

# The Sith Compendium



A Sith familiar looks like a small scavenger bird, with a wing span of one-half meter. A Force-sensitive character has a chance of detecting its true nature if within 10 meters. The character makes an opposed Wisdom check against the familiar's master. Both characters add their Force level to the check. If the character succeeds, they get the sensation that they're being watched, and a successful Spot check opposed by the familiar's Hide skill reveals that the source of that feeling is this unsuspecting bird.

The Sith familiar's most unique ability is its connection to its creator. By expending 1 vitality point per 10 minutes, the familiar's master can experience what the creature is experiencing. Additionally, the master can use certain Force skills and feats as if she was at the familiar's location. These include Alter, Empathy, Enhance Senses, Force Defense, Force Stealth, Friendship, Illusion, See Force, Sense, and Telepathy. The familiar's master can also use Affect Mind, Drain Knowledge, Fear, Hatred, and Summon Storm as if she was where the familiar is. If she does, the familiar must make a DC10 Fortitude save or be destroyed by the attempt. If destroyed this way, the attempted skill or feat lasts for one round, during which the familiar is consumed by the energy required to

maintain the Force conduit that long.

Creating a Sith familiar requires instructions found only in a Sith holocron or on Sith scrolls. These instructions can only be carried out with 10,000 credits worth of materials and an alchemical apparatus. To complete the creation of the familiar requires a DC 20 Alchemy skill check. See the Alchemy skill description for more details.

**Sith Familiar:** Airborne vermin 2; Init +6 (Dex, species bonus); Defense 16 (+2 size, +4 Dex); Spd 4 m, 15 m fly (good); VP/WP 10/4; Atk +0 melee (1d3-3, bite) or (1d2-3, 2 claws), or +7 ranged; SQ Force conduit, +10 species bonus to saves against mind-influencing effects; SV Fort +1, Ref +7, Will +0; SZ T; Rep 1; Str 4, Dex 19, Con 7, Int 8, Wis 11, Cha 3. Challenge Code A. Skills: Hide +12, Listen +4, Move Silently +8, Search +2, Spot +2, Survival +4.

**Force Skills:** Enhance Ability +5.  
**Feats:** Force-Sensitive, Skill Emphasis (Enhance Ability), Track.  
**Force Feats:** None.

## Equipment

### MEDITATION CHAMBER

Throughout the ages Sith Lords have created many different versions of the meditation chamber. Though no two are the same, they share many similarities.

They usually provide a safe and secluded environment for weakened Sith Lords to regain their strength. The chamber allows recovery at rates much faster than mere rest, due in part to the carefully imbued alchemical properties of each meditation chamber. Darth Vader had such a meditation chamber onboard his command ship, the *Executor*.

A typical meditation chamber grants the user a +4 equipment bonus to Control Mind, Empathy, Farseeing, Heal Self, Illusion, and Telepathy skill checks. Each time this equipment bonus is granted, the user gains a Dark Side Point.

This unique piece of equipment also rapidly increases the rate at which the user recovers lost vitality and recovers from fatigue. The rate at which vitality points are restored is increased to 1 point per level every 30 minutes. Additionally, two hours of meditation will negate the effects of fatigue. The meditation chamber grants no additional bonus to recovering wound points. Whenever a character rests uninterrupted for any period of time, they gain a Dark Side point.

Meditation chambers must be custom-built for a specific person. If anyone else uses the chamber, the equipment bonus is reduced to +2 and the user gains an additional Dark Side Point. All other effects remain the same. To build a