

Revised Changes to *The Dark Side Sourcebook*

Table 2-1: Force-Based Skills

Skill	Feat	Use Untrained	Action Type
Affect Mind (Cha)	Alter	No	Full-round
Alchemy (Int)**	Force***	No	<i>special</i>
Battlemind (Con)	Control	No	Move
Control Mind (Cha)**	Alter***	No	<i>special</i>
Drain Energy (Con)**	Alter	Yes	Full-round
Drain Knowledge (Int)**	Sense	No	<i>special</i>
Empathy (Wis)	Force	Yes	Attack
Enhance Ability (Con)	Force	No	Attack
Enhance Senses (Wis)	Sense	No	Attack
Farseeing (Wis)	Sense	No	<i>special</i>
Fear (Wis)**	Sense	Yes	Attack
Force Defense (Cha)	Control	Yes	Full-round
Force Grip (Int)**	Alter	Yes	Attack
Force Stealth (Cha)	Control	Yes	Full-round
Force Strike (Int)	Alter	Yes	Attack
Friendship (Cha)	Force	No	Full-round
Heal Another (Wis)	Alter	Yes	Full-round
Heal Self (Cha)	Control	Yes	Full-round
Illusion (Cha)	Alter	No	Attack
Move Object (Int)	Alter	Yes	Move
See Force (Wis)	Sense	Yes	Full-round
Telepathy (Wis)	Sense	No	Move
Transfer Essence (Cha)**	Force***	No	<i>special</i>

Dark Side Prestige Classes

Emperor's Hand

Requirements

To qualify to become an Emperor's Hand, a character must fulfill the following criteria:

Base Attack Bonus: +4

Skills: Bluff 4 ranks, Disable Device 4 ranks, Gather Information 4 ranks, Hide 4 ranks, Move Silently 4 ranks, Sleight of Hand 4 ranks, Survival 4 ranks.

Feats: Alertness, Point Blank Shot, Force-Sensitive.

Reputation: +2 or less.

Dark Side Points: 2+.

Special: Only the Emperor can choose who becomes one of his mysterious Hands. To attain this prestigious position, a character must impress the Emperor with his ingenuity and resourcefulness, as well as with his skill and loyalty. Typically, this happens by demonstrating one's abilities in some unexpected way, without threatening the Emperor or revealing oneself prematurely. This latter is the deciding factor, though; should a character incur the Emperor's wrath in proving his ingenuity, the Emperor may summon him for an informal chat to discuss the character's skills. The character does not know until he attends the meeting whether or not he is being genuinely summoned -- or merely trapped.

Game Information

Vitality: An Emperor's Hand gains 1d8 vitality points per level. A character's Constitution modifier applies.

Class Skills

The Emperor's Hand's class skills (and the key ability for each skill) are Bluff [Cha], Computer Use [Int], Craft* [Int], Demolitions [Int], Disable Device [Int], Disguise [Cha], Escape Artist [Dex], Gather Information [Cha], Hide [Dex], Intimidate [Cha], Knowledge* [Int], Listen [Wis], Move Silently [Dex], Pilot [Dex], Profession* [Wis], Search [Int], Sleight of Hand [Dex], Spot [Wis], Survival [Wis], Tumble [Dex]. All Force skills for which the Emperor's Hand meets the prerequisites are considered class skills.

** This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droid construction), Entertain (kloo horn), Knowledge (Sith lore), and Profession (droid programming).*



Skill Points at Each Additional Level: 8 + Int modifier

Class Features

The following are features of the Emperor's Hand prestige class:

Force Training

The Emperor's Hand gains a bonus Force feat at 1st, 3rd and 5th level. This bonus Force feat is selected from the following list: Alter, Control, Sense.

Once one of these Force feats is selected, its associated Force skills become class skills for the character.

Table 2-4: The Emperor's Hand

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Def. Bonus	Rep. Bonus
1	+0	+0	+2	+0	Force training, resource access	+1	+0
2	+1	+0	+3	+0	Authority, target bonus +1	+2	+0
3	+2	+1	+3	+1	Force training, sneak attack +1d6	+2	+0
4	+3	+1	+4	+1	Target bonus +2	+2	+1
5	+3	+1	+4	+1	Force training +3	+1	
6	+4	+2	+5	+2	Target bonus +3	+3	+1
7	+5	+2	+5	+2	Sneak attack +2d6	+4	+2
8	+6	+2	+6	+2	Target bonus +4	+4	+2
9	+6	+3	+6	+3	Deadly Strike +4	+2	
10	+7	+3	+7	+3	Target bonus +5	+5	+2

Force Witch

Requirements

To qualify to become a Force witch, a character must fulfill the following criteria:

Base Attack Bonus: +1

Skills: Intimidate 2 ranks, Knowledge (local culture) 4 ranks, Move Object 4 ranks.

Dark Side Skills: Fear 4 ranks.

Feats: Force-Sensitive, Alter, Sense.

Dark Side Points: 4+

Special: Force witch is a culture as well as a career. Those wishing to become Force witches must pass whatever initiations the senior Force witches traditionally impose, and the price of failure is often death. Commonly, Force witches demand a sacrifice of some kind (the slaying of a loved one, for example) to prove one's devotion, or a ritual combat with another Force witch (to the death) to prove one's worth.

Game Information

Vitality: A Force witch gains 1d8 vitality points per level. A character's Constitution modifier applies.

Class Skills

The Force witch's class skills (and the key ability for each skill) are: Climb [Str], Craft* [Int], Handle Animal [Cha], Hide [Dex], Intimidate [Cha], Knowledge* [Int], Listen [Wis], Move Silently [Dex], Profession* [Wis], Ride [Dex], Spot [Wis], Survival [Wis]. All Force skills for which the Force witch meets the prerequisites are considered class skills.

* This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droid construction), Entertain (kloo horn), Knowledge (Sith lore), and Profession (droid programming).

Skill Points at Each Additional Level: 6 + Int modifier

Class Features

The following are features of the Force witch prestige class:

Force Training (Control)

The Force witch gains the bonus Force feat Control at 3rd level and gains access to Control-based class skills.



Table 2-5: The Force Witch

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Def. Bonus	Rep. Bonus
1	+0	+1	+1	+2	Inspire fear -1	+1	+0
2	+1	+2	+2	+3	Spider Walk	+2	+0
3	+2	+2	+2	+3	Force Training (Control)	+2	+1
4	+3	+3	+2	+4	Summon Storm	+2	+1
5	+3	+3	+3	+4	Inspire fear -2	+3	+1
6	+4	+4	+3	+5	Enshroud	+3	+2
7	+5	+4	+4	+5	Force flight (10m)	+4	+2
8	+6	+5	+4	+6		+4	+2
9	+6	+5	+4	+6	Inspire fear -3	+4	+3
10	+7	+6	+5	+7	Force flight (20m)	+5	+3

Imperial Inquisitor

Requirements

To qualify to become an Imperial inquisitor, a character must fulfill the following criteria:

Base Attack Bonus: +4

Skills: Intimidate 4 ranks, See Force 4 ranks, Telepathy 4 ranks.

Dark Side Skills: Drain Knowledge 4 ranks, Fear 4 ranks.

Feats: Force-Sensitive, Sense, Track.

Reputation: +2.

Dark Side Points: Equal to or greater than one-half the character's Wisdom score.

Special: A character wishing to become an Imperial inquisitor must first demonstrate his loyalty and devotion to Imperial Intelligence. When they are satisfied that the character is a loyal citizen of the Empire, the candidate passes to the judgment of the Grand Inquisitor. He must prove his detection abilities by ferreting out secrets and arriving quickly at a correct solution to a test devised by the Grand Inquisitor. If he is again successful, the character is granted an audience with the Emperor, who tests the character's skill in the Force -- and his moral character. Those who fail to pass this scrutiny, at any step of the way, are destroyed.



Game Information

Vitality: An Imperial inquisitor gains 1d10 vitality points per level. A character's Constitution modifier applies.

Class Skills

The Imperial inquisitor's class skills (and the key ability for each skill) are: Bluff [Cha], Computer Use [Int], Craft* [Int], Gather Information [Cha], Intimidate [Cha], Knowledge* [Int], Profession* [Wis], Sense Motive [Wis], Survival [Wis], Tumble [Dex]. All Force skills for which the Imperial inquisitor meets the prerequisites are considered class skills.

** This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droid construction), Entertain (kloo horn), Knowledge (Sith lore), and Profession (droid programming).*

Skill Points at Each Additional Level: 4 + Int modifier

Class Features

The following are features of the Imperial inquisitor prestige class.

Force Training

The Imperial inquisitor gains a bonus Force feat at 1st and 3rd level. This bonus Force feat is selected from the following list: Alter, Control.

Once one of these Force feats is selected, its associated Force skills become class skills for the character.

Deflect (Defense)

An Imperial inquisitor learns to deflect blaster bolts and other projectiles with his lightsaber, thereby providing a dodge bonus to Defense against such attacks. You must be carrying an activated lightsaber to use this special ability.

Deflecting an attack is a reaction that costs the Imperial inquisitor a move action in his next round. The Imperial inquisitor must indicate that he is using deflect (defense) when an opponent declares an attack against him but before any attack rolls are made. When used in this fashion, the Imperial inquisitor uses the dodge bonus against all ranged attacks directed at him in the round.

Each time the Imperial inquisitor gains deflect (defense), it provides a +1 dodge bonus to Defense when he uses his lightsaber to block ranged attacks. Thus, at 5th level, the dodge bonus increases to +2.

Increase Lightsaber Damage

As an Imperial inquisitor gains levels, the amount of damage he can deal with his lightsaber increases.

Each time the Imperial inquisitor gains increase lightsaber damage, the weapon's damage increases by +1d8. So, at 4th level his lightsaber deals 3d8 points of damage, and at 8th level it deals 4d8 points of damage.

Deflect (Attack)

An Imperial inquisitor eventually learns to deflect blaster bolts with his lightsaber, redirecting the attack toward a target within one range increment of the Imperial inquisitor's position. (The type of blaster determines the range increment.) You must be carrying an activated lightsaber to use this special ability.

Deflecting an attack is a reaction that costs the Imperial inquisitor a move action in his next round. The Imperial inquisitor must indicate that he is using deflect (defense) when an opponent declares an attack against him but before any attack rolls are made. When used in this fashion, the Imperial inquisitor against the dodge bonus against all ranged attacks directed at him in the round. Deflect (defense) and deflect (attack) can be used together in the same round (though the Imperial inquisitor can decide not to use the defense if he wants a better chance at redirecting the incoming attack).

The Imperial inquisitor can deflect and redirect a number of attacks equal to one-half his combined Imperial inquisitor and Jedi levels (if applicable), rounded up. The redirected attack must miss the Imperial inquisitor by 5 or less; any attack that hits the Imperial inquisitor or misses by 6 or more points can't be redirected.

If the Imperial inquisitor can redirect the attack, he immediately rolls an attack using his lightsaber attack bonus and applying a penalty as described below. If this roll is high enough to hit the target, the redirected attack deals damage to the target (the type of blaster determines the damage dealt by a redirected attack).

Each time a Jedi or Imperial inquisitor gains deflect (attack), the penalty associated with the redirected attack is lessened by 1. So, an 8th-level Imperial inquisitor who was previously an 11th-level Jedi guardian, for example, has a deflect (attack) penalty of only -2.

High Inquisitor

At 6th level, the Imperial inquisitor is promoted to the rank of High Inquisitor, and gets a bonus feat. This bonus feat must be drawn from the following list: Burst of Speed, Dissipate Energy, Lightsaber Defense, [Malevolent](#), [Mettle](#), [Mind Trick](#), or Weapon Focus (lightsaber). The Imperial inquisitor must meet the prerequisite for the feat to select it.

Grand Inquisitor

At 10th level, the Imperial inquisitor is promoted to the rank of Grand Inquisitor, and gets a bonus feat. This bonus feat must be drawn from the following list: Dissipate Energy, [Force Speed](#), Knight Defense, [Malevolent](#), [Mettle](#), [Mind Trick](#), or Weapon Focus (lightsaber). The Imperial inquisitor must meet the prerequisite for the feat to select it, though he may substitute his Force levels for Jedi levels for purposes of qualifying for Knight Defense.

Table 2-6: The Imperial Inquisitor

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Def. Bonus	Rep. Bonus
1	+0	+2	+1	+2	Force training, lightsaber	+2	+0
2	+1	+3	+2	+3	Resource access, deflect (defense +1)	+2	+0
3	+2	+3	+2	+3	Force training	+3	+1
4	+3	+4	+2	+4	Authority, increase lightsaber damage (3d8)	+3	+1
5	+4	+4	+3	+4	Favored enemy, deflect (defense +2)+3	+1	
6	+5	+5	+3	+5	High Inquisitor	+4	+2
7	+6	+5	+4	+5		+4	+2
8	+7	+6	+4	+6	Favored enemy, deflect (attack) +5 increase lightsaber damage (4d8)	+3	
9	+8	+6	+4	+6		+5	+3
10	+9	+7	+5	+7	Grand Inquisitor	+5	+3

Sith Acolyte

Requirements

To qualify to become a Sith acolyte, a character must fulfill all of the following criteria:

Base Attack Bonus: +3

Skills: Knowledge (Sith lore) 6 ranks, Read/Write Sith, See Force 6 ranks.

Dark Side Skills (any): 6 ranks total.

Feats: Force-Sensitive, Alter, Sense.

Dark Side Points: 4+

Special: During the Golden Age of the Sith, the Sith proliferated in their own corner of the galaxy, with plenty of opportunities for Sith acolytes and warriors to flourish. But since the days of Darth Bane, the rule of the Sith has mandated that there be only two Sith at any one time -- a master and an apprentice. For a character to become a Sith acolyte when there are already two Sith, one of the existing Sith must expire. The ambitious character engineers this turn of events himself, the customary Sith method being to vanquish a Sith acolyte, Sith warrior, or (considerably less likely) a Sith Lord in combat in order to take their place. Once there is only one Sith in existence, a character can adopt the Sith acolyte class.



Game Information

Vitality: A Sith acolyte gains 1d8 vitality points per level. A character's Constitution modifier applies.

Class Skills

The Sith acolyte's class skills (and the key ability for each skill) are: Bluff [Cha], Computer Use [Int], Craft* [Int], Diplomacy [Cha], Gather Information [Cha], Intimidate [Cha], Knowledge* [Int], Move Object [Int], Profession* [Wis], Read/Write Language [None], Sense Motive [Wis], Speak Language [None]. **All Force skills for which the Sith acolyte meets the prerequisites are considered class skills.**

** This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droid construction), Entertain (kloo horn), Knowledge (Sith lore), and Profession (droid programming).*

Skill Points at Each Additional Level: 6 + Int modifier

Class Features

The following are features of the Sith acolyte prestige class.

Force Training

The Imperial inquisitor gains the bonus Force feat Control at 3rd level. At that point, the Force skills associated with Control become class skills for the character.

Increase Lightsaber Damage

As a Sith acolyte gains levels, the amount of damage he can deal with his lightsaber increases.

Each time the Sith acolyte gains increase lightsaber damage, the weapon's damage increases by +1d8. so, at 4th level his lightsaber deals 3d8 points of damage, and at 8th level it deals 4d8 points of damage.

Deflect (Defense)

If a Sith acolyte uses a lightsaber, he eventually learns to deflect blaster bolts and other projectiles with it, thereby providing a dodge bonus to Defense against such attacks. You must be carrying an activated lightsaber to use this special ability.

Deflecting an attack is a reaction that costs the Sith acolyte a move action in his next round. The Sith acolyte must indicate that he is using deflect (defense) when an opponent declares an attack against him but before any attack rolls are made. When used in this fashion, the Sith acolyte uses the dodge bonus against all ranged attacks directed at him in the round.

Each time the Sith acolyte gains deflect (defense), it provides a +1 dodge bonus to Defense when he uses his lightsaber to block ranged attacks. Thus, at 5th level, the dodge bonus begins at +1, but at 9th level, the dodge bonus increases to +2.

Ex-Sith

A Sith acolyte with a total of less than four Dark Side Points loses all special abilities derived from this prestige class until such time as he acquires enough Dark Side Points to meet the prestige class's requirement again.

Table 2-7: The Sith Acolyte

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Def. Bonus	Rep. Bonus
1	+0	+2	+1	+2	Sith Sorcery	+1	+0
2	+1	+3	+2	+3	Exotic Weapon Proficiency	+2	+0
3	+2	+3	+2	+4	Force training (Control), Preferred weapon	+2	+0
4	+2	+4	+2	+4	Increase lightsaber damage (3d8)	+2	+1
5	+3	+4	+3	+5	Deflect (defense +1)	+3	+1
6	+4	+5	+3	+6	Bonus feat	+3	+1
7	+4	+5	+4	+6		+4	+2
8	+5	+6	+4	+7	Bonus feat Increase lightsaber damage (4d8)	+4	+2
9	+6	+6	+4	+8	Deflect (defense +2)	+4	+2
10	+6	+7	+5	+8	Bonus feat	+5	+3

Sith Lord

Requirements

To qualify to become a Sith Lord, a character must fulfill the following criteria:

Base Attack Bonus: +6

Skills: Battlemind 6 ranks, Knowledge (Sith lore) 8 ranks, Intimidate 8 ranks, Read/Write Sith, Speak Sith.

Dark Side Skills (any): 8 ranks total.

Feats: Force-Sensitive, Alter, Control, Sense, Exotic Weapon Proficiency (Sith sword, lightsaber, or double-bladed lightsaber).

Reputation: +3.

Dark Side Points: Equal to or greater than character's Wisdom score.

Special: During the Golden Age of the Sith, the Sith proliferated in their own corner of the galaxy, with plenty of opportunities for Sith acolytes and warriors to flourish and become one of the rare Sith Lords. But since the days of Darth Bane, the rule of the Sith has mandated that there be only two Sith at any one time. For a character to become a Sith Lord when there are already two Sith, one of them must expire. The ambitious character engineers this turn of events, the customary Sith method being to vanquish



a Sith acolyte, Sith warrior, or a Sith Lord in combat. Once there is only one Sith in existence, a character can adopt the Sith Lord class -- even if the other surviving Sith is himself a Sith Lord.

Game Information

Vitality: A Sith Lord gains 1d10 vitality points per level. A character's Constitution modifier applies.

Class Skills

The Sith Lord's class skills (and the key ability for each skill) are: Bluff [Cha], Computer Use [Int], Craft* [Int], Diplomacy [Cha], Gather Information [Cha], Intimidate [Cha], Knowledge* [Int], Move Object [Int], Profession* [Wis], Read/Write Language [None], Sense Motive [Wis], Speak Language [None]. All Force skills for which the Sith acolyte meets the prerequisites are considered class skills.

** This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droid construction), Entertain (kloo horn), Knowledge (Sith lore), and Profession (droid programming).*

Skill Points at Each Additional

Level: 6 + Int modifier

Class Features

The following are features of the Sith Lord prestige class.

Deflect (Defense)

If a Sith Lord uses a lightsaber, he eventually learns to deflect blaster bolts and other projectiles with it, thereby providing a dodge bonus to Defense against such attacks. You must be carrying an activated lightsaber to use this special ability.

Corrupted Jedi

Jedi who turn away from the light side to become Sith are especially prized by the Sith. A Jedi who takes on any of the Sith prestige classes gains one level in the new class for each level of Jedi consular or Jedi guardian he trades in. For example, a character who has 12 levels of Jedi guardian can immediately become a 10th-level Sith warrior with all the Sith warrior's class abilities if he chooses to lose 10 levels of Jedi guardian. The character's character level does not change.

There are two restrictions to this rule (in addition to the normal "rule of two," if the campaign is set in the time of the New Sith). First, the character may not "mix and match" Sith prestige class levels; that is, he cannot exchange 6 levels of a Jedi class for 3 levels of Sith acolyte, 2 levels of Sith warrior, and 1 level of Sith Lord. He may only choose levels in the class he has just entered.

Second, a character can only trade in a maximum of 9 levels for the Sith Lord class; the character cannot become a Sith master immediately upon taking on the Sith Lord class.

Trading in levels means that you lose all the feats or special abilities of the levels you trade in, as well as base attack bonuses, save bonuses, Defense bonuses, lightsaber damage, and Reputation scores. You retain your skill ranks, Force Points, and Dark Side Points. You cannot trade in so many levels that you no longer qualify for the Sith prestige class (by losing levels at which you gained the feats Control, Sense, or Alter, for example.)

Deflecting an attack is a reaction that costs the Sith Lord a move action in his next round. The Sith Lord must indicate that he is using deflect (defense) when an opponent declares an attack against him but before any attack rolls are made. When used in this fashion, the Sith Lord gains the dodge bonus against all ranged attacks directed at him in the round.

Each time the Sith Lord gains deflect (defense), it provides a +1 dodge bonus to Defense when he uses his lightsaber to block ranged attacks. Thus, at 1st level, the dodge bonus begins at +1, but at 7th level, the dodge bonus increases to +2.

Deflect (Attack)

A Sith Lord learns to deflect blaster bolts with his lightsaber, redirecting the attack toward a target within one range increment of the Sith Lord's position. (The type of blaster determines the range increment.) You must be carrying an activated lightsaber to use this special ability.

Deflecting an attack is a reaction that costs the Sith Lord a move action in his next round. The Sith Lord must indicate that he is using deflect (defense) when an opponent declares an attack against him but before any attack rolls are made. When used in this fashion, the Sith Lord gains the dodge bonus against all ranged attacks directed at him in the round. Deflect (defense) and deflect (attack) can be used together in the same round (though the Sith Lord can decide not to use the defense if he wants a better chance at redirecting the incoming attack).

The Sith Lord can deflect and redirect a number of attacks equal to one-half his combined Sith Lord and Jedi levels (if applicable), rounded up. The redirected attack must miss the Sith Lord by 5 or less; any attack that hits the Sith Lord or misses by 6 or more points can't be redirected.

If the Sith Lord can redirect the attack, he immediately rolls an attack using his lightsaber attack bonus and applying a penalty as described below. If this roll is high enough to hit the target, the redirected attack deals damage to the target (the type of blaster determines the damage dealt by a redirected attack).

Each time a Jedi or Sith Lord gains deflect (attack), the penalty associated with the redirected attack is lessened by 1. So, a 6th-level Sith Lord who was previously an 11th-level Jedi guardian, for example, has a deflect (attack) penalty of only -1.

Increase Lightsaber Damage

As a Sith Lord gains levels, the amount of damage he can deal with his lightsaber increases.

Each time the Sith Lord gains increase lightsaber damage, the weapon's damage increases by +1d8. So, at 2nd level his lightsaber deals 3d8 points of damage, at 5th level it deals 4d8 points of damage, and at 9th level it deals 5d8 points of damage.

Sith Battle Prowess

At 3rd, 6th, and 9th level, the Sith Lord gets a bonus feat associated with combat. This bonus feat must be drawn from the following list: Knight Defense, Lightsaber

Defense, Master Defense, [Mettle](#), Sith Sword Defense, Sith Sword Expert Defense, or Sith Sword Mastery. The Sith Lord must meet the prerequisite for the feat to select it, though the Sith Lord may substitute his Force levels for Jedi levels for purposes of qualifying for [Knight Defense and Master Defense](#).

Sith Secrets

The Sith Lord plunges boldly into the abyss of Sith knowledge. At 4th level, then again at 7th level, the Sith Lord gains a bonus feat involving Sith lore. This bonus feat must be drawn from the following list: Drain Force, Force Mastery, Force Mind, Hatred, [Malevolent](#), [Mind Trick](#), Rage, or Sith Sorcery.

Exceptional Minions

Beginning at 8th level, the level limit of the Sith Lord's minions is twice his Reputation [bonus](#).

Ex-Sith

A Sith Lord with a total of Dark Side Points equal to less than his Wisdom score loses all special abilities derived from this prestige class until such time as he acquires enough Dark Side Points to meet the prestige class's requirement again.

Table 2-8: The Sith Lord

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Def. Bonus	Rep. Bonus
1	+1	+2	+2	+2	Deflect (defense +1)	+2	+1
2	+2	+3	+2	+2	Resource access, deflect (attack)	+2	+1
3	+3	+3	+3	+3	Increase lightsaber damage (3d8)	+3	+1
4	+4	+4	+3	+3	Sith battle prowess	+3	+2
5	+5	+4	+4	+4	Sith secrets	+4	+2
6	+6	+5	+4	+4	Minions, deflect (attack)	+4	+2
7	+7	+5	+5	+5	Increase lightsaber damage (4d8)	+4	+2
8	+8	+6	+5	+5	Sith battle prowess	+4	+2
9	+9	+6	+6	+6	Sith secrets, deflect (defense +2)	+5	+3
10	+10	+7	+6	+6	Exceptional minions	+5	+3
					Sith battle prowess	+6	+3
					Increase lightsaber damage (5d8)	+6	+3
					Sith Master	+6	+4

Sith Warrior

Requirements

To qualify to become a Sith warrior, a character must fulfill the following criteria:
Base Attack Bonus: +4.

Skills: Battlemind 6 ranks, Knowledge (Sith lore) 4 ranks, Intimidate 6 ranks, Read/Write Sith.

Dark Side Skills (any): 4 ranks total.

Feats: Force-Sensitive, Alter, Control, Exotic Weapon Proficiency (Sith sword or lightsaber).

Reputation: +1.

Dark Side Points: 6+.

Special: During the Golden Age of the Sith, the Sith proliferated in their own corner of the galaxy, with plenty of opportunities for Sith acolytes and warriors to flourish. But since the days of Darth Bane, the rule of the Sith has mandated that there be only two Sith at any one time. For a character to become a Sith warrior when there are already two Sith, one of them must expire. The ambitious character will engineer this turn of events himself, the customary Sith method being to vanquish a Sith acolyte, Sith warrior, or (considerably less likely) a Sith lord in combat. Once there is only one Sith in existence, a character can adopt the Sith warrior class.

Class Skills

The Sith warrior's class skills (and the key ability for each skill) are: Climb [Str], Computer Use [Int], Craft* [Int], Intimidate [Cha], Jump [Str], Knowledge* [Int], Profession* [Wis], Swim [Str], Tumble [Dex]. All Force skills for which the Sith acolyte meets the prerequisites are considered class skills.

** This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droid construction), Entertain (kloo horn), Knowledge (Sith lore), and Profession (droid programming).*

Skill Points at Each Additional Level: 4 + Int modifier

Class Features

The following are features of the Sith warrior prestige class.

Bonus Feats

At 2nd level, and every other level thereafter (4th, 6th 8th, and 10th), the Sith warrior gains a bonus feat. These bonus feats must be drawn from the following list:

Ambidexterity, Armor Proficiency (Medium, Heavy), Blind-Fight, Dodge (Mobility, Spring Attack, Whirlwind Attack), Exotic Weapon Proficiency, Hatred, Heroic Surge, Improved Initiative, [Malevolent](#), Martial Arts ([Defensive Martial Arts](#), [Improved Martial Arts](#), [Advanced Martial Arts](#)), [Mettle](#), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave, Great Cleave), Quick Draw, Rage, Sith Sword Defense, Sith Sword Expertise, Sith Sword Mastery, Two-Weapon Fighting (Improved Two-Weapon Fighting), [Weapon Finesse*](#), or [Weapon Focus*](#).

Feats dependent on other feats are listed parenthetically after the prerequisite feat. A character can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. Characters must still meet all prerequisites for a feat, including minimum ability scores and base attack bonuses. See the *Star Wars*

Roleplaying Game, Chapter Five: Feats, for descriptions of feats not covered in this book, and their prerequisites.

Important: These feats are in addition to the feats that a character of any class gets for gaining levels (see the *Star Wars Roleplaying Game*, Table 3-1: Experience and Level-Dependent Benefits); the Sith warrior is not limited to the list given here when choosing those feats.

Force Training

The Sith warrior gains the bonus Force feat Sense at 3rd level. At that point, the Force skills associated with Sense become class skills for the character.

Increase Lightsaber Damage

As a Sith warrior gains levels, the amount of damage he can deal with his lightsaber increases.

Each time the Sith warrior gains increase lightsaber damage, the weapon's damage increases by +1d8. So, at 2nd level his lightsaber deals 3d8 points of damage, at 5th level it deals 4d8 points of damage, and at 9th level it deals 5d8 points of damage.

Ex-Sith

A Sith warrior with a total of less than six Dark Side Points loses all special abilities derived from this prestige class until such time as he acquires enough Dark Side Points to meet the prestige class's requirement again.

Table 2-9: The Sith Warrior

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Def. Bonus	Rep. Bonus
1	+1	+2	+2	+1	Preferred weapon	+1	+0
2	+2	+3	+2	+2	Bonus feat	+1	+0
3	+3	+3	+3	+2	Force training (Sense), Enemy bonus +1, Increase lightsaber damage (3d8)	+2	+1
4	+4	+4	+3	+3	Bonus feat	+2	+1
5	+5	+4	+4	+3	Uncanny dodge (Dex bonus)	+3	+1
6	+6	+5	+4	+4	Bonus feat, Enemy bonus +2 Increase lightsaber damage (4d8)	+3	+2
7	+7	+5	+5	+4	Uncanny dodge (flanking)	+4	+2
8	+8	+6	+5	+5	Bonus feat	+4	+2
9	+9	+6	+6	+5	Enemy bonus +3	+5	+3
10	+10	+7	+6	+6	Bonus feat Increase lightsaber damage (5d8)	+5	+3