a character with a 25 Strength (a +7 bonus) is going to get Strength check results from 8 to 27 (1d20 +7) for base distances of between 2 meters to 6 meters. (27 minus 10 equals 17; 17 divided by 2 equals 8.5, rounded down to 8; 8 half-meters is 4 meters; and 2 base meters plus 4 "earned" meters is 6 meters.)

Comparing that to the chart above, that 25- Strength Tchuukthai could throw a 43- to 133-kg object up to 18 meters; a 266-kg object up to 12 meters; and a 400-kg object up to 6 meters. Anything else, and he'll be lucky to get it out of his own square. Now, assuming that a rock the size of a Human weighs at least four times as much as a Human (or about 400 kg), and a tree the size of a Human weighs about twice as much as a Human (or about 200 kg), the Tchuukthai's distances are beginning to look pretty weak. And, in most cases, it's going to take both hands, and a full-round action, to throw something that large.

The real question, though, is damage. In my article, I suggest that the damage should equal 1d6 per 100 kg of the object's weight, plus the thrower's Strength modifier, and you can add falling damage if the target is at an appropriately lower elevation. You might want to up that damage to 2d6 per 100 kg for wooden objects, and 4d6 per 100 kg for stone or metal objects. As for threat ranges-well, unless it's a particularly pointy bit of tree or rock, the standard "20" should do. (JC 33)

When a character uses the Kinetic Combat feat (as described in the *Hero's Guide*), her weapon acts as if she were attacking with the weapon in her hands. Does this mean that her Strength bonus should be added to attack and damage rolls?

You can do anything with a melee weapon using Kinetic Combat that you can do with a melee weapon in your hands, including adding a Strength bonus (or subtracting a Strength penalty). (*Clarification:* If you have Weapon Finesse, you can add your Dexterity modifier instead of your Strength modifier to attack rolls, just as in normal melee combat.) However, there are a few exceptions:

- Your number of attacks with a melee weapon using Kinetic Combat is not based on your BAB, but on your ranks in Move Object. (See the feat description for details.)
- You cannot use any ability that requires the melee weapon to actually be in your hands, such as the Lightsaber Defense feats.
- The melee weapon being manipulated via Kinetic Combat does not threaten adjacent squares.

(JC 43, clarification added)

Can you use sneak attack with Kinetic Combat?

Yes.

What is the vitality point cost for the Kinetic Combat feat?

We seem to have left that part out. Using the Kinetic Combat feat to wield a lightsaber costs 1 vitality point per round — unless, for some reason, the lightsaber weighs more than 5 kg, in which case it costs correspondingly more (as per the vitality point cost listed under the Move Object skill in the revised core rulebook). (JC 20)

How many weapons can I wield at once with Kinetic Combat? My character wields two lightsabers using the Two-Weapon Fighting feat, and I'd like to use both using Kinetic Combat.

Kinetic Combat only allows you to control one weapon at a time, regardless of what other feats your character has. Note that you may not use a double weapon to gain extra attacks, either. (JC 20, clarification added)

If you attack an opponent's weapon using Kinetic Combat (with or without the Sunder Feat), does he get an Attack of Opportunity against your lightsaber?

Yes. The lightsaber is physically within reach of an Attack of Opportunity, and it is a valid target for an Attack of Opportunity, so the opponent can strike back. Note that you cannot use Kinetic Combat to make an Attack of Opportunity yourself, however. (JC 39)

How about if you attempt to disarm an opponent with Kinetic Combat?

Same answer — unless, of course, you have the Improved Disarm feat. (JC 39)

When using Kinetic Combat from the *Hero's Guide*, do you no longer benefit from the Lightsaber Defense feat?

Using Kinetic Combat isn't the same as wielding the lightsaber in your hands. While using it, you can't make use of Lightsaber Defense (and the related feats), you can't deflect blaster shots, and you can't combine it with feats that increase your number of attacks. It doesn't create a "virtual you"; it simply lets you use Move Object to attack things with your lightsaber. (JC 21)

When using the Kinetic Combat feat, is the weapon used considered unattended for saves against Drain Energy and attacking the item?

No, the item is considered "held," despite the fact that it's not in your actual hands. The same goes for objects you pick up using Move Object. (JC 27)

When using Kinetic Combat, does the square the weapon is in threaten the area, and can you make attacks of opportunity?

No and no. Kinetic Combat is really just a way of attacking at a distance with a melee weapon. (JC 27)

Can you use the Redirect Attack feat from *Hero's Guide* to redirect an attack back at the original attacker, since he is adjacent to you and within reach of the attacker (himself)?

No. The wording of the feat should probably point out that the original attacker is not a valid target. (JC 27)

What effect does the High Force Mastery feat have on the Spellcaster feat?

High Force Mastery combined with Spellcaster reduces the activation time to an attack action, and the vitality cost is reduced by one before being doubled. (JC 22)

Here's a question about the Ranged Disarm feat in the *Hero's Guide*. It allows you to use the disarm action with a specific ranged weapon. Now, if you are trying to disarm an opponent who is holding a ranged weapon, you use the "Attack an Object" rules rather than the Disarm rules (which you can do whether you have the feat or not), so is the Ranged Disarm feat meant to be a feat specifically designed to shoot melee weapons out of people's hands? That seems like an unnecessarily narrow focus for a feat, especially considering the usual emphasis on ranged weapons in the game. Not to mention that it doesn't make much sense. Have I misunderstood the intent of the feat?

Not exactly — you've misunderstood how disarming a ranged weapon works normally. When the rules talk about "Attack an Object" and mention the ranged weapon falling to the ground if your attack succeeds, that refers to making a melee attack against the weapon. That's not saying that you can accomplish the same thing with a ranged attack. So the Ranged Disarm feat lets you use the disarm action against a ranged or melee weapon up to 10 meters away — with the same ultimate effect as if you'd used a melee weapon to disarm the opponent. (JC 24)

When using the Spirited Charge feat from the *Hero's Guide*, you triple your Strength if using a pole weapon. Most pole weapons can be used with two hands, which normally gives a $\times 1.5$ damage bonus. How do these two bonuses combine?

First, you're misreading the Spirited Charge feat a bit. It doesn't triple your Strength — it triples the damage (with a polearm). But, to answer the overall question, you'd calculate the total damage (damage roll + $1.5 \times$ Strength), then triple the result. (JC 41)

Is the damage bonus from Strength, mastercrafted weaponry, or the Weapon Specialization feat multiplied as well?

Yes, though you wouldn't multiply extra damage dice, such as the sneak attack damage dice of the bounty hunter prestige class, for example. (JC 41)

Superior Combat Expertise is listed as a bonus feat for the Jedi Guardian, but the Jedi Guardian doesn't even get Combat Expertise. Is this a mistake?

Yes. Superior Combat Expertise should be a bonus feat for the Jedi Consular, not the Jedi Guardian.

I noticed an extremely nice feat in the *Hero's Guide* — Up the Walls. It says you can use movement actions in conjunction with the feat, but can you jump? I'm thinking of all those movies where someone runs directly at a wall, then runs up it and jumps off into a flip.

Any time you use a movement action that takes you away from the wall while using Up the Walls, you leave the wall and return to the ground. You could use a jump to do so, but what you're describing is more like an aspect of the Tumble skill, since ordinary people — well, ordinary people who are both coordinated and in good shape — can do it, without using the Force. (JC 24)

In the *Hero's Guide*, the feat Up the Walls states: "You can take part of one of your move actions on a wall . . ." Does this mean that a character can only move on a wall for a single move action? For example, could the character spend both move actions moving along the same wall: 2 meters to get on the wall, move about 16 meters, then 2

meters to get off? If Up the Walls is good for only one move, it is very limited.

Up the Walls is only useful for short bursts of movement; it's not meant to let you stay up there for long periods. So, yes, a character could move on the wall only for a single move action at a time — though he could, if he were moving twice in the round, use the ability again as his next move action. He still has to "touch down" at the beginning and end of each such move, though. (JC 37)

Can Up the Walls be combined with Burst of Speed? It is a prerequisite, after all.

No, for the reasons stated in the previous answer. Think of it this way: Burst of Speed lets you move fast enough to run up the wall during a round, just not fast enough to stay up there for the whole six seconds. (JC 37)

Weapon Specialization doesn't have a range limit, but the elite trooper's class feature of the same name is restricted to 10 meters or less. Is this a mistake?

Yes. The Weapon Specialization feat should have a maximum range of 10 meters. Also, there's a typo in the last sentence — it *should* read: "A soldier may select this feat as one of his soldier bonus feats."

In the *Hero's Guide*, some Force feats (such as Dark Power and Kinetic Might) have no prerequisites listed. But almost every Force feat has at least one of the primary feats (Alter, Sense, Control, or Force-Sensitive) as a prerequisite — at least in the revised core rulebook and the *Ultimate Alien Anthology*. Is this a mistake? If so, what are the prerequisites for each Force feat in the *Hero's Guide*?

It's not a mistake. These feats have what are known as "hidden prerequisites." Taking the feats gives you aptitude bonuses on certain combinations of Force skills, and, obviously, if you don't have those skills, the feats do nothing for you (unless, of course, the skill in question can be used untrained). So, by extension, the feats necessary to take the skills are "required" to make these *Hero's Guide* feats useful. (JC 46)

When using the Off-hand Parry Feat from the *Hero's Guide*, do you still receive your attack from your second weapon?

Yes, you may still attack with your off-hand weapon. (Nothing in the text forbids it.) (JC 56)

Martial Arts Feats

Can you benefit from Defensive Martial Arts at the same time you're using one of the martial arts feats from the *Hero's Guide*? The rules there say that you can only use one martial arts feat at a time, unless you have the master martial artist's improvisation ability.

The *Hero's Guide* says you can only use one martial arts style at a time, not one feat (see page 48). The styles are Echani, K'tara, K'thri, Stava, Teräs Käsi, and Wrruushi. The core martial arts feats (Martial Arts, Improved Martial Arts, Advanced Martial Arts, and Defensive Martial Arts) represent basic techniques that would be a part of any style, and as such you get their benefits even when using a style feat.

However, the wording of the Improvisation ability for the martial arts master is misleading because it provides a list of feats, so I can see where this confusion comes from. Just to be clear, you can combine the effects of more than one feat from the same style without penalty even if you don't have the Improvisation ability. (Improvisation allows you to combine feats from two different styles in the same round.) (JC 66)

I recently tried to create a Gamemaster character for my campaign using the Martial Arts Master prestige class from the *Hero's Guide*, but I ran into a little difficulty. The requirements for the prestige class are so demanding that I couldn't give the character a level in the prestige class

before 13th level. The problem lies in the feats required as prerequisites for the prestige class: Advanced Martial Arts, Martial Arts, Improved Martial Arts, and at least two martial arts expertise feats. The two martial arts expertise feats also mean that the character must have the prerequisite martial arts style feats. That is a total of seven feats! Any chance of seeing an official errata on this?

When we designed the martial arts mastery feats for the *Hero's Guide*, we intended to note that both soldiers and Force warriors get the martial arts feats from the *Hero's Guide* on their bonus feat lists. (JC 26)

Let's say you have a character with a 17 Strength, all three Martial Arts feats, Echani and Echani Expertise, and Heroic Surge. Can the character use Heroic Surge at the beginning of the round to start a grapple, then use the remainder of the round to perform a coup de grace (as outlined under Echani Expertise), potentially killing his opponent in one round?

Well, yes. And it's a great combination, provided that it works. Remember, if your character fails to kill the target, the target automatically escapes, so it's not entirely risk-free. (JC 30)

The description for the Echani Martial Arts feat in the *Hero's Guide* grants an increased threat range against prone targets, specifying "when making melee attacks." Should this be "when making unarmed melee attacks"? All of the other Martial Arts feats specify that characters have to be unarmed to gain the benefits of the feat (including the other two Echani feats.)

Yes, Echani Martial Arts should specify "unarmed melee attacks." (JC 42)

Is Echani Expertise only useable by characters who are allowed an extra action during their turn, such as the kind granted by the Heroic Surge feat?

No. The idea is that you pin the target in one round, and then in the next round — as a full-round action — you bust him up with Echani Expertise. (Obviously, the wording implies otherwise, but that was the designer's intent.) (JC 45)

Does Teräs Käsi ignore all DR, or only the damage reduction of personal armor?

It ignores all DR, even for creatures, objects, vehicles, and starships.

In the *Hero's Guide*, the Teräs Käsi Expertise feat states, "You are able to block melee weapons with your bare hands." Does this include lightsabers?

Yes. Lightsabers are melee weapons, and the actual mechanics of the feat don't specify "nonenergy melee weapons." (JC 29)

The Teräs Käsi feat allows you to block a single melee weapon attack. Could a person wearing something like cortosis armor use the feat to hit the blade of a lightsaber and deactivate it without taking any damage?

Yes, that's a reasonable interpretation of the two rules. (JC 43)

The martial arts feat Teräs Käsi Expertise allows you to block one attack from a melee weapon. If the Force adept/martial artist imbued his hands with the Force, could he block a lightsaber without harm?

Sure, but Teräs Käsi Expertise would allow you to block a lightsaber, anyway. (Obviously, you don't block the *blade* — you block the attack by hitting, twisting, or otherwise interfering with your opponent's hand or arm, or the lightsaber's hilt.) (JC 56)

Lightsaber Form Feats

The rules for lightsaber form feats allow you to only use one at a time. When do you switch from one form to another?

You can choose to use one of your lightsaber form feats at the beginning of your turn in the initiative order. That feat stays in effect until your action next turn, at which point you may switch to a different form.

Are the lightsaber form feats supposed to be on the bonus feat lists of Jedi guardians and consulars? Or can they only be selected every three levels like normal feats?

Lightsaber form feats are not on the Jedi consular or Jedi guardian bonus feat lists. Very few Jedi ever master more than one or two of these forms, and this is one reason why. Remember, however, that these feats represent *mastery* of the form — a Jedi may be described as using a particular form with necessarily having the associated feat. (JC 64)

Isn't Form IV Mastery overpowered? It seems too good to be true that you not only get to use your Dexterity bonus instead of your Strength, but you get to use a better multiplier as well!

The problem is that the feat was changed to being Dexterity-based so that it would match the form's description in an article in *Star Wars Insider* #62, but the part about the increased multiplier was accidentally left behind. Consider this to be errata: Form IV Mastery allows you to apply your Dexterity bonus to your lightsaber damage (instead of your Strength bonus), or one and a half times your Dexterity bonus when wielding the lightsaber two-handed (instead of one and a half times your Strength bonus). (JC 66)

Archetypes

The *Hero's Guide* gives the archetype example of the Jedi wanderer, which my group thinks is really cool. But this has created a split at our table. Half believe it's an example for creating unique heroes, and the other half think it's a concrete class with no flexibility, since Jedi cannot multiclass. Which interpretation is correct?

Honestly, I don't think either is entirely correct, but the first interpretation comes closest. The archetypes are suggestions on how to build a certain type of character — in this case, a Jedi who is on a grand tour of the galaxy. Players have some flexibility to change the specific order in which they take the Jedi consular and scoundrel classes, and GMs have some flexibility in that they can use the Jedi wanderer (or any archetype) to build their own archetypes: perhaps "Jedi nomad" with levels of Jedi guardian and scout, for example.

But remember that the actual rule about Jedi and multiclassing is that Jedi consulars can't multiclass into Jedi guardian, and vice versa. If the campaign is set during the Rise of the Empire era or before, it's somewhat reasonable to say that Jedi can't stop being Jedi at all, ever, but that's a rule of the Jedi High Council, not the game. (JC 25)

On page 21 of the *Hero's Guide*, under the "Make it Fit" variant, it simply states that the Outlaw Tech can fit parts for larger vessels into smaller ones. What exactly does this mean in game terms? There seem to be no rules to support this or provide any benefit other than game color.

The Outlaw Tech's "Make it Fit" ability overcomes a limitation discussed in *Starships of the Galaxy*, on page 11: "Many weapons systems are designed for ships of a specific class (that is, starfighter, space transport, or capital ship). Placing one of these systems on a smaller class ship requires additional bracing, more power, and larger redesign requirements. Thus, some weapons cost double the listed emplacement points when installed on a smaller class ship." The "Make it Fit" ability allows the Outlaw Tech to put weapons on a ship one size category smaller than the category for which they were intended, without paying the additional emplacement point cost. (JC 39)

In the *Hero's Guide*, the shipjacker archetype has a variant ability to hot-wire starships, which is listed as "Hot Wire (2nd level)." The text goes on to say that it replaces the scout's Trailblazing feature, but Table 2-9 shows that the shipjacker doesn't get Trailblazing until 5th level. Does this mean that, at 2nd level, a shipjacker gets Hot Wire (in addition to the scout's starting feats and bonus feat), and at 5th level, gets nothing?

No. That "2nd level" reference is an error. It may have been taken from the original text, which referred to the scout's 2nd-level ability of Trailblazing. The shipjacker can't get this variant ability until 5th level, when he's taken his second level of scout. (JC 29)

Prestige Classes

I have a question about the *Hero's Guide*. I don't understand how the Infiltrator's Uncanny Hide ability works. Supposedly, you can try to hide if caught unaware in a surprise round, assuming you are not being directly observed. If I'm reading this right, it means the Infiltrator can hide when she doesn't know she is being attacked by people who haven't seen her yet. So, how come you can only hide when unaware? (I assume that if you are aware you can just use your action to hide normally, but then you also need to win initiative. Right?) And I honestly can't think of many scenarios where you would be surprised by anyone who isn't directly observing you — and if they are not observing you, what's stopping you from hiding? I'm especially confused, considering that this is a level 10 prestige class special ability.

The Infiltrator's Uncanny Hide ability is one that certainly challenges people's perceptions about how the surprise round works. Let's take a look at the Surprise rules on page 151 of the revised core rulebook.

First, being aware of your opponents in the surprise round doesn't necessarily mean that you're looking at them. You can become aware of opponents by making a Listen check.

Second, even if you become aware of your opponents with a Spot check, there's a difference between "aware" and "directly observing." Say you make your Spot check and notice a group of four characters coming toward you. During the surprise round, you attack one of them in melee combat. Now, the one you attacked is the only one you're directly observing. You're aware of the rest of them, but you're not directly observing them. If one of them is a 10th-level Infiltrator, she can wait until you (and all your companions) are busy with other opponents to declare that she is using her Uncanny Hide ability. (JC 24)

I've been reading the *Hero's Guide*, and I have a question about the Lord of the Expanse prestige class. According to the chart, at 2nd level, a Lord of the Expanse gets the minion special ability, but in the text it says that you get minions at 4th level. Which is correct?

The table is correct. Lords of the Expanse get the minions special ability at 2nd level. (JC 25)

In the priest prestige class, Influence is listed both as a prerequisite and as a bonus feat. Which one is correct?

Influence should be a prerequisite. Delete it from the bonus feat list.

The sharpshooter prestige class from the *Hero's Guide* seems just a little different from the one that was in *Star Wars Gamer* #10. Now my sharpshooter isn't quite as good as he used to be. For instance, it now takes a full round action to use ranged sneak attack. Do we have to use the new version of the sharpshooter?

Well, obviously, you never have to use any of the rules in the rulebooks and sourcebooks. As always, that's between you and your gaming group. But I noticed that the sharpshooter had changed as well, so I contacted the editor and the original

designer, Gary Sarli, and we worked out a couple of solutions to make the sharpshooter every bit as good as it was before:

- Using the sharpshooter's ranged sneak attack ability no longer requires a full round action, but the ability only applies to one attack that the sharpshooter makes during a given round.
- If you use the Aiming rule (from page 133 of the *Hero's Guide*), you can begin aiming before combat begins, at your GM's discretion. Obviously, you can't begin to aim if you don't have your weapon ready. But if you're in position, with your weapon pointed at a specific 2m x 2m square, you should be able to use the Aiming rule.
- If a sharpshooter has begun aiming before combat and fires his weapon during the surprise round, the sharpshooter is allowed to add his sneak attack damage. (JC 22)

That covers the ranged sneak attack. But what about the rules for the targeting scope? No other improved weapon sight requires a full round to use. So why does the targeting scope?

We discussed that question as well, and agreed that it was an unnecessary addition to the rules. Use the original text from *Star Wars Gamer #10*: "Using a scope mounted on a readied weapon is a free action that can provoke an attack of opportunity." (JC 22)

In the web enhancement, the Hologrid Star prestige class mentions some feats that I can't find. Are they in another book?

Actually, no; they were feats that were cut from the *Hero's Guide* for space reasons. Ignore them.

I play a Zeison Sha warrior (from the *Hero's Guide*), and he's reached 3rd level in that prestige class. Now he has the ability to make a Force skill cost less vitality, and from the choices listed, I selected Force Strike. Reducing the cost to 1 made it much cheaper to use, since I have also started to use the Empower and Maximize Force techniques. Unfortunately, this has raised a question as to the actual vitality cost of this power — or, rather, when to apply the vitality point reduction.

I calculated it as follows. Force Strike costs 2 vitality, reduced to 1 for the Zeison Sha's "Second Nature" ability, then multiplied by 6 for the two Force techniques, bringing the total up to 6 vitality points.

But my GM reasoned that I had to apply the vitality point discount on the total vitality as calculated *after* the Force techniques had been applied. So 2 vitality for Force Strike, multiplied by 6 for the two Force techniques, and then subtract 1 for Second Nature, for a total of 11 vitality. Which method is correct?

Actually, your GM's method is correct. Second Nature allows you to subtract 1 from the total, not from the base cost. It's just that the total and the base cost are usually the same thing. (JC 48)

One of my characters is playing a Zeison Sha warrior (*Hero's Guide*). The disblade affinity feature allows him to imbue the weapon with the Force in the same way that a Force adept can, which he can already do as a Force Adept. Are these two abilities meant to stack? Can a Force adept/Zeison Sha warrior of the appropriate level imbue the disblade for +2d8 damage (+1d8 Force adept, +1d8 Zeison Sha warrior), or are they meant to be totally separate abilities?

The Force adept's Force weapon ability *only* applies to melee weapons, so the answer is normally no. However, as noted in JC 37, it is possible to use a disblade as a melee weapon, albeit with a -4 penalty to your attack roll. If used in melee, you could use the Force adept's Force weapon and the Zeison Sha's disblade affinity at the same time, adding a total of +2d8 to the disblade's damage (or +3d8 for someone with 13+ levels of

Force adept). Note that the Force adept's Force weapon and the Zeison Sha warrior's disblade affinity are separate actions, so you would have to take a few rounds to "power up," so to speak. (Just for the record, this applies to the dark side devotee's Force weapon ability, too.) (JC 59)

A friend and I were arguing over the Master Duelist class in the *Hero's Guide*. He wants to take Martial Arts to qualify for Master Duelist, saying that "unarmed" is eligible for Weapon Finesse and Weapon Focus. As "unarmed" appears in the weapons table, it's a legal weapon, and the prestige class doesn't clarify in which way the "weapon" has to be similar to those listed. Because it says "weapon," and he says a fist can be a weapon, he says that armed/unarmed is not a consideration. However, I think he's wrong, because being unarmed is not remotely similar to any fencing or dueling weapon. Could you please clarify this for me?

"Unarmed" does not qualify for the Master Duelist class. Longsword, vibroblade, lightsaber, and Adumari blastword are examples of acceptable weapons, but they include "or similar weapon" to cover things like the vibrorapier in the Arms & Equipment Guide (page 30). It is not meant to cover completely dissimilar weapons, such as vibroaxes, clubs, spears, or unarmed attacks.

So, here's the official ruling: In order for a weapon (other than those specifically listed) to qualify for the Master Duelist class, it *must* be swordlike in form and function (in other words, a one-handed, non-hafted, bladed weapon). In any event, the GM makes the final call on what qualifies as "swordlike" for this purpose. (JC 52)

Factions

How do you figure out Sympathy for a high level character (either an NPC or a PC when adding the new Sympathy rules to an existing campaign)?

In most cases, Sympathy isn't necessary for a character unless it is either integral to their background or a requirement for a faction-specific feat or prestige class. In those cases, I'd suggest a Sympathy bonus of +1 per 5 character levels (or the necessary minimum for a given feat or prestige class, if it's higher). Apply this Sympathy bonus to the single faction with which the character is most associated.

If your Sympathy score affects your Reputation checks with a given faction, does this higher Reputation bonus allow you to have more followers? I'm thinking that an Imperial Moff, for example, may have an extra few followers within the Empire — a personal staff or government-supplied bodyguards, if nothing else.

That's really up to the GM. I would say that your Sympathy bonus should not be applied to attracting followers (or figuring out the number you may have) unless both you *and* the followers are members of the same faction. Your GM could even require that *all* your followers be a member of that faction, but that's really something to be decided on an individual basis.

Combat

The last paragraph under Suppression Fire mentions a -1 penalty for a suppressed character, but I can't find it explained anywhere else.

It looks like that line was accidentally cut from the text. This should be added onto the end of the third paragraph: "Additionally, any characters within the threatened area suffer a -1 penalty to attack rolls while subject to suppression fire."

Suppression fire says that it forces your opponent to "keep his head down" — does that mean he has any kind of penalty to Spot checks? I would think that suppression fire

would be a good way to make your enemy go to ground so that your allies can reposition themselves unobserved.

Well, first, anyone trying to make a Spot check during a battle should have a —5 penalty to their check (see *Revised Core Rulebook* p.99) — being targeted by suppression fire certainly qualifies. Further, consider that a Spot check can be either a reaction (i.e., the GM tells you to make a Spot check to notice something specific when you aren't actively looking) or it can be a full-round action (i.e., you tell the GM that you want to actively watch the situation around you). Your GM would be within his rights to say that you're too distracted to notice anything but the obvious when you have blaster fire pulverizing the area around you. In this case, he simply wouldn't give you any "free" Spot opportunities (i.e., he wouldn't call for any Spot checks), and you wouldn't be able to see *anything* without declaring that you're using Spot as a full round action — that, of course, would draw an attack of opportunity (see *Revised Core Rulebook* p.152, Table 8-2: Actions in Combat). In other words, if you don't "keep you head down" and try to make Spot checks anyway, you would be provoking an attack of opportunity from the character using suppression fire. In the end, though, that's the GM's call.

Does Combat Reflexes allow you to make more attacks of opportunity with suppression fire?

Yes. You may make up to your normal number of attacks of opportunity when using suppression fire — one for most people, or 1 + Dex bonus if you have the Combat Reflexes feat.

According to the aiming rules in the *Hero's Guide*, aiming, as a touch attack, negates the Dexterity bonus to Defense. But the *Revised Core Rulebook* says that touch attacks negate class bonus to Defense. Which is correct?

Actually, they're both correct. When you aim at your target, you make a ranged touch attack against that target — that is, you ignore his class bonus to Defense when you make the attack roll to aim. If the aim attempt is successful, your real attack (in the next round) ignores the target's Dexterity bonus to Defense, thus allowing things like sneak attack and ranged sneak attack to apply. (JC 59)

The Force

My group has just thrown the *Hero's Guide* into our game, and I'm ashamed to admit I was the first to try to flagrantly abuse the seeming oversight of the Empower and Maximize Force techniques by applying them to a Heal Self check. The increased VP cost amounts to none with a successful check. Is this intentional? Have you got a handy fix?

No, it wasn't intentional. The idea was that when multiplying the vitality cost with the Force techniques, the minimum cost is always considered 1. So using Empower Force and Maximize Force together on Heal Self has a vitality cost of 6. (JC 22)

In the *Hero's Guide*, Split Force says you can split a Force skill to use against two targets rather than one, with a vitality cost of x2. It then states it can be split even more but doesn't mention the vitality cost. I decided that the number of targets should be the multiplier for the vitality loss. So a skill split once to use against two targets would have a vitality cost of x2, split twice to use against three targets would have x3, split three times to use against four targets would have x4, and soon. Is this how it's supposed to work?

Close. For each time you double the vitality cost for Split Force, you can add one additional target. So splitting once for two targets is x2 vitality, splitting twice for three targets is x4 vitality, splitting three times for four targets is x8 vitality, and so on. (JC 39)

The Maximize Force technique states that "all variable, numeric effects are maximized." Does that mean that when a character uses this technique, he is considered to have rolled a 20 and that all dice of the power are maximized? Or

does he still roll the d20, and only then are the dice maximized?

It's only the effects that are maximized. The skill check is not an effect. So, if you were making a Heal Another check, for example, you'd still make the skill check, but the die roll for the amount of vitality, wounds, or ability points restored would be treated as though you had rolled the maximum. (JC 41)

Equipment

Can a character use the disblade as a melee weapon without a penalty if he has the appropriate Exotic Weapon Proficiency feat? Or would it incur the -4 penalty for using a ranged weapon for melee purposes?

It would incur the usual -4 penalty, just as throwing a lightsaber incurs a -4 penalty. The disblade is meant to be thrown, not wielded in melee, so even being proficient with throwing it doesn't negate the penalty for using it in a nonstandard way. (JC 37)

Cybernetics

My character has picked up some cybernetic legs — specifically, the baseline leg package. But I don't understand the side effect of joint damage. The *Hero's Guide* says that my character suffers 2d4 points of damage per use. Is that for each time my character moves? Or is it only when he moves more than 10 meters? The same question applies to the improved legs package and the advanced legs package.

Neither, actually, though the second answer is closer. The damage only applies when your character uses the additional base speed. That is, if you decide to move 11 to 12 meters as a single move, your character suffers the listed damage.

However, if you moved 11 or 12 meters in the course of a double move or a run, you wouldn't suffer the damage. But a double move of 21 to 24 meters over a full round would also cause your character to take the damage, because he's increased his base speed, as would running 41 meters or more in a full round. (JC 20)

My group is having trouble nailing down the exact impact of cybernetics on using the Force. Is the -2 penalty per cybernetic component applied to Force Points only? Or was the intention that the -2 per component is per die on a Force Point, so that someone who has a -2 per die (for one component) would be -6 on a 3d6 Force Point? Or is the -2 supposed to apply to all Force related rolls: skill, feats and Force Points?

The intent behind the penalty for cybernetics is that it applies only to Force Point rolls — not skill checks, not saving throws, not attack rolls, and not ability checks (though, of course, each of those will be indirectly affected if you're using the Force Point to augment those rolls). So, whenever you spend a Force Point and you roll your Force dice, you count up your cybernetic components and apply a -2 penalty to the total of the roll per cybernetic component.

So, for example, let's say you have a character with four cybernetic components, for a total penalty of -8. Your character is a 7th-level Jedi consular, which means you get 3d6 Force dice when you spend a Force Point. So you roll your dice and get a dead average result — 11 — from which you subtract 8, for a final total of 3. (JC 32)

In the *Hero's Guide*, it lists a rather hefty penalty to Force skills for using cybernetics. For every cybernetic component a character has, there is a -2 penalty to all Force Skills. So, Luke Skywalker has a -2 to these due to his hand. How large a penalty would you imagine Darth Vader has? Since it is generally accepted that he is "more machine now than man," I imagine that he would probably have to concentrate just to use the Force to lift a pencil. I

understand that the rules are optional, but their application doesn't make any sense when you take this into account.

Actually, that's not what the rules say. Take another look. The rule on page 128 of the Hero's Guide states that "Each cybernetic component... results in a -2 penalty on Force dice results." Force dice refers to spending a Force Point, not making a check using a Force skill. That's something completely different. So Luke Skywalker only takes a -2 penalty when he uses a Force Point. (JC 37)

Do cybernetic limbs use power sources to function, and, if so, can cybernetic limbs be affected by Drain Energy? If so, what category for vitality cost would they fall under?

Cybernetic components do indeed use power sources, but they draw so little energy that they don't need to be replaced all that often. For the purposes of Drain Energy, cybernetic components should be treated like lightsabers or vibro weapons: They use an energy cell. (JC 37)

Templates

In the *Hero's Guide* web enhancement, does the Spice Addict template allow a character to use Telepathy without the necessary prerequisites, or only Empathy?

The Spice Addict template only allows a character to use Empathy untrained and without the Force-Sensitive feat. The bonus to Telepathy only applies if the character is already capable of using the Telepathy skill.

Does a person using spice gain the Telepathy skill? According to the Spice Addict template, they gain a +1 or +2 bonus. Does this mean that they can use the Telepathy skill "untrained" and without the Force-Sensitive or Sense feats?

Actually, this was an error: You get a bonus to Telepathy only if you already have ranks in the Telepathy skill, and spice does not allow you to use Telepathy untrained. Empathy can be used untrained, of course, so you get the bonus there even if you don't have ranks, and you may use it without the Force-Sensitive feat. (Using Empathy to boost your Sense Motive skill is how spice allows limited "mind-reading." You can tell if the subject is lying or otherwise try to determine his intent, but you don't actually sift through his memories or anything like that.) (JC 63)

Geonosis and the Outer Rim Worlds

The Svivreni are described as being "less than a meter tall," but their species traits list them as Medium-size. Is this an error?

Yes, Svivreni should be listed as Small. However, Svivreni are very heavily muscled, so they should gain the following species trait:

Powerful Build: Svivreni are treated as Medium-size characters for purposes of opposed checks (such as grapple checks, bantha rush attempts, or trip checks), carrying capacity, and for determining if a weapon would be light, one-handed, two-handed, or too large to use (see page 131 of the revised Star Wars Roleplaying Game book).

(JC 69)

Galactic Campaign Guide

In the *Galactic Campaign Guide*, Table 1-1: Hit Locations appears to be missing columns. The text on page 39 states that it gives the Defense bonus for a called shot and additional effects if the location is hit. However, the table itself has only "d10" (for random determination, I believe) and "Hit Locations" columns. Could you please provide the full table?

Actually, it's not that Table 1-1 is missing information; the text mistakenly refers to Table 1-1 when it should refer to Table 1-2 — which does, in fact, list all of the Defense bonuses applicable for aiming at a specific body part. (JC 31)

Coruscant and the Core Worlds

I've decided to play an Aquar, described on page 159 of *Coruscant and the Core Worlds*. That book says they're near-Human, but it also says they can breathe underwater. I've also noticed that they seem to have one more feat than a generic commoner. So, do the Aquar get the same species traits as Humans in addition to breathe underwater, or do they just get breathe underwater?

It looks like the Aquar are supposed to have a bonus feat and breathe underwater as species traits. However, unlike a Human, it looks like they do not get bonus skill points. (JC 56)

Ultimate Adversaries

What kind of damage is taken when a character is swallowed whole by, let's say, a greater krayt dragon? Is it vitality or wound damage?

It's normal damage, so it would apply to vitality first, then wounds (when vitality runs out). It would certainly make sense to state that it's wound damage, though, if you wanted to use that as a house rule. Just keep in mind that it's liable to be a bit more lethal to the characters in the campaign. (JC 47)