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QUICK REFERENCE GUIDE

Mario De Govia

Prima Games
A Division of Random House, Inc.
3000 Lava Ridge Court
Roseville, CA 95661
1-800-733-3000
www.primagames.com

Revised by

Incan Monkey God Studios

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Senior Project Editor: Brooke N. Hall

Editorial Assistant: Kate Pastoor

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Welcome to the Galaxy: An Introduction

What This Guide Is About

Congratulations! You just purchased one of the most anticipated games to come along since 1977. And because you are reading this guide, you must have some idea of the enormity of this game. Games have come a long way since you first took on the Death Star in full wire frame, coin-op splendor! This game isn't as cut-and-dry as your standard action title either, so fight the urge to load up the game and dive in. You'll be much better off if you give us a few minutes to help you plan ahead.

This guide is specifically geared toward new players of *Star Wars* Galaxies™ and MMORPGs. As such, we'll cover the basic information you need to start peeling away the layers of the game. We cover the six beginning professions (there are dozens of elite and hybrid careers), the starting five planets (there are ten total), and the creatures you can handle as a new player (don't expect to find a listing for Ancient Kryat Dragon in the creature tables). All the information we cover is vital for the beginning player.

This first chapter will outline the basics of an MMORPG for anyone who is new to the genre (if you asked yourself what an MMORPG is, don't skip this section). We also give those who have played other MMORPGs an idea of how *Star Wars* Galaxies differs from those that have come before it. The creators of this game are no strangers to the world of massively multiplayer gaming, so don't expect this to be a clone or amalgam of previous titles. *Star Wars* Galaxies will take your online experience light years beyond anything you have played previously.

MMORPG...What?

The MMORPG, or Massively Multiplayer Online Role-Playing Game, is a recent phenomenon in gaming, although its roots go back to the Multi-User Dungeons (MUDs) of the late '80s. MMORPGs are an attempt to immerse a player in a fantasy world, complete with the basic interactions that would occur in a real-world environment (albeit with text and emotive-based interaction with other players, as well as simulated interactions with non-player characters, or NPCs).

What Am I In For?

First, get used to the idea that you cannot go it alone. MMORPGs offer a dynamic and ever-changing world that requires players to rely on one another to accomplish goals. Communicating with other adventurers is as much a part of the game as gaining experience. Some professions even gain experience through their interactions with fellow players.

Secondly, the character is you! Or, more accurately, the character you create is a representation of you. You will directly interact with both your environment and fellow players, so your personality will show through.

Role-Playing

With character creation, you create a character geared to the sort of playing you would like to do. For example, you may want to jump in a few nights a week, take out some things, and be done. Or, you may want to spend a lot of time conversing with others, while performing a needed service (both viable options in *Star Wars* Galaxies). And although we haven't yet delved into the specific choices you have to make in order to tailor a character to your playing style, you are ahead of the game if you have given this some thought.

You must also consider what type of personality to give to your character. The most common choice is to be yourself, whatever that entails. If you are a "people person," you may want to choose a character who can bank on those skills (think Entertainer or Medic). If you prefer to let your actions speak for themselves, try Brawler or Marksman. However, you can play whatever class you wish, just as you are. The upside to this approach is simple: "Just being you" is not a charade, so it is easy to maintain.

If you are more adventurous, and think to yourself, "I'm myself 24 hours a day. I don't need to play as myself, too!" then you are a natural role-player. You may be witty and kind in real life, but the idea of a jaded and hardened adventurer appeals to you. Role-playing of this kind is tougher to pull off, as you must keep up the act for as long as it suits you. But don't let that deter you; the world is destined to be richer with you in it.

Etiquette

Role-player or not, bear this in mind: You are part of a large and diverse community with players of all backgrounds. Therefore, hateful and discriminatory behavior and chat is not tolerated. Sexual harassment is not tolerated. Racial slurs, epithets, jokes, and so forth, are not tolerated. You may be playing an "evil" character in-game, but remember, role-playing is neither an excuse nor an outlet for that type of behavior.

If you choose to create a character of "questionable character," than take the following tips to heart:

Think before you type: If you have the slightest hesitation before pressing the Enter key, don't press it. It's better to play it safe and keep both your social status and your account in good standing.

Know your audience: When playing with strangers, establish some boundaries before you let the full brunt of your rough-and-tumble nature rear its unpleasant head. You could be grouped with a young child and not know it. *Star Wars*® is loved by "kids" of all ages, so adjust your attitude to that end.

When appropriate, announce if you are "in character": Even though you may be playing within the bounds of proper conduct, some players may take offense to your character's attitude. Perhaps their idea of a good *Star Wars* Galaxies experience is different from yours. In this case, it may help to announce that you are simply "in-character" and mean nothing personal by your actions. Again, being "in-character" doesn't excuse prohibited behavior, but other players may be more receptive to your act if you profess it to be just that.

What goes around comes around: There is a price for creating an unpleasant character. Those you slight today may be the Doctors you need tomorrow.

Use common sense and learn to differentiate between role-playing and bad behavior.

Crossing the Line

If you feel a player has crossed the line into offensive behavior, there are two steps you can take to deal with him or her. The first is to place the offender on your personal ignore list. The ignore list is a filter that stops any messages sent by offending players from reaching you. There is no penalty to the offending player if you choose this option; it just makes life easier on you. To place a player on your ignore list, type **/ignore: [offending player's first name]**.

Should the harassment be severe, or become offensive, the second option is to report the player to a Customer Service Representative (CSR). Hit **CTRL + H** to bring up the Holocron. From there, hit the Customer Service button and click on the Open Ticket tab.

What's the Point?

All this talk about creating a character and rules of good conduct are necessary, but they don't speak to the point of the game, which is a difficult undertaking. Traditional role-playing games have a beginning, middle, and an end. The plot evolves along these lines: You press start, then you talk, drive, fight, fly, shoot, run, jump, pass, and/or score until you win. They're very linear, very easy. This is not exactly true of most MMORPGs, and it is untrue of *Star Wars* Galaxies.

In Galaxies, your character plays an integral role in the player-generated economy, although how small or large a role is up to you. No items, weapons, or armor will be sold at merchants, unless they are player found or created. To create an item, schematics must be drawn up and the appropriate resources gathered. Then you must have the skill to assemble the necessary components. Likewise, no healing is done by NPCs, so you must see a player-character to heal your wounds.

It is a player-run economy, and you must decide your role. Basically, the old adage "You get out what you put in" is a fitting way to describe the point of *Star Wars* Galaxies. How much you wish to put in is precisely what you need to figure out.

Glossary

By now, you are almost ready to create your character and start adventuring. One final section should help you. What follows is a glossary of terms that has grown and evolved since the early days of multiplayer gaming and chat rooms. Most are abbreviations or acronyms created out of a necessity to communicate quickly and cut down on the amount of typing required to "say" common phrases. There are also common role-playing terms, as well as terms specific to *Star Wars* Galaxies, so even the most seasoned player should review this list.

Action/Action pool	**The Action pool refers to your character's physical energy. It dictates how often you can perform certain actions or how rapidly you can change postures.**
add	**Additional (mob). Typing "add" while in combat informs the group that an additional mob has joined the fray.**
afk	**Away from keyboard. Typing "afk" informs your friends that you will be away from the keyboard and thus, your character will be unresponsive. When your break is over, type "back" to let your group know you have returned.**
AoE/Ae	**Area of effect. Some weapons and items in Star Wars Galaxies affect all targets in a specified area. This radius is the item's area of effect.**
afaik:	**As far as I know.**
aggro	**Aggressive. An aggressive creature will "aggro" (attack) anything that ventures near it. In group combat, "drawing aggro" refers to the person the mob is targeting for attack.**
AI	**Artificial intelligence. Mobs in Star Wars Galaxies react to a multitude of stimuli in many different ways. A seasoned adventurer learns creature AI to stay alive longer.**
attributes	**A character in Star Wars Galaxies has three primary attributes and six secondary attributes. The three primary attributes are Health, Action, and Mind. The six secondary attributes are Strength and Constitution (which correspond to Health), Quickness and Stamina (which correspond to Action), and Focus and Willpower (which correspond to Mind).**

baf	Bring a friend. A mob is said to "baf" if it brings an additional mob with it to even the odds against a single player or a group of players.
bind	Reset your home/spawn point. When you are defeated, your character resurrects at the nearest Cloning Facility, unless you have paid 100 credits to designate a facility. If you have designated a facility, you can return to it, or to the nearest Cloning Facility.
brb	Be right back.
brt	Be right there.
brun	Burst run. Typing /burst or pressing F5 (default) temporarily increases your character's run speed at the cost of all pools.
btw	By the way.
buffs/buffing	Short-term bonuses to your attributes. In Star Wars Galaxies, buffs mostly come in the form of foodstuffs or stimpacks.
bug	An unintended flaw in the game programming. Exploiting bugs for personal gain is cause for account suspension.
camp	1. In generic MMORPG lingo, the word "camp" is used whenever players stake out a mob location to engage the mob every time it spawns. This is done to complete quests, gain unique items, or earn experience. 2. In Star Wars Galaxies, Scouts can set up a camp outside of a city and offer players certain amenities that they would not be privy to otherwise.
clan	See "guild."
con	Consider. To con a mob is to determine whether or not it is within your ability to defeat.
Constitution	Constitution refers to a character's "Health regeneration rate." A player with high Constitution recovers more quickly from attacks that affect the Health pool.

CSR	Customer Service Representative. In other games, they are sometimes referred to as Game Masters, however in SWG they only enter the game to deal with problems.
cr	Corpse run. Players announce they are going on a corpse run to retrieve any items left on their body.
credits	The currency of Star Wars Galaxies.
cu/cya	Chat-speak for good-bye.
dd	Direct damage. Damage done directly to a target. Blaster fire is a form of direct damage.
debuff	To temporarily decrease a creature or player's stats.
Digiteer	SOE staff members who help facilitate in-game events.
ding	Term that signifies the player has gained a level. As there are no levels to be gained in Star Wars Galaxies per se, this will be rarely heard.
DoT	Damage over time. Any damage applied over a period of time is considered damage over time (as opposed to direct damage which applies the damage immediately).
dpad	Datapad. The dpad stores specific types of data, including waypoints and schematics.
drop	A drop is anything found on a mob's corpse after it is slain. Usually when a player says "drop," he or she means that an item of particular interest has dropped.
emotes	See "socials."
Focus	This attribute refers to your Mind burn rate. Focus affects how greatly a character's Mind-based actions reduce his or her Mind pool.
fyi	For your information.
galaxy	Server. The galaxy is the server in which your character is stored. Choose your galaxy carefully; your character cannot travel between galaxies after creation.
gank	To gank a mob or player is to destroy it effortlessly.

gimp	To gimp your character is to misallocate your stat points and thus make playing more difficult. In Star Wars Galaxies, any misallocation can be reversed in the Stat Migration screen.
griefer	A term given to a player who derives his or her fun by spoiling others' enjoyment of the game.
gtg	Good to go. Type "gtg" in group chat to inform your group mates you are ready for action. Warning: Many players misuse gtg and mean "got to go" rather than good to go. This misunderstanding can leave a group with one less member to attack the incoming hostiles.
guild	A group of players with like interests who band together to achieve common goals. Also known as a clan or Player Association.
HAM bar	The HAM bar is a graphic representation of a character's or mob's Health, Action, and Mind bars, which appear above their head.
Health/Health pool	Refers to your character's physical health. This is how much damage your character can sustain before he or she becomes incapacitated or eliminated.
hp	Health, Action, and Mind.
Hybrid	Hybrid characters have some degree of proficiency in two related professions. Bounty Hunters and Combat Medics are examples of Hybrid character professions.
imho	In my humble opinion.
imo	In my opinion.
inc	Incoming. A player who types "inc" is warning his or her group mates that a mob is on the way.
incapacitated	Players in Star Wars Galaxies become incapacitated if one or more of their Health, Action, or Mind bars fall to zero.
irl	In real life. Irl is used to differentiate a real-life occurrence from a Star Wars Galaxies one.
jk	Just kidding.

k	Okay.
Kill stealing/ks	The act of finishing off a mob that has already been engaged by another player. This lessens the experience gained by the player who first engaged the mob. Only report someone who does this repeatedly with the intention of harassing you.
KoS	Kill on sight. Certain mobs in Star Wars Galaxies are KoS, meaning they will attack you on sight, especially when competing factions (Rebel and Imperial) are involved.
lag	Connection slow-down due to server or provider issues. Players should inform their group if they are having performance problems because it affects the group's viability.
ld	Link dead. A character is ld if connection problems cause him or her to lose connection to the Star Wars Galaxies server.
leech/leeching	Gaining experience for a defeat as if part of the player group, without being part of that group. Leeching is acceptable only with the group's permission. Only report someone who does this repeatedly with the intention of harassing you.
lfg	Looking for group. A player who says "lfg" is actively seeking a group with which to hunt or quest.
lol	Laugh out loud.
lop/lom	Low on power/low on mana. In traditional MMORPGs, a caster would state this to warn the group that he or she has limited spell-casting ability left. In Star Wars Galaxies, a more apt expression would be low on Action, or low on Mind.
loot	Looting removes items/credits from a slain mob.
los	Line of sight. For a ranged attack to be successful, the target must be within the player's line of sight.
lowbie	Refers to a low level character with relatively little experience.
med/medding	Meditate/meditating. To rest and thus recover Health, Action, and/or Mind.

Mind	Refers to mental strength. Also a measure of alertness and the ability to complete technical tasks.
mob	Mobile. A mob is any computer-controlled creature that can be fought.
mood	Star Wars Galaxies allows you to change your character mood. This is reflected in your facial expressions and your chat. For example, typing /mood angry lets everyone know that your mood has turned sour.
mt	Mistell. A tell mistakenly sent to the wrong person.
nerf	A class, item, ability, etc. that is programmed to be less effective for game-balancing purposes.
newbie/noob	Refers to a player with virtually no gameplay experience.
newbie zone	Zone created for easy low-level experience gathering. Mobs in newbie zones are usually weak and non-aggressive.
ninja looter	A player in a group who loots a slain mob's corpse before the fighting is finished. This is considered bad behavior.
nm	Never mind.
np	No problem.
NPC	Non-player character. NPC refers to any interactive character not controlled by a player. Guards, trainers, and merchants are NPCs.
omw	On my way.
oom	Out of mana. In traditional MMORPGs, a caster types "oom" to alert the group that he or she has no mana/power left to cast spells. Although there is no direct equivalent to mana in Star Wars Galaxies, out of Mind or out of Action are similar.
party	Any group of players working together toward a certain goal.
PC	Player character. Any character controlled by a person is a PC.

pet	Creature Handlers can tame mobs and control them to do their bidding. These controlled mobs are called pets.
PK/PK'er	Player Killer. A PK'er is anyone who eliminates another player.
postures	A posture is your character's stance in combat. Postures impact your attack modifiers and the attack modifiers of your enemies.
pl	Power level. The act of rapid level advancement is called power-leveling. Also refers to a situation where a more experienced character assists a lower level character to level faster than he or she could alone.
pull/pulling	To pull a mob is to be the first to engage a mob and bring it back to the group.
PvE	Player versus environment. PvE is any adventuring against computer-controlled mobs.
PvP	Player versus player. PvP is any adventuring against player-controlled characters.
Quickness	Refers to a character's Action burn rate. Quickness controls how rapidly a player's actions drain the Action pool.
r/rdy	Ready.
region	A distinct game area for adventuring. Jabba's Palace on Tatooine is an example of a region.
res/rez	To be resurrected or revived.
res sickness	Negative effects associated with being defeated, then being resurrected. As of this printing, res sickness has not been implemented in Star Wars Galaxies.
rfp	Ready for pull. Informs the group you are ready to engage in combat.
rhfs	Rest here for a second.
rl	Real life. Used to differentiate real-life statements, events, or questions from those that occur in-game.
rofl	Rolling on floor laughing. Used to acknowledge a funny comment or occurrence.

role-playing	A player who acts "in-character" throughout the course of his or her online adventuring is said to be role-playing. Role-playing does not excuse anything forbidden in the code of conduct.
server	See "galaxy."
socials	Special communication gestures found under the Socials tab in your "Abilities" menu. These are also called "emotes."
spam	Excessive and unnecessary announcements made for the purpose of annoyance.
spawn	The act of appearing in the game world. Mobs spawn outside of cities and players respawn after death.
Stamina	Refers to a character's Action regeneration rate. The higher the Stamina attribute, the faster your Action pool regenerates.
stat	Statistic. Statistics define a player, mob, or item. Health, resistances, and range are all examples of stats.
Strength	This attribute refers to your "Health burn rate." Strength determines how much Health is burned when using a special move that relies on Health. The stronger a character, the less Health he or she loses when performing a move based on Health.
tank/tanking	The act of meeting a mob head-on as opposed to firing at it from a distance. Usually those with a large Health pool are considered tanks.
tell	A player who asks for a "tell" is referring to a private message sent directly to him or her. The command /tell [player's name] followed by your message allows you to communicate with that person directly and confidentially.
toon	Your character may be referred to as your toon.
tpw/tgw	Total party wipeout/total group wipeout.
train	A large group of mobs chasing a player or group.

twinking	Decking out a newbie or lowbie with equipment, armor, and weapons that would normally be well beyond his or her means to acquire.
wb	Welcome back.
Willpower	Willpower refers to your Mind-regeneration rate. Characters with higher Willpower recover more quickly from tasks or actions that tax the Mind.
woot	A reaction to something positive. Synonyms might be "awesome" or "yeehaw."
wtb	Want to buy. If a player wishes to purchase something, he or she may preface the request with wtb.
wts	Want to sell. If a player wishes to sell something, he or she may preface the request with wts.
wtt	Want to trade. If a player wishes to trade something, he or she may preface the request with wtt.
XP/exp	Experience.
zerg	An offensive hunting tactic that involves overpowering your enemy with sheer numbers

Character Creation

Who Are You?

To play *Star Wars* Galaxies, you need a character. We'll give you a rundown here of how you go about creating your avatar in the *Star Wars* Galaxies universe. Everything from species, to height, to amount of freckles is in your control, so take some time to pick out the right appearance.

The initial character creation is also when you decide on your initial profession. This, plus the species you choose to play, determines your attributes. Pay attention to the information here, as it will help you decide what paths will best suit your style of play.

NOTE *The attributes are not set in stone—you can change their allocation (though you can never lose or add to your total number of points). Whatever you choose, you can change. Just remember that reallocation can take a long time.*

The Creation Process

First you have to decide what Galaxy you want to play in. A Galaxy is a server. If you decide to play in the Bria Galaxy you'll only meet players who have also chosen Bria as their home. Remember this if you want to play with friends. You must all be in the same Galaxy to be able to interact.

You will be able to create characters in other Galaxies if you want, but you can't emigrate a character from one server to another and you can't have more than one in the same Galaxy.

Species and Sex

After you settle on a location, build your character's physical appearance. To begin with, choose the species and sex.

In the blue box to the right is a list of the species you can choose and the Male symbol in the left corner. Click on the Male symbol (the Spear of Mars) and it will change to the Female symbol (the Mirror of Venus). Decide whether you want a male or female character and make sure the appropriate symbol is showing.

Consider what profession you want when choosing your character's species. All of the species have various bonuses and penalties with the six starting professions. Consult the "Professions" chapter in this guide to get more information on how a character's species affects the profession.

Eight species in *Star Wars* Galaxies are available. Each one of them has a different set of bonuses and skill mods (modifiers). Here's a rundown of all of the bonuses to attributes and mods each species has.

Human

Attribute Modifiers

Attribute Name	Modifier
Health	+100
Strength	+100
Constitution	+100
Action	+100
Quickness	+100
Stamina	+100
Mind	+100
Focus	+100
Willpower	+100

Human Species Features

Attribute Name	Modifier
Leadership	+10
Artisan Experimentation	+15

Rodian

Attribute Modifiers

Attribute Name	Modifier
Health	+0
Strength	+0
Constitution	+0
Action	+200
Quickness	+200
Stamina	+450
Mind	+0
Focus	+0
Willpower	+50

Rodian Species Features

Attribute Name	Modifier
Defense vs. Blind	+15
One-handed Weapon Accuracy	+10
Two-handed Melee Accuracy	+10
Weapon Assembly	+10

Mon Calamari

Attribute Modifiers

Attribute Name	Modifier
Health	+0
Strength	+0
Constitution	+0
Action	+0
Quickness	+0
Stamina	+150
Mind	+300
Focus	+300
Willpower	+150

Mon Calamari Species Features

Attribute Name	Modifier
Alertness	+15
Weapon Assembly	+10
Structure Assembly	+10

Bothan

Attribute Modifiers

Attribute Name	Modifier
Health	+0
Strength	+0
Constitution	+0
Action	+300
Quickness	+300
Stamina	+100
Mind	+100
Focus	+100
Willpower	+0

Bothan Species Features

Attribute Name	Modifier
Camouflage	+15
Cover	+10

Wookiee

Attribute Modifiers

Attribute Name	Modifier
Health	+350
Strength	+350
Constitution	+150
Action	+200
Quickness	+100
Stamina	+100
Mind	+100
Focus	+150
Willpower	+100

Wookiee Species Features

Attribute Name	Modifier
Trapping	+10
Creature Taming Bonus	+10
Rescue	+10
Warcry	+10
Wookiee Roar	+1

Twi'lek

Attribute Modifiers

Attribute Name	Modifier
Health	+0
Strength	+0
Constitution	+250
Action	+250
Quickness	+300
Stamina	+0
Mind	+100
Focus	+0
Willpower	+0

Twi'lek Species Features

Attribute Name	Modifier
Wound Healing (Dancing)	+15
Wound Healing (Music)	+5
Battle Fatigue Healing (Dancing)	+15
Battle Fatigue Healing (Music)	+5

Trandoshan

Attribute Modifiers

Attribute Name	Modifier
Health	+250
Strength	+300
Constitution	+400
Action	+0
Quickness	+0
Stamina	+0
Mind	+0
Focus	+0
Willpower	+100

Trandoshan Species Features

Attribute Name	Modifier
Unarmed Accuracy	+10
Unarmed Speed	+5
Unarmed Damage	+15
Melee Defense	+10
Creature Harvesting	+10
Regeneration	+1

Zabrak

Attribute Modifiers

Attribute Name	Modifier
Health	+200
Strength	+0
Constitution	+0
Action	+300
Quickness	+0
Stamina	+0
Mind	+0
Focus	+0
Willpower	+400

Zabrak Species Features

Attribute Name	Modifier
Defense vs. Dizzy	+10
Defense vs. Stun	+10
Defense vs. Intimidate	+10
Anti-Shock	+5
Equilibrium	+1
Vitalize	+1

Body Image

Each species has a different set of physical characteristics, mostly in the head area, that you can customize to create a unique look. To begin, however, you'll start with the body, which is the same for each species.

You can alter the Muscle, Height, Weight, and Torso characteristics. Each is self-explanatory; simply use the slider bars to increase or decrease each one. The separate species have some differences in their maximums and minimums. Wookiees can be taller than humans, for example. Play around with the bars until you find a morphology that pleases you.

Second are the Eyes and Nose. They vary with species, of course, but again you'll have slider bars to choose your preference. You can also make color choices for the Eyes, picking from a palette provided.

Next is the face. This encompasses a lot of pieces, from Age to Jaw to some of the species-specific features, such as the Twi'lek Lekku. Experiment to your heart's content so you can find the perfect face for the character. So many choices mean you can create an extremely expressive visage. Plus this screen allows you to choose the skin color. You can choose from a palette with many colors. You get different sets of tones for the different species.

There are other decisions to make in regard to your character's appearance. This is where you decide some of the more striking features of the different species. You can get Frills for the Rodians, Horns for the Zabrak, and so on. A large selection of patterns and styles are available, so find one that suits your needs.

When you're satisfied with the outward appearance of your character, it's time to decide what you want him or her to do.

Attributes

All right. Now that you know what your avatar looks like, decide what career path you're going to have your character follow. Choosing a profession sets what your attributes will be. To make an informed decision, you first need to know what the attributes are and how they affect your character's abilities.

There are nine attributes: Health, Strength, Constitution, Action, Quickness, Stamina, Mind, Focus, and Willpower. Each one has a numerical value, determined by your species and profession. For example, you could have a Constitution of 500 and a Focus of 900. They all have some bearing on the three status bars in the game that represent your character's well-being.

The HAM Bars

Health, Action, and Mind are your primary attributes and are always visible on your HUD as red, green, and blue bars in the screen's upper-left corner by default; you can move it later if you want. You can also see the HAM bars of other players, some NPCs, and creatures that you might run across. You'll be very interested in the HAM bars during combat. Damage done during a fight is reflected by reductions in the bars. If any one of them is drained, you'll become incapacitated.

The HAM bar attributes are also used when performing special actions, such as special attacks or using medical skills. Those actions take a toll by draining your HAM bars. But don't worry, you naturally regenerate your energy.

How much energy you spend for those actions and how fast it regenerates is related to the secondary attributes. We'll take a look at those now.

Supporting Attributes

Each primary attribute has two Supporting Attributes. Strength and Constitution back up Health, Quickness and Stamina support Action, and Focus and Willpower are related to the Mind attribute.

Strength, Quickness, and Focus determine what kind of "burn rate" their primary attribute has. In other words, when a character with a high Strength does an action that costs Health points, he loses less Health than a character with a low Strength rating.

Constitution, Stamina, and Willpower affect how quickly a character regenerates the HAM bar energy lost to special actions or in combat. That process is always working; as soon as you lose energy the regeneration starts, even in the middle of a battle. However, if you're not regaining energy as fast as your opponent is taking it away from you, then there's trouble ahead.

Stat Migration

An important point to remember is that the total number of points in your attribute pools is static. The total can differ depending on what species you choose, but after the total is set, it won't change for your character. How those points are distributed at the beginning is different in each species and profession, but the total always remains the same.

Also important is the fact that you never gain more points to add to your attributes. A player who has become a Master Bounty Hunter still has the same point total in the attribute pools that he or she did when he or she was a Novice Scout.

While you can't change the total number, you can change the distribution of points. Let's say you have a Health of 1,100 and an Action of 400. If you want a more robust Action pool at the expense of a slightly lower Health, you can move points from one to the other. While in the game you simply click on the "character sheet" icon (or press control + C) to call up your Character Sheet. Look for the Stat Migration button in the lower part and click on it.

Once there, use the slider bars to lower your Health, then add those points to your Action attribute.

The change is not instantaneous. It takes a very long time for the points to reallocate themselves, but it will happen. In this way, you can fine-tune your attributes to your liking, or even alter them radically.

TIP

Right after you create a character and before you decide what planet you'll start on, you have the opportunity to make instant stat migrations. This gives you the chance to move around those points without delay. After that, however, any changes take a long time to complete.

Professions

Now that you understand the attributes in *Star Wars* Galaxies, you can choose your starting profession. There are six professions to begin with. These are the base professions, and they represent a variety of interests. From these six starting points you can build up into the Elite and Hybrid professions, which are more specialized.

Each species has some bonuses or penalties with certain careers. Plus, the species you choose impacts how the attribute points are distributed for each career.

The hard numbers for the beginning professions (how attribute points are divided, what bonuses and penalties there are) are discussed in detail later in this guide. Here we'll give you the description of each of the six starting careers and a sense of what kind of playing style matches each one. Make sure you consult the "Professions" chapter of this guide before choosing your career.

Whatever you choose as your starting profession is not set in stone. The fluid mechanics of *Star Wars:* Galaxies make it possible to start as a Scout, then abandon that line of work to pursue another career, such as Entertainer, without creating a new character.

Scout

A Scout is proficient at exploring and surviving in dangerous environments. A Scout has a wide variety of skills and can evolve in dramatic ways: A Scout can become a Ranger, Squad Leader, or Creature Handler, but she can also become a Bio-Engineer. If you're interested in exploring, the Scout is a good choice as your starting profession.

"I enjoy the thrill of the hunt and the exploration of the wilderness. As my skills grow, the more at home I feel, even in the harshest of conditions. I can become a Squad Leader, a Ranger, or I can hone my skills as a Creature Handler."

Medic

The Medic is a critical component of any squad and is vital to a group engaged in combat. Medics can heal combat injuries, allowing others to continue the fight. Medics can evolve into Doctors, or combine their medical skills with the skills of a Marksman to become a Combat Medic better-suited to service on the front lines of larger battles. If you enjoy helping others and want to be a necessary part of any group, choose the Medic.

"My calling is medicine. I choose the path of the healer, wherever that will lead. I can choose to become a Combat Medic, and match my combat healing abilities with ranged combat experience, or I can become a Doctor and spend my time healing wounds. Either way, my primary skill will be healing, rather than hurting."

Marksman

A Marksman relies on the use of ranged weapons in combat. He can become a specialist with rifles, pistols, and carbines, or eventually evolve into a Bounty Hunter, Commando, Smuggler, or Combat Medic. If you want to run around blasting enemies, the Marksman might be for you.

"Picking off an enemy from a distance gets my blood pumping. From a pistol to a rifle, I am lethal with all forms of ranged weapons. I prefer to let the hardier fighters engage the enemy while I inflict damage from the outskirts of the battle. I can hone my skills on a particular type of ranged weapon, or train in Combat Tactics to become a Squad Leader. The Bounty Hunter path is also available to me, should I choose it."

Entertainer

The Entertainer is a valuable component of the *Star Wars* Galaxies social landscape. Entertainers interact with virtually all other players, by providing necessary healing services and using skills to change the appearance of other characters. Entertainers can specialize as Dancers, Musicians, or Image Designers. If you want to meet a lot of other people online and become an integral part of the social scene, the Entertainer profession is your calling.

"Battle is much too grim a way to spend one's time. Rather, one should pursue more leisurely and pleasurable activities. I prefer dancing and musicianship to hitting and shooting, Hairstyling and Image Design to the grit of the battlefield. While the fighters among you may find my profession strange, I guarantee you'll need my services sooner than you think, as my skills alleviate the shock of war. And while you are enjoying the show, you may wish to purchase a unique tattoo or hairdo to differentiate yourself from the crowd."

Brawler

A Brawler is a skilled hand-to-hand combatant that can specialize in unarmed combat or the use of polearms, one-handed weapons, or two-handed weapons. When combined with a Marksman's abilities, the Brawler can become a Bounty Hunter, Commando, or Smuggler. If you want access to a wide range of melee weapons and special moves, and think that going toe-to-toe with enemies sounds fun, then choose the Brawler profession.

"I enjoy beating enemies into the ground with my bare hands or with an array of close-quarters weapons. Group support is not my forte, as I prefer to be in the fray constantly, nose-to-nose with whatever ugly brute wants a scrap. In time, I can become a master at unarmed combat or melee weapons, or choose to become a Bounty Hunter or Commando."

Artisan

The Artisan is the starting point for aspiring merchants and crafters. A novice Artisan can study engineering, domestic arts, business, and resource surveying. These skills give the Artisan the ability to create and market the items that form the basis for the *Star Wars* Galaxies economy. This is a good starting profession if you like to turn a profit. Artisans that study engineering can continue on to become Weaponsmiths, Armorsmiths, Architects, or Droid Engineers. Artisans that study domestic arts can become Tailors or Chefs. Artisans that study business focus on the process of creating and managing a store, allowing them to become Merchants.

"I prefer to build rather than destroy. My creativity is matched only by my mechanical know-how. I enjoy working with my hands while challenging my intellect. Although I won't prove my mettle in battle, it will most likely be my metal that the combatants are wielding. My specialization choices are many: Droid Engineer, Architect, Weaponsmith, Armorsmith, Chef, Tailor, and

Merchant. Most other professions will probably choose to dabble as an Artisan to some extent, in order to meet the requirements of their profession."

Character Summary

You need to choose a name. However, you can't choose just any name. This is a *Star Wars* game and the designers want it to be as immersive an experience as possible. Following naming conventions is part of that immersion, so think of something that sounds like a plausible name for the Star Wars universe.

Now, we all know several dozen names of notable characters that have appeared in the movies, books, and games. Those names are off-limits. Don't try to call your character "Han Solo"; you'll be asked to change it. Sure, there may be another Han Solo somewhere in the whole wide galaxy, but let's not confuse things.

Plus, soundalike names are not going to pass muster. Technically "Luuuke Skywaaker" isn't the same name but it just won't fly.

Obscenities (and soundalikes) are also not allowed. Use your common sense when picking a name. Give it some Star Wars flavor.

If you're stumped you can always hit the "Generate a Name" button. You can try it as many times as you like until it comes up with one that suits your character.

Under the name section you see a blank slate for your character's bio. This is optional. You don't have to fill it in if you're not inspired. You may not even have a clear idea of what your character's history is. No worries, though, you can fill this in later on, after having a few adventures worth writing about.

Finally, notice the check box that says "Show New Player Tutorial." If you keep it unchecked you'll skip the tutorial and head for the travel terminal. However, assuming you've never played *Star Wars* Galaxies before, check it and play through the training segment to get used to some of the controls. You may learn something valuable.

Where Will You Go?

The only decision left is what planet you want to start on. The arid deserts of Tatooine? The lush hills of Naboo? You have five planets to choose from. Tatooine or Naboo are good starting points. They were the first planets to be fleshed out in the programming and you'll most likely find a good number of players on either. Corellia is also a good starting place. It's a large planet with well-developed cities for you to visit. The two smaller choices, Talus and Rori, are excellent for those who like things to be less crowded. If you're into soloing, Talus and Rori are good jumping-off points.

Any of the starting five will have the adventure you need. You can travel between the planets with ease (if you have the credits), so this starting choice won't lock you in to any one place.

Good luck, and may the Force be with you.

Interaction

The HUD (Heads-Up Display)

You can access the controls for the game's features from the HUD. This is your command center, with readouts of important information and controls for your functions.

Here's the most important and basic piece of information you need about the HUD: alt toggles between your targeting reticle and the pointer that accesses the HUD buttons.

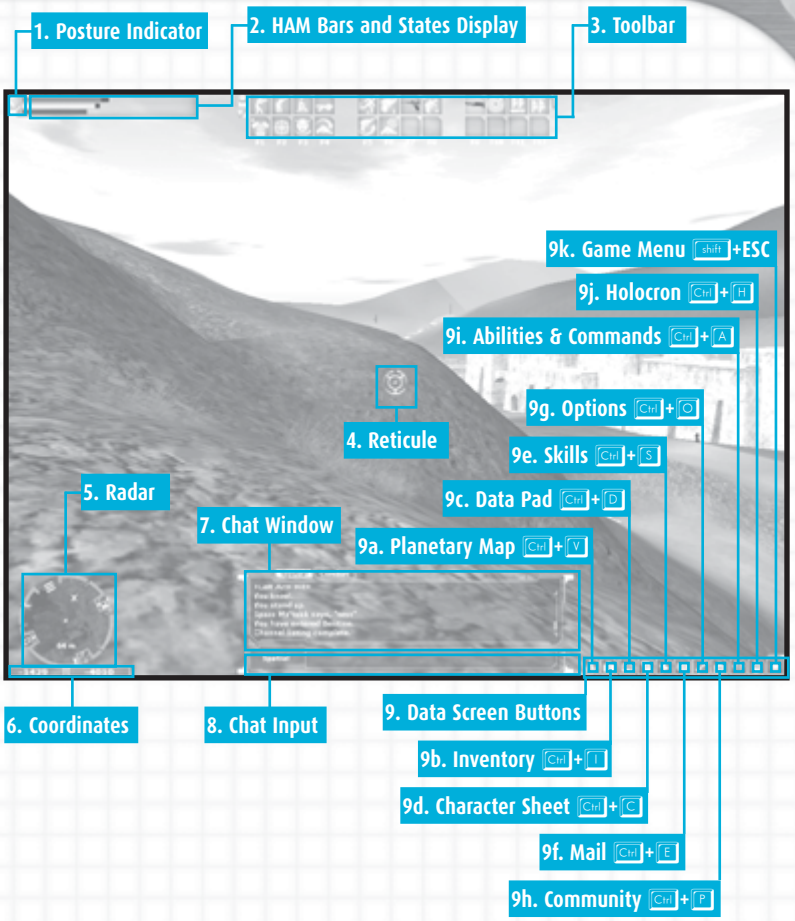
The reticle appears as a green circular symbol centered on your play screen. You control it with your mouse and use it to bring up your radial menu (more on that later) and to direct your character as you move around.

The targeting reticle.

The pointer.

Press alt and the reticle turns into the yellow arrow-shaped pointer. This moves freely across the screen. Use it to press the HUD's buttons and manipulate the windows.

After a time, pressing alt to access the HUD becomes second nature, but it can stymie some beginners.



1. Posture Indicator

This tells you whether your character is standing, kneeling, sitting, or lying prone.

2. HAM Bars and States Display

Here are your Health/Action/Mind bars, as discussed in the "Character Creation" chapter. Your character's state is shown to the right of the bars. If an opponent makes you dizzy or stunned, or if you go berserk, then that symbol shows up in the states display. All the states are listed in the table here.

Character States

Symbol	State Name	Symbol	State Name	Symbol	State Name
	Aggressive		Dizzy		Rallied
	Aiming		Evading		Stunned
	Alert		Immobilized		Taking Cover
	At Peace (stop fighting)		In Combat		Tumbling
	Berserk		Incapacitated		
	Blinded		Intimidated		

3. Toolbar

Put commands and special abilities in the toolbar so you can use them with a quick keystroke. Several of them are set up as defaults, such as F1–F4 for your postures, but you can change them by using the pointer to click and drag the icon to another slot, or right-click and choose "Remove."

You can also drag items to the toolbar slots. To switch weapons, open your inventory, click on a weapon, and drag it to an open slot. Now when you press that function key, your character equips that weapon. You can do the same with stimpacks or tools or anything else you can "Use."

Finally, there are four sets of toolbar slots. Press Ctrl+tab while in pointer mode to flip through the slots. You can also use the pointer to drag the bottom of the toolbar down so you have two rows showing. If you place commands in that second row you must use shift+F1 to use those commands.

4. Reticle

The reticle is your targeting device. Use it to access the radial menu (discussed later in this chapter) and guide your character as you move. Your mouse controls it.

5. Radar

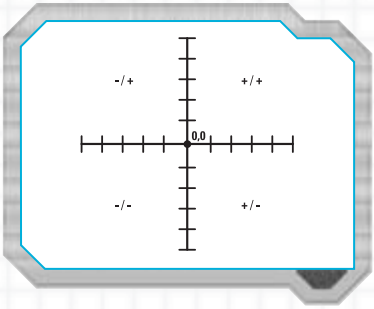
The radar gives you information about your surroundings. The default radius is 64 meters, but you can adjust it to cover a radius from 32 meters to 1,024 meters. The dot in the middle is your character. You see various dots and pointers and arrows on your radar. Pointers are arrowhead shapes; the arrows have an arrowhead and a shaft. Yellow dots/pointers can also be NPCs. When something is out

of the radar's radius, but still within range of its sensors, it shows up as a pointer or arrow along the circle's edge. When it's within the radius's range, it turns into a dot, triangle, or square. Refer to the table here to figure out what's what.

Radar Symbols

Color and Shape	Indicates
Blue Arrow or Triangle	Waypoint
Blue Pointer or Dot	Player Character
Central White Dot	Your Character
Grey "X"	Corpse
Orange Arrow or Triangle	Mission Waypoint
Red Pointer or Dot	Aggressive Opponent
White Arrow or Triangle	Assignment Waypoint
White Pointer or Dot	NPCs
White Pointer or Square	Interactive Objects (terminals, etc.)
Yellow Pointer or Dot	Non-aggressive Opponent
Yellow Pointer or Square	Lair

6. Coordinates



These two bars show the X and Y coordinates for your character. The left bar is for east/west coordinates and the right bar is for north/south. The center of any world map is at 0,0. Travel east, and the left bar goes into negative numbers; go west, and the numbers become positive. Travel north, and the right bar counts into positive numbers; go south, and it slides negative. For example, if your coordinates read -1500, -3598, then you're in the planet's southeast quadrant. This location system is important for finding friends, landmarks, good hunting areas, mining spots, and myriad other things.

7. Chat Window

This window shows messages, commands, and chat as they happen around you. The tabs on the window's top are the chat channels; swap between them to control what you see. Spatial, the default tab, shows everything within a tight radius around you. If someone behind you says something, it pops up on your chat window. Click the Combat tab to see only messages pertaining to battles. If you're in a group, you can go into a group chat window, filtering out all chatter except that of your group-mates.

The chat window is a very important piece of interactive equipment. Just about everything that happens to your character is documented on that screen. You can scroll through the messages with the bar on the right of the screen.

8. Chat Input

This slim bar under the chat window is where you can type in chat or commands. Simply begin typing and it shows up in the chat input window. When you're using commands, put in a forward slash first. For example, to use the find command, type **/find** to start.

9. Data Screen Buttons

Access these buttons with the pointer (press [a] to turn the reticle into the pointer, as discussed earlier in this section). The data screen buttons bring up various screens of vital information. You can also use the quick-key strokes to bring up the screens. Here we'll go a little further into the details of each data screen button and show you the quick key combo to pull them up in-game.

9a. Planetary Map

[control]+[V]

The planetary map is full of location information. You can find cities, specific buildings, and various other landmarks. It also shows your current location. You can move the pointer around freely on the map to pinpoint specific coordinates. If you need a waypoint to a spot, right-click on that area and then choose "Set Waypoint." You can then activate and deactivate the waypoint in your datapad.

9b. Inventory

[control]+[I]

Your Inventory screen shows your character's items. Use the radial menu to "Drop" or "Destroy" items, thus making more room, or to "Use" them, such as crafting tools and medicine. A meter shows how full your inventory is, and two slots show how much cash you have on hand and how many credits you have in the bank.

9c. Data Pad

[control]+[D]

Waypoints and schematics are held in your datapad. The waypoint is an extremely useful feature and you'll get to know it well.

Schematics for items, pets, and deeds you can craft are also kept in your datapad. You can trade or sell these to other characters.

9d. Character Sheet

control + C

On your character sheet you can see how many Battle Fatigue points you have accumulated, as well as how many wounds you've sustained in battle. Your food and drink monitors are here, too.

You can monitor your faction standings in the Character Sheet screen as well. Are you leaning toward Imperial or Rebel?

Click on the "Status" tab at the top to find (or fill out) more info on your character. You can also create your character's bio.

Finally, click the "Stat Migration" button on the character screen to adjust your attribute points.

9e. Skills

control + S

The Skills screen is where you can check on your character's advancement. This window keeps track of the experience points you've earned and holds data on the skill trees for the professions in the game.

You can also check on the skill trees that your character is currently climbing. Boxes for skills that you have acquired are green, while ones you haven't gotten yet are light blue. Click on a skill box to see the skill mods (modifiers), abilities, and commands that skill will give you. Hold the pointer over a skill box to see a description and the number of experience points needed for that skill.

To the left are your current experience point totals and the total number of mods you have (pluses to accuracy, crafting, etc.).

In addition, you can keep track of how many skill points you've spent on your skills and how many you have left. More information on the use of skill points can be found in the "Professions" chapter.

If you check the "Show Experience Monitor" box, a static window appears above the data screen buttons. This box is a meter that tracks your experience points. Set it to a specific skill and it shows you how close you are to acquiring that skill.

9f. Mail

control + E

This is the in-game e-mail system. You can send messages to any other character, so long as you know his or her first name. You can send someone mail even if he or she isn't online at the time. You can also mail waypoints if necessary.

9g. Options

control + O

You can customize this game in the Options screen. Everything from graphics to your chat options can be tweaked in this window. The buttons along the left side lead to another window with a raft of choices and slider bars to optimize your playing experience. Take some time to familiarize yourself with the various options.

9h. Community

control + P

The Community screen allows you to control several facets of your interaction with other player characters. The primary screen allows you to enter information about the real you (not your character) and info about what kind of person you would like to meet and be friends with in the real world. You are then notified when someone who matches your criteria is nearby. You can meet people without leaving the house.

You can also enter the character names of friends and people you'd rather ignore. The Community system can truly enhance your enjoyment of the game, letting you find like-minded people within the game world and perhaps helping you create friendships beyond the bounds of the computer.

9i. Abilities & Commands

control + A

The Abilities & Commands screen is where you find icons for all the different actions you can take. Both combat moves and social gestures are found in this area. Each one has its own icon that you can drag into the toolbar. We suggest using the toolbar for your combat commands. That way your special moves are a keystroke away.

This screen is also where you can create macros (a way of simplifying a string of actions or commands). If you wanted a single keystroke to make your character sit down, clap, and say "Let's hear it for the musicians!" you can create a macro to do that.

Click on the "Macro" tab and then press the "New Macro" button at the bottom. To program a macro, type in the commands in the order you want them to be taken and separate them with a semi-colon.

For the example given above you would type in:

/sit;

/clap;

Let's hear it for the musicians!

The first command sits your avatar down, the second makes you applaud, and the third bit is the phrase you say after sitting and clapping.

If you want to pause between actions in a macro, use the **/pause #** command between the actions. Going back to our earlier example, if you created a macro with the following commands:

/sit;

/pause 10;

/clap;

/pause 5;

Let's hear it for the musicians!

When you activated that macro, your character would sit down, wait 10 seconds, then clap. You'd pause for five more seconds before saying, "Let's hear it for the musicians!"

You can use macros for combat as well. The strings of commands you can create are limitless.

9j. Holocron

control+H

Your holocron is a help menu. It can take you through many subjects to orient you to how Galaxies works. You can also access the Knowledge Base to help you out of a confusing situation. But perhaps the easiest way to find out an answer to a question is to ask the other players around you. Many will be quite helpful and friendly.

9k. Game Menu

shift+ESC

The game menu is very simple. Press "Credits" to check out who made the game. Press "Disconnect" to leave the galaxy you're in and go back to your character select screen. "Exit the Game" shuts down the game and "Resume Play" continues it.

The Radial Menu

The most frequently used tool to interact with your environment is the radial menu. Part targeting system, part social director, part tool, the radial menu is a context-sensitive system that changes as the situation evolves.

Before getting into the details of what it does, let's look at how it works. It's a simple concept: Place your reticle over an object, creature, or character, then press and hold the left mouse button. The green reticle changes into the blue radial menu.

After you get the radial menu up, several boxes spring out around it, showing you what actions you can take. If you target an NPC that can talk to you, the choices are "Converse" and "Examine." If your target is a dispenser, your choices are "Use" and "Examine."

TIP Alternately, you can press tab to target the nearest creature, then press ~ to bring up the Radial Menu. This works well when you're trying to lock onto a moving target.

TIP When using the Radial Menu, hold off a moment before picking your choice. Sometimes other choices (such as "Harvest Resources") will appear after waiting a second.

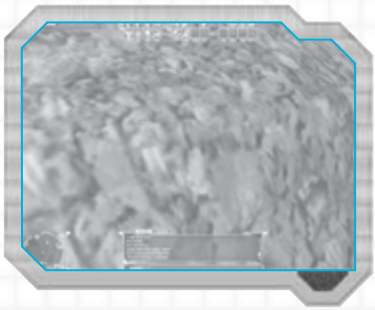
That's what's meant by context-sensitive. Depending on what you target, your choices from the radial menu will vary. When it comes to player characters, the choices you get are dependent on location, your skills, whether or not you're grouped, and so on. Let's say you're a Medic in a hospital with a wounded Medic friend nearby who's got lower skills than you and is a member of a group you started. If you target that friend, your choices from the radial menu include examining her, healing her, kicking her from the group, trading with her, or teaching her.

TIP Some of the actions you can take with the Radial Menu can also be done with commands typed into the Chat Input window. For example, you can target a creature and type **/attack** to start a fight.

Waypoints

Waypoints are useful. Planets are big places and it's easy to get turned around in the heat of battle or while making a long trek across uneven terrain. Waypoints are beacons that keep you oriented and on the right path.

If you set an active waypoint in Theed, for example, and then range about in the wilderness hunting and exploring, the waypoint shows up on your main screen and on your radar as a light blue arrow, pointing the way back to Theed. When you're close enough, the waypoint appears as a column of glowing blue light reaching into the sky.

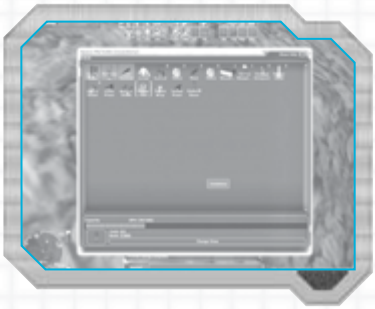


A simple waypoint, glowing to lead you back.

To set a waypoint, access your datapad (control+D) and click on the "New Waypoint" button. In the window at the right of your datapad, a picture of the planet you're on appears with the planet's name under it. So, if you were in Theed and made a new waypoint, a picture of Naboo would appear with "Naboo" written underneath.

Double-click on the picture of the planet, and a shaft of light appears where your character stands. Right-click on the planet picture to rename the waypoint (such as "Theed" in our example). Right-click and choose "Destroy" to get rid of a waypoint.

You'll come across other waypoints as you play. Accepting a mission creates an orange waypoint. A mission given to you in a theme park shows up as a white waypoint. They all work the same way as normal waypoints and can be accessed in your datapad.



A shaft of light is a mission waypoint.

You can also create waypoints from the Planetary Map screen. There are several pre-set points for cities, sights, and other locations for each planet on its map. Simply call up the map (control+V) and search for the area you want. Right-click on it and choose "Create Waypoint." That puts a new waypoint in your datapad for you to activate.

You can also mail waypoints to other players with the in-game e-mail system. This is an easy way to rendezvous with friends or share information on areas rich in creatures or resources. You'll find that waypoints are indispensable.

Languages

There are several species in *Star Wars* Galaxies. Many of them have languages other than Basic. Your character can learn different languages (or may already know them, depending on what species you pick).

To find out which languages you know, type **/language** in the chat input. A list pops up, letting you see what tongues you can converse in. To switch to another language, type **/language [LANGUAGE NAME]** in the chat input.

If you are around a character who is speaking a tongue your character doesn't understand, you see his or her chat bubble, but it will be full of gibberish. Players can teach each other languages, which allows you to be able to understand and/or speak a different species' tongue.

Tells and Shouts

A private alternative to chat is the tell command. If you wish to send a quick message to another player without broadcasting it to everyone, type **/tell** in the chat input bar. Then put in a space and type in that character's first name. One more space and then start your message. If you want to give a tell to a character named Scales about your health, it would look like this: **/tell Scales I'm hurt badly, but don't let the others know**.

Scales would see the tell in his chat window and no one else would be the wiser.

Another useful aspect to the tell command is that you can send instant messages across long distances. Your friend could be across the planet, but if you use a tell, she gets the message in her chat window.

This comes in handy if you see a line of chat but don't know where to find the speaker. If someone shouts out that he's forming a group but you can't find him, check on his name in your chat window and send him a tell asking where they're meeting.

Shouting is another variation of chatting that you'll use from time to time. Start a message in your chat input window with the command **/shout**, and your character's message will show up in the chat windows of players in a wider radius than a chat message would. This is a great command when you're looking for folks to join a group.

TIP Don't abuse the shout command. It's annoying.

Trading

Star Wars Galaxies allows you to swap items with other players. This can be used as a form of barter (items for items) or simple commerce (credits for items). Or perhaps you just want to give someone a present. Here we take you step by step through the trading process.

1. **To begin a trade, use the radial menu to target your intended receiver and choose "Start Trading."**
2. **When that person agrees to trade, a new window pops up. This is where you load what you're offering and see what your trading partner is giving in return. There are two halves to the window, one with your name over it and the other with your trading partner's name.**
3. **Open your inventory, then click and drag the items you are trading into your side of the window. You can also type in the number of credits you're trading, if any.**
4. **When you see what your partner has put up for trade and you finish filling your side, check the "Accept Trade" box in the upper corner. When your partner has done the same, an "OK" button appears in the lower-right corner. Click it to finish the trade.**

TIP You can still chat while the trading window is open.

Grouping

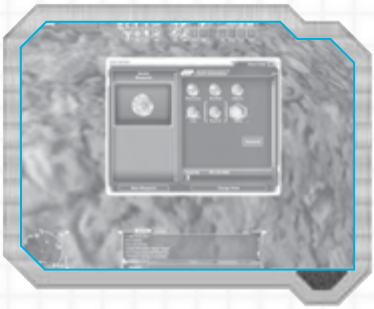
You should realize two things early on. First, various professions complement each other. Second, there is safety in numbers.

When you go out into the planets, you will encounter some tough creatures. You can fly solo for awhile, but eventually it is more efficient to hunt in groups. When people band together, the larger creatures fall more easily and do less damage to you over the long run. A dewback isn't going to roll over for a single Scout. But group that Scout with a couple of Marksmen, a Brawler, and a Medic and you can take out herds of the lumbering beasts.

As part of a group, you get maximum experience for minimum effort. This isn't easy, but the payoff in experience points will be worth it.

To start a group, you need only two players. One of them, using the radial menu, invites the other to join a group. You can have up to 20 player characters in a group, though the leader better be a good organizer to keep everyone together.

If you're a new player, don't keep it a secret. Let the others know that you're inexperienced but willing to help. More often than not your group mates will offer help and advice. They may even look out for you when the action heats up. But don't be mad if they tell you to get lost. Many groups go after extremely vicious creatures and they might need someone with more punch than a new character has. Build up and try again later.



A large group clutters up your HUD, but it's worth the bother.

After you've got your friends together, head out to the hunt. When you spot a target, decide who will "pull" the creature. That person must be tough because he or she takes the brunt of the damage. After it's decided, that person initiates combat, bringing the creature to the group. As long as you do some damage to the beast, you get a slice of the experience point pie when it's defeated.

When you group, your party members' HAM bars appear under yours in the upper-left corner. There you can keep track of their general health as well as any states they may be affected by or what posture they're in.

Teaching

Another important aspect of grouping is teaching. Players can teach skills to other players. As a new player you may not have the credits to buy training as you need it. A thousand credits can be hard to scrape up when you're starting out.

So, when you have the experience points to gain a new skill, give a shout asking if anyone nearby would be willing to teach you. If someone agrees, band together and he or she will be able to teach you. Make sure you know whether or not your teacher wants payment before accepting help. Many will simply teach for free since they get experience for doing so. If someone else is looking for skills you have, offer to teach him or her.

Combat

Gearing Up

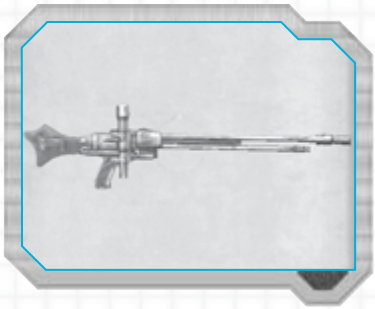
So, you want to get out there and blast some beasties? Well, you need to know a few things before you go adventuring. First, let's discuss equipment. We'll start with weapons, as every profession starts with one type or another, then we'll move on to armor, which is harder to come by.

Weapons

Understanding your weapon's stats will maximize your lethalness.

Open your inventory by pressing control + I and right-click on a weapon. Select "Examine" from the radial menu and the weapon's stats appear. A few stats are worth noting at this point. Damage determines the minimum and maximum amount of damage the weapon inflicts on the target. You may be tempted to choose the one with the highest damage output, but there are other stats to consider.

If you are a Marksman, and prefer to deal damage from a distance, then at what range are you going to engage your target? If you are soloing, you may start out at the ideal range for the equipped weapon, but the mob will close the distance quickly. If you didn't destroy the creature with your first few shots, you'll be engaging an angry mob at close quarters. To make matters worse, ranged weapon carriers are vulnerable to melee damage dealers.



This rifle is advanced, but it will serve as our example.

Let's assume that the only weapon you are carrying is a rifle. It has a high damage output so it seems like a sound choice. However, look at the three numbers listed under "Range Modifiers." The first number, -80, denotes that you take a significant penalty to accuracy when you fire this weapon at point-blank range. The second number, 35, states that you get a +35 bonus to your accuracy when firing this weapon at its ideal range (in this weapon's case, the ideal range is 60 meters). The third number, -50, denotes a severe accuracy penalty when firing this weapon at its maximum range (64 meters).

So, if you initiated combat standing up (we'll discuss postures in a bit) and you're 60 meters from the target, you'll get a +35 modifier to your accuracy roll. Not bad, but the creature didn't remain at 60 meters, did it? Nope, it charged after you and is now in your face, leaving you with a -80 penalty to your accuracy. That's not good. The laser rifle's high damage output won't do any good if you can't hit your target. What to do?

When the creature closes with you switch to a weapon that gives you a bonus (or at least no penalty) at point blank range. This can be things like melee weapons (blades and sticks) or certain pistols.

There are other factors to consider when choosing a weapon, so check out the "Weapons" appendix in the back of this guide for a complete list of stats. But as long as you understand damage, ideal/max range, and range attack mods, you won't find yourself wondering why you can't hit a gorg with a laser rifle when it's hopping in front of you!

Certifications

You can equip and use any weapon from the outset, no matter your profession, but if you are not certified with that type of weapon, you will suffer severe damage penalties. (You won't be able to do as much damage as someone who is certified in that weapon).

You will automatically gain certifications in different weapons as you advance through your profession. To check what weapons you are certified in or will gain in the future, open the skills window by pressing control+S and click on any portion of your profession's skill tree. Look to the "Commands Granted" section of the window to see what certifications, if any, are granted at that level. However, not all professions grant weapon certifications.

As you advance, buy the weapons that you are newly certified in. Compare them to find the best stats and trade up to the more useful armament.

Armor

Armor is a mixed blessing in *Star Wars* Galaxies because while it offers some protection, it also detracts from one or more of your nine attributes. Before donning a piece of armor, open your character sheet and take note of your stats. After equipping the armor from your Inventory screen by double-clicking on it, note what stats have taken penalties. Refer to the armor list in the "Armor" tables at the back of this guide to see what resistances or vulnerabilities are also bestowed. Then make an informed decision regarding what, if any, pieces you will equip.

TIP Wearing armor all the time is rarely a good idea as it affects your proficiency at many chores, from healing to crafting. Rather, equip it before a big fight so its benefits outweigh the costs.

Toolbars

Before heading out to do battle, prepare for the impending conflict by setting up your toolbars. After all, the last thing you want to do during combat is fumble through your toolbars and "Abilities" menu trying to find the perfect move.

Use the pointer to drag out a double row for your toolbars. Use shift and the corresponding F# key to access the lower row.

The toolbar is a set of 12 slots (24 if you've expanded it down) that correspond to your F1–F12 keys and can be customized to suit any type of play. During gameplay, pressing a function key initiates the action that you set to that particular slot in the toolbar. For example, setting **/burst** to the F4 slot in your toolbar allows you to burst run by pressing F4.

In addition, pressing control+tab scrolls through six sets of toolbars, giving you 144 slots with which to play. Setting up multiple toolbars prepares you for any contingency during combat. You can remove actions from your toolbar by right-clicking on them and selecting "Remove" from the radial menu. You can also drag actions to another spot on your toolbar.

NOTE *It is worthwhile to note, especially for Brawlers who like to switch between melee weapons and unarmed combat, that pressing your weapon key once equips the weapon, and pressing it a second time un-equips it, leaving you to fight with bare hands.*

Your abilities are in the Command Browser. Open it by pressing control+A and you can drag the commands, emotes, moods, and socials you want to the toolbars. Which ones you need in the bars depend on your profession, level of play, and personal preferences.

Our first suggestion? Put your weapons in easy-to-access slots. Drag your weapon icon from your inventory to a toolbar slot. Now you can switch weapons with a single press of a button. Alternately, if you have Medic skills, putting stimpacks into toolbar slots will allow for quick healing in the middle of a battle.

TIP As you progress through skill levels and gain a greater number of special moves, consider using one toolbar for each weapon and the moves associated with it.

Multi-Class Training

Train in classes that complement your own, as the skills they offer help in your early adventuring. For example, any class benefits from training in Novice Medic, as it allows you to apply damage stimpacks both in and out of combat. Also, a Marksman, Brawler, or Scout will find various benefits inherent in Novice training in the other two classes. For example, a Marksman who is proficient in melee combat (by training in Novice Brawler) does not have to rely on his ranged weapons at close range, which are not only inaccurate, but incur a defensive penalty against melee weapon users.

TIP **Novice training is cheap and easy. Find a trainer for the profession you want and get the novice skill they offer. It costs 100 credits and allows you to dabble in most of the professions.**

A basic profession trainer will get you started on a career path for little money.

A Brawler who is proficient with a carbine can inflict damage from a distance, before switching to unarmed or melee weapons.

Training in the Scout class allows you to harvest resources that aid in crafting, but also lets you train in Exploration to increase movement through harsh terrain. Scouts can also train in Survival, which allows them to set up camp in which wounds can be healed (should you have the appropriate training or a friend who is so adept).

Train in a variety of classes to maximize your character's efficiency; you can always drop the skills later, should you need to free up your skill points for specialization.

Finding Creatures

Creatures appear on your radar as either red dots or yellow dots. Red ones mean that the creature is aggressive and will attack unprovoked if you get too close. Yellow dots are more mild mobs, who will stay peaceful unless attacked.

Yellow boxes indicate creature lairs, which are guarded by the mobs that inhabit them. Firing on the lair elicits an aggressive response by any nearby critters that call that lair home. Also, mobs may spawn while you are destroying the lair, which forces you to switch your attention to them.

Engage lairs with the above information in mind to come away with hefty experience.

When approaching a creature, you may see one of three symbols floating over its head. A "?" above its head means that the creature is alerted to your presence. It may flee, or wait to see what you do next.

When you see "!" above a creature's head, the creature is warning you to back off. If you don't want to engage the mob, step back, and it should calm down.

A "\|/" symbol indicates that the creature is scared. Pressing it further may cause it to flee.

Assess the Target

Do not attack any creature you come across. Rather, consider the creature's strength relative to your own. Considering (called "conning," or "con") is the process of checking out a creature's abilities and strength in relation to your own.

Select the nearest creature by pressing tab, or by clicking on the target. Every successive press of tab selects a target that is farther away, until you have cycled through all targets in your character's range of sight.

Your enemy's HAM bars appear above its head, as does a colored starburst icon. This is the con icon. This symbol's color corresponds to a difficulty rating system, which is outlined here:

Green: Well below your skill level and easy to defeat. The XP gained from defeating such a creature is minimal.

Blue: Slightly below your skill level. Blue targets put up a fight, but you will emerge victorious. Use caution when engaging multiple blue targets; they can get the better of you.

White: Equal to you in level. Defeating such a target is difficult, especially if you rely on auto-attack. Take advantage of posturing, your weapon's ideal range, and/or a few special moves to take a white con mob. The XP rewards are significant if you pull it off.

Yellow: Slightly above your skill level. Avoid such fights unless you have superior weaponry, incredible tactics, a supply of healing devices, or friends nearby.

Red: Hope you like the view from the ground. Red targets deal a deathblow on you, so you'll pay with your life. Take these on only with an experienced group.

NOTE *Creatures may con between the colors listed above. In that case, you see a blend of the lower and upper con. For example, a light blue icon represents a creature whose level lies between a green and a blue con. The con is based on your skill with your currently equipped weapon. The color may change if you change weapons.*

Select a creature and type **/con** for a written assessment of the creature's level relative to your own.

Refer to the Creature Table

Aside from the conning process discussed here, check the creature table in this guide. It gives you more information than conning will, such as whether or not the mob is part of a pack (pack mobs assist each other in combat), or whether the mob is a killer and thus will deal a deathblow to you (non-killers will only incapacitate you). A beginning character should steer clear of packs or killers.

As mentioned in the first chapter, this beginner's guide doesn't list all the creatures in *Star Wars* Galaxies. We cover the mobs you'll be able to handle in your first few dozen hours of play. If it's not in this guide's tables, it's too tough for a starting player.

Initiating Combat

A Marksman lying prone before starting some trouble.

When you find an ideal candidate to battle, initiate combat. Before attacking, however, you must decide on your attack range. If you are using a ranged weapon, move to its ideal range as found by right-clicking on it and selecting "Examine." Attacking from a weapon's ideal range grants a bonus to your accuracy roll. Before firing, read up on postures to maximize your efficiency.

If you are using a melee weapon, you need to get up close and personal before you start swinging.

Postures

Think of postures as your stance in combat. Different postures affect both your attack modifiers and your enemy's attack modifiers. There are three combat stances:

Standing: Standing is the default stance and applies no modifiers to your accuracy. However, enemies spot you more quickly if you are standing.

Kneeling: This provides a positive modifier to your accuracy, and enemies have a harder time spotting you, allowing you to get off more shots before they retaliate. Also, if your enemy is using ranged weapons as well, it receives a negative modifier to its accuracy roll. The downfall is that enemies attacking with melee weapons get a positive modifier against you in addition to the positive modifier they receive because you are holding a ranged weapon.

Prone: Lying prone gives a significant boost to your accuracy modifier, while giving a significant penalty to those firing at you. It takes an enemy longer to spot you, ensuring that you'll get off multiple rounds before it closes in. An enemy using melee weapons is at a huge advantage while you remain in the prone position. You cannot attack from prone if your opponent is at point-blank range; switch to the kneeling or standing posture to resume fighting.

When you are at your ranged weapon's ideal range, assume the prone position (if it's not on your toolbar, type **/prone**) and initiate combat by pressing the function key associated with the attack command, double-clicking the target, or left-clicking the target and selecting "Attack" from the radial menu. When the enemy spots you and charges, wait for it to get right up on you, then switch to kneeling or standing. Also switch weapons to something with better accuracy modifiers at point-blank range.

Special Moves

Throughout combat, you can use any special moves you have learned through either innate abilities or class-training. To view all that you have acquired, open your Command Browser by pressing control+A and select the "Combat" tab. Assign any special moves to your toolbar so you have quick access to them during combat.

Using special moves incurs a cost however, as they drain points from your Health, Action, or Mind bars. Don't use them haphazardly or you'll end up doing most of your opponents' work for them.

TIP You can also perform a special move by entering its name in your chat window, preceded by a forward slash. For example, type **/berserk** to initiate the berserk special move.

States

If an opponent uses a special move against you that has a lasting effect, an icon appears near your HAM bars. Alternately, if you affect an opponent, the state icon appears near its HAM bars.

The following is a list of states and their descriptions. Learn them; they will significantly impact the outcome of a fight:

- **Aggressive:** Increases chance of delivering a successful counter-attack and decreases chance of getting hit in combat.
- **Aiming:** Provides a bonus to hit on the next attack.
- **Alert:** Counters Surprise Attack special move.
- **Berserk:** Provides a bonus to hit, faster attacks, and damage bonus, but also applies a penalty to defense.
- **Blindness:** Applies penalties to both offense and defense.
- **Dizziness:** Creates chance of falling down when changing postures.
- **Evading:** Provides chance of dodging an attack.
- **Immobilized:** Prevents movement.
- **In Combat:** Indicates that the character is involved in combat.
- **Incapacitation:** Character is incapacitated (any HAM bar has dropped to 0) and is vulnerable to a deathblow.

Intimidated: Increases chance of being hit by attacks.

Rallied: Provides both a bonus to hit and a bonus to defense.

Stunned: Applies penalties to defense.

Taking Cover: Provides bonuses to defense.

Tumbling: Provides defensive bonuses while changing postures.

Taking Damage

Throughout combat, you'll take damage to one or more of your Health, Action, and Mind bars, either through damage inflicted by your opponent, or through the use of special moves. The bars regenerate over time, or you can heal them during or after combat by using stimpacks. You need to be trained in Novice Medic to use stimpacks.

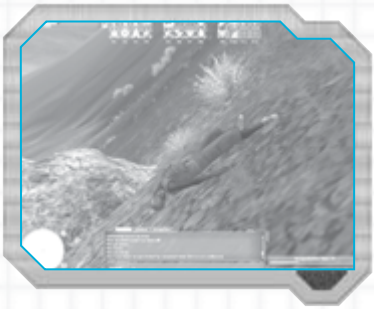
To use a stimpack, open your inventory by pressing control+I, right-click on the stimpack, and select the "Use on self" option. If you dragged the stimpack to your toolbar, select yourself, then press the corresponding function key to activate the stimpack.

When watching the fight, you'll notice numbers floating off your character. Red numbers indicate damage to your Health bar, green numbers indicate damage to your Action bar, and blue numbers represent damage to your Mind bar.

Incapacitation and Death

You become incapacitated if one or more of your HAM bars fall to zero. You cannot move, deal damage, speak, or equip items while in this state. A timer appears to let you know how long you will remain in the incapacitated state.

Another player can revive you by using a stimpack on your fallen body, or you can wait until the state passes.



Knocked out and helpless.

Death occurs if a creature or player performs a deathblow on you while you are incapacitated, or if you become incapacitated three times within any 10-minute span. Should this occur, you have the option of cloning at the nearest facility, or whichever facility at which you have bound yourself.

If you have not insured your items at an insurance terminal, most of your items will be left on your corpse. Luckily however, finding your corpse is a breeze as a waypoint is automatically set to show you the way.

Looting

If you are successful in combat, loot any items left on the carcass. Double-click on the corpse to loot all items from that corpse. Or right-click on the target and select "Loot" or "Loot All" from the radial menu. Selecting "Loot" opens a window that allows you to loot only the items you see fit, while selecting "Loot All" removes all items from the corpse and places them in your inventory. Scouts also get the option to harvest resources from the corpse, gaining XP and organic resources in the process.

Post-Combat Healing

Damage sustained in combat regenerates over time, or you can heal by using stimpacks. Wounds do not regenerate. Wounds reduce the maximum number of points in your Health, Action, and Mind pools.

To heal your Health and Action wounds, visit a hospital or campsite, and solicit the help of a healing professional. He or she will apply Health and Action wound stimpacks to heal your wounds. Or, if you are trained as a Medic, you use stimpacks by opening your inventory, right-clicking on them, and selecting either "Use on Self" or "Use on Target" from the radial menu.

The cantina is an oasis amongst the chaos.

To heal your Mind wounds, visit a cantina and listen to or watch an Entertainer. To listen to musicians, either target them and type **/listen**, or right-click on them and select "Listen" from the radial menu. Likewise, to watch a dancer, target him or her and type /**watch**, or right-click on him or her and select "Watch" from the radial menu.

TIP Tip Entertainers and Healers; they perform a necessary service that allows you to continue fighting. To tip them, select them and type **/tip [amount]**. For example, typing **/tip 100**> tips your target 100 credits.

Watching an Entertainer heals Mind wounds and Battle Fatigue. Battle Fatigue is gained through combat, and although it doesn't affect combat viability, it hampers the curing of wounds. Visit an Entertainer before you head to the medical center. Check on your Battle Fatigue by pressing control + C to bring up your character sheet.

Economy

One of the unique things about *Star Wars* Galaxies is a player-driven economy. Players can own shops to sell their crafts. You can have factories that mass-produce items for sale to other players.

The lonely crafter, squatting in a corner churning out goods, has been upgraded into a store owner with a staff of workers.

Many items are available only through the efforts of Artisans. The best armor and weapons, for example, are going to come about through these skilled player characters.

Here's some background you need to know about the economy in the game:

Credits

Credits are the units of currency in *Star Wars* Galaxies. They are the basis for most transactions and rewards. As the saying goes, credits make the galaxy go 'round...or slowly decay into dissolution through entropy.

You never see a physical representation of credits. They move about as numbers on your Inventory screen. However, as with all money, it's better to have more than less. Even though you don't see them, you can carry credits as cash. Cash is useful for tipping and trading, but don't keep too much on you.

It's best to keep most of your currency in a bank.

Items and Stuff

Now it's time to talk about stuff, material items. You can acquire items and equipment in a variety of ways. You can find it, make it, or buy it.

We'll cover all those aspects of the Galaxies economy in a moment, but it's worth mentioning that crafting is an important part of the game. Artisans, as they gain experience and higher skills, can branch out into several Elite professions. They can build everything from powerful weapons to droids.

Don't dismiss the Artisan career path. Imagine the wealth you'd accumulate if you are the first one on the planet able to create personal shield generators.

How to Acquire Stuff

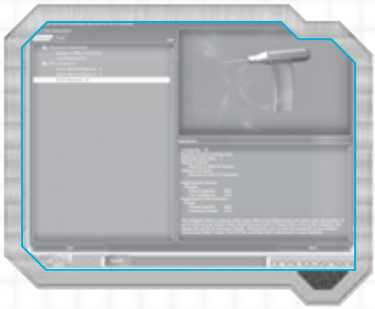
Some items you simply find on NPCs you defeat in battle. Looting a corpse can yield credits, clothing, weapons, food, and myriad other items of interest and value.

The only hitch is that you have to defeat the NPCs first. There's no guarantee that they'll have anything on them. Still, hunting NPCs in the wilderness is a good way to build up your inventory. You won't find the best equipment, but you will get it for free.

Crafting

Galaxies relies on the player characters for most of its items. The Artisans and their Elite professions are the ones who crank out the most powerful and potent objects. If it weren't for them we'd all be stuck with CDEF pistols and casual pants.

Many professions have limited crafting abilities: Medics can make medicines, Scouts can make camp kits, but the Artisan path is the one that leads to the most complex items. When they reach higher levels, Artisans can specialize in specific types of crafting, weapons, armor, houses, etc.



The crafting window is where a lot of work gets done.

While there are many complexities to the crafting system in Galaxies, you'll be able to get started with this simple information....

Schematics

Schematics represent the blueprints for the items you may currently make with your character. As you advance, you gain access to specialty schematics. Each blueprint has a complexity score that determines the crafting process difficulty, quality of the item to be made, and tools needed to build it. Highly complex schematics require special tools, such as public crafting stations, to be built. Starting Artisans, however, can build their wares with a general crafting tool.

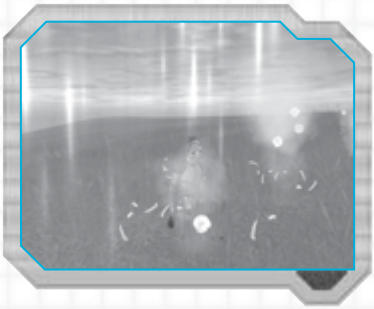
Obtaining Resources

To build an item, you must procure raw materials, known as resources. There are three ways to obtain resources: One, purchase resources from another player at the bazaar. Two, if you have Scout skills, you can harvest natural resources—hide, meat, bone—from dead animals. Three, Artisans can extract the key types of resources from skins of planets.

To extract from a dead creature you must have looting rights (you must have defeated it). Target the animal's corpse and hold down the button until the radial menu pops up. Move the mouse over the "Harvest Resources" choice.

Surveying is the first step in the process of acquiring inorganic resources. You need surveying devices to do it. They are tools geared to find specific resources. Call up your inventory and hold the left mouse button over one of your surveying devices and set the range with the "Tool Options" button. Once that's done, select the surveying device again and select the "Use" button.

When the Survey/Sample screen pops up, choose the resources you want to find, then click the "Survey" button. A waypoint will appear over the highest concentration of the resources. Run to it, stand in the middle of the waypoint, and then click the "Get Sample" button. Let your character work there for a while. You may not get a sample right away.



Taking samples will get you the raw materials you need.

Go through the process again if nothing comes up after a few tries. You'll eventually have a stack of resources to play with.

After you get the materials you need, go to your Inventory, double-click the general crafting tool, and start building.

Selling and Buying Stuff

For an economy to work, there must be trade (goods for services, goods for goods, goods for credits, and so on). Galaxies allows for all sorts of selling, bartering, and trading. All it takes is two amenable player characters and the will to give up something to get something else.

Secure Trades

The most frequently used way to shift goods around from player to player is the secure trade. Using the radial menu, target another player and ask him or her to trade with you. When he or she accepts, a window pops up.

Open your inventory and drag the items you wish to trade into the window and/or type in the amount of credits you're willing to pay. Your partner does the same.

Trading is not necessary for paying a player for a service. If a Medic patches you up, it's easier to use the **/tip** command to slip him or her some credits.

By using the window, you can ensure that you're getting what you pay for, or that you're getting the credits you deserve. The trade has to be approved by both parties before it's completed, which protects you from getting ripped off.

The Bazaar

Most of you are already familiar with the system employed by the Galactic bazaar terminals. In the real world, there are several on-line auction sites for buying items, either at set prices or by bidding. The bazaar in *Star Wars* Galaxies runs along the same lines. Any player can access and use the bazaar. Simply walk up and use the radial menu.

The bazaar terminals all look alike.

NOTE *Instant sale means that you set a fixed price (say 100 credits) and whoever first agrees to pay that price gets the item. Auction is a bidding system. You set a time limit for the auction and people bid on the item. At the end of the time limit whoever has the highest bid wins the auction.*

When using the location filter in the bazaar, you have to get items you buy from the bazaar terminal where the auction was placed. So, if you're on Tatooine and you buy something that was put up for auction on Naboo, you have to buy a ticket to Naboo to pick it up. Figure travel expenses into the cost of the item. There's no shipping.

Stores

Players who have reached a high level of skill can set up stores with their custom wares to sell. You'll find them through other players or while wandering around player building areas.

Chances are good, however, that the stuff they're selling is out of your price range as a beginning player. If you find a shop you really like, however, set up a waypoint out front and come back when you've got the credits.

Tipping

It takes up a lot of time spent in cantinas and hospitals for an Entertainer or Medic to gain enough experience to get higher skills. And you may notice that credits don't just fall in your lap from sitting in a cantina. So, the healers don't have a lot of time to spend running around doing destroy missions for pay. They do, however, provide a vital service for all player characters who are running around getting gnawed on by beasties.

If the Entertainers and Medics were to quit, you'd be in trouble. So keep 'em happy. It doesn't have to be much, and it doesn't have to be every time, but using the **/tip** command is appreciated.

Plus, the more generous you are, the more willing Medics will be to heal you. And believe us, the hospitals can get crowded.

Keep some cash in your character's inventory when you go to visit the healers. To tip someone, target that person and type **/tip [AMOUNT]** in the chat input. You can also tip with money from your bank using the **/tip bank** command.

You can also type in **/tip [CHARACTER'S NAME] [AMOUNT]** instead of targeting the character.

And for all you receivers of tips, show your gratitude. A surly dancer is much less likely to get compensated than a cheerful one. Say thank you.

Play nice.

Tip whenever possible. It's only fair.

Professions

The Career Paths

In *Star Wars* Galaxies you can choose a career path for your character. You start by choosing from the six starting professions: Artisan, Brawler, Entertainer, Marksman, Medic, and Scout. We'll cover those in-depth in this guide.

As you play, you gain experience and build up your skills. Eventually you can move up to an Elite or Hybrid profession. These "second tier" careers are specialized, giving you the chance to pursue specific aspects of the base careers or combine the skills of two basic paths. It takes some doing to get up to an Elite profession, and even more to break into the Hybrid paths. As a beginning player, think about what second tier profession you're interested in, but it'll be awhile before you have to make any firm decisions.

You're not locked into a path. You can dabble in several professions at once with one character. It's possible to become a jack-of-all-trades, with skills in all six starting professions. However, if you want to reach the heights of a career, you need to narrow your focus.

Species Bonuses

The species you choose to play affects the number of attribute points you have. Each profession has a base number of attribute points: 4,500. The type of profession determines how the attribute points are distributed among the nine attributes. Combat jobs rely on higher Health statistics, at the expense of Mind, while it's the opposite for non-combative professions.

Each species has extra points to contribute, some more than others. For example, humans get a +100 points boost to each of the nine attributes, bringing their total to 5,400 points. Wookiees are the most robust characters, with an extra 1,600 points, for a total of 6,100.

Each species also has some species modifications (or "mods"). These are bonuses to skills that you can learn as you play. For instance, Bothans have a +10 bonus to the Camouflage ability. However, you must gain that ability before the bonus can be applied. So a Bothan who's purely an Entertainer won't have any use for that mod.

Some mods don't apply directly to a skill, but help you resist certain attacks, such as the Zabrak Defense vs. Dizzy at +10.

Here we list each species' attribute point bonuses and skill mods.

NOTE *The extra attribute points apply no matter what profession you choose. In other words, Rodians always gets a +200 to the base Action stat whether they're Marksmen or Artisans or any other starting career.*

Species Attribute Bonuses

Species	Health	Strength	Constitution	Action	Quickness	Stamina	Mind	Focus	Willpower
Human	+100	+100	+100	+100	+100	+100	+100	+100	+100
Rodian	+0	+0	+0	+200	+200	+450	+0	+0	+50
Mon Calamari	+0	+0	+0	+0	+0	+150	+300	+300	+150
Bothan	+0	+0	+0	+300	+300	+100	+100	+100	+0
Wookiee	+350	+350	+150	+200	+100	+100	+100	+150	+100
Twi'lek	+0	+0	+250	+250	+300	+0	+100	+0	+0
Trandoshan	+250	+300	+400	+0	+0	+0	+0	+0	+100
Zabrak	+200	+0	+0	+300	+0	+0	+0	+0	+400

Human Mods

Mod	Value
Leadership	+10
Artisan Experimentation	+15

Rodian Mods

Mod	Value
Defense vs. Blind	+15
One-Handed Weapon Accuracy	+10
Two-Handed Melee Accuracy	+10
Weapon Assembly	+10

Mon Calamari Mods

Mod	Value
Alertness	+15
Weapon Assembly	+10
Structure Assembly	+10

Bothan Mods

Mod	Value
Camouflage	+15
Cover	+10

Wookiee Mods

Mod	Value
Trapping	+10
Creature Taming	+10
Rescue	+10
Warcry	+10
Wookiee Roar	+1

Twi'lek Mods

Mod	Value
Battle Fatigue Healing (Dancing)	+15
Battle Fatigue Healing (Musician)	+5
Wound Healing (Dancing)	+15
Wound Healing (Music)	+5

Trandoshan Mods

Mod	Value
Creature Harvesting	+10
Melee Defense	+10
Private Innate Regeneration	+1
Unarmed Accuracy	+10
Unarmed Damage	+15
Unarmed Speed	+5

Zabrak Mods

Mod	Value
Anti-Shock	+5
Defense vs. Dizzy	+10
Defense vs. Intimidate	+10
Defense vs. Stun	+10
Equilibrium	+1
Vitalize	+1

Skill Trees

Each profession has a skill tree with 18 sections: a root at the bottom, a crown at the top, and four branches. Each of those branches has four sections. Those branches each represent a field of study or ability. In other words, for Marksman, you have a branch for pistol skills, one for carbine skills, one for rifle skills, and a fourth for ranged support skills.

To advance your abilities in a branch, you have to first gain the experience points, then pay for the training. So, if you were a Marksman and wanted the Pistols II skill, you'd need 5,000 points of Pistol Weapons Experience and enough credits to pay a Marksman trainer to teach you.

You can individually progress up the branches. You could reach Rifles IV, the top box of the Rifle skills branch, without making any headway in carbine skills.

To reach a second tier profession (an Elite or Hybrid profession) you need to reach the top of the corresponding branches. Sometimes you need to fully master a starting profession to reach a second tier career. For example, to become a Doctor, you need to reach the top of all four branches of the Medic profession and earn the Master Medic box at the crown of the Medic skill tree. For other professions, you may need to complete only specific branches of a starting profession. For instance, to be a Pistoleer you only need to reach the top of the Pistols skill branch.

When you move up a branch, you often are awarded new modifiers (mods) and/or commands. These perks improve your abilities, making your character more formidable. The mods are cumulative, so the higher you get on the skill tree, the more easily and efficiently you can perform your tasks.

TIP Study your skill trees as you progress. It is hard to accumulate experience points, so spend them wisely.

Skill Points

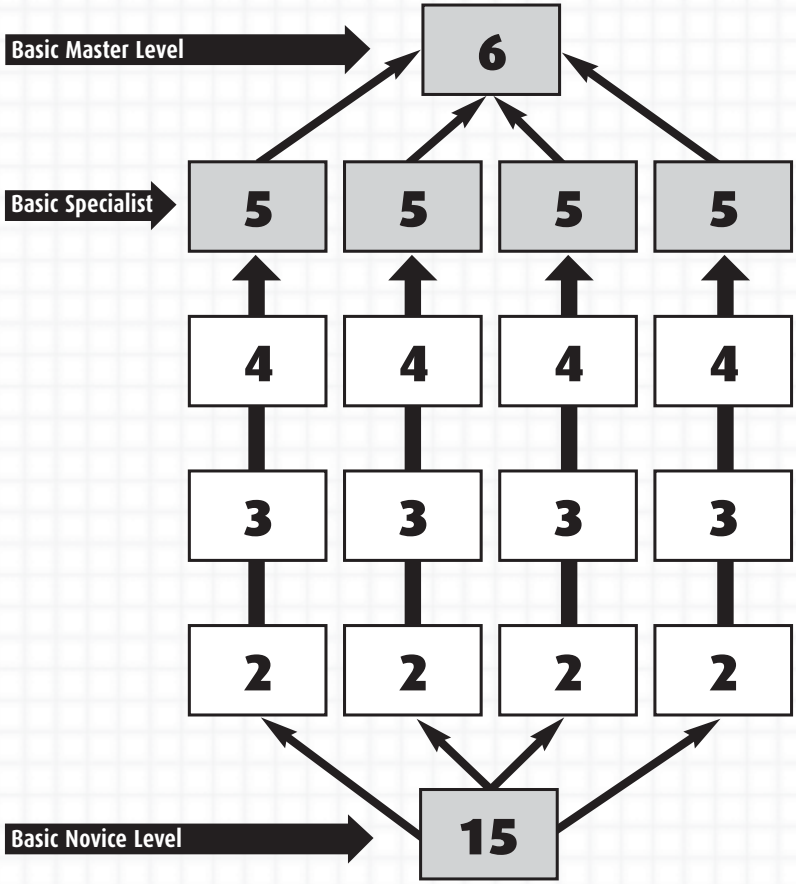
There's a cost for skills that is less obvious than experience points and credits. Each box on the skill trees costs a number of skill points. Every character starts with the same number of skill points, 250. You cannot earn more; 250 is your limit.

This is what prevents you from climbing each skill tree with one character. You have to monitor your skill point expenses so you can get the career you want.

Each box on a skill tree costs skill points. For example, the Novice box at the root of every basic profession costs 15 skill points. So if you were to learn each of the six starting professions, you'd spend 90 skill points on just the root skills. That leaves little to use on higher-end skills, so it's to your advantage to specialize.

The branches of the basic professions also have a standard skill point price. The first box from the root costs two skill points, the next one up costs three, the third box costs four points, the fourth box costs five. The crown of a basic skill tree costs six skill points. So to fill out a basic skill tree, you'd have to spend 68 skill points. Check out the sample skill tree for a visual of the starting professions' skill point costs.

Basic Skill Tree



Experience Points

In *Star Wars* Galaxies, when you choose a profession, it enables you to gain experience points (also called "XP") for engaging in specific tasks. As a Marksman, you get points for using guns, an Entertainer gets experience by dancing or playing music, and so on.

These points help you advance along your profession's skill tree. You'll need a lot of points.

Experience points are broken up into categories. Each branch of a skill tree could require a separate type of experience points. The Marksman tree, for example, has a branch that requires Rifle Weapons Experience, one for Carbine Weapons Experience, one for Pistol Weapons Experience, and the fourth needs Combat Experience points.

Check your Skills screen using control+S, and you'll notice a window for Current Experience Points. It lists the type of experience you've earned and how much you have of each.

When you reach the required amount of experience for the next skill level, you can find a trainer and improve your abilities. When you rise to the next skill box, you "spend" your accumulated experience. So, if you have 6,000 points of XP and gain a skill level that costs 5,000 points, you're left with 1,000 XP. You have to earn more to get the next level.

When you've got enough experience to get a new skill, you can use one of the NPC trainers or find a friendly player character to teach you, as outlined earlier in this guide.

NOTE *A player character cannot train you in a novice skill. In other words, you can learn the root skill for any profession's skill tree only from an NPC.*

Experience Point Caps

There are caps to the number of experience points you can gain without training up in a skill.

This is to prevent exploiting the experience point system. For example, if you're a Brawler and you raise your skill level in Unarmed Combat, the lower level creatures become easier to defeat and are worth less experience. But what if you refused to train and hunted low-level beasts for days? The risk is minimal because they aren't vicious, but you still gain maximum experience points. Experience point caps stop that kind of exploit. After a certain point, you can no longer earn any more experience without first training in the higher skill.

The XP caps force you to gain higher skill sets, and that forces you to go after more challenging prey. So, you have to train up and make progress through your skill trees.

Surrendering Skills

Let's say you've been building up as a Scout, but also raised a lot of your skills in the Marksman and Medic trees. You spent a lot of skill points becoming a better healer and blaster-slinger, but now you want to move on to the Creature Handler Elite profession and the skill points are getting scarce.

No worries. You can abandon skills to regain the skill points you spent on them. In our example, let's say you've gotten to Expert Rifle Skill in the Marksman tree. Highlight it on the Skills screen and choose the "Abandon Skill" option. You get back four skill points to spend elsewhere.

When you abandon a skill, however, you lose the mods and commands that came with it. And you do not regain the experience points you used to get that skill. So choose carefully when abandoning a skill.

NOTE *You must abandon skills from top to bottom. That is to say, if you have the Rifles IV skill, you cannot abandon Rifles III without first getting rid of Rifles IV.*

TIP Abandoning skills won't become an issue until you're seeking an Elite or Hybrid profession. You can dabble in many skill trees before having to worry about running out of points. However, have an idea of where you're headed so you don't waste too much time on skill trees you'll eventually get rid of.

Stat Migration

Call up your character sheet (control+C) and check out the "Stat Migration" button at the bottom. Click on it, and you come to the screen where you can adjust your character's attributes. You can't add points, but you can take from one stat and give to another.

For example, if you have a 1,000 Health attribute rating and a 500 Constitution, you can shift points from one to the other. You could take 100 points from your Health and add them to your Constitution to boost it to 600, leaving your Health at a robust 900 points.

At the beginning, after you create a character, you are given the choice to mess with your attributes. If you make changes at that point, the attributes shift. However, after you're in-game, stat migration takes a long time. Tinker with it to get the feel of the changes before making any large commitments.

Stat migration can come into play if you want to make a career change. If you've been focused on a combat-intensive profession and want to settle down into a more mental line of work, you have to make some shifts away from Health and toward Mind. There are limits as to how much of a shift you can make, but if you want to keep the same character and move into a new profession, check out your stat migration.

Career Change

Let's assume you've decided to make a change in your character's life. We've already covered the points you need to understand: skill trees, abandoning skills, and stat migration. All that's left is putting it all together.

You won't so much change careers as change your focus. You may have been going up the Medic and Entertainer trees, but now want to make your character more combat-oriented.

Decide where you want to go. Perhaps the Medic/Entertainer wants to become a Combat Medic. In that case, the Entertainer skills can be abandoned in favor of Marksman skills. Don't dump the extraneous skills all at once. Get rid of them when you need skill points. Until that time, you may find the Entertainer abilities useful.

Because, in our example, the character needs to be more combat ready, you'll have to move around some attributes. Health and Constitution will need a goose, so shift some points into those stats.

That's all there is to it. Figure out where you want to go, decide what stats you need to change, and abandon extraneous skills as you need the points.

The Starting Professions

The rest of this chapter deals with the first six professions that are available to every player. These six are the jumping off points for the more specialized Elite and Hybrid professions. We won't cover them here because as a new player, it will take you time to get through the first tier career.

This section will give you information on what the professions are, advice on playing each one, and charts with details of skill and experience point costs and what bonuses each skill awards.

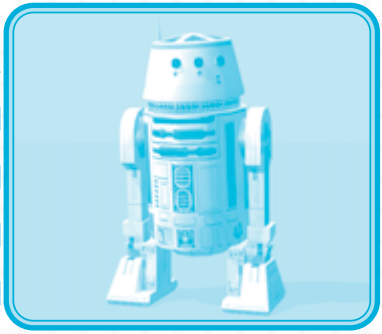
Artisan

If you think the heat of battle is too hot and sticky, you're more suited to a profession that deals with the creative rather than destructive side of life. Perhaps you want to be the one to whom others come for their equipment, having heard of your deadly accurate blasters or thick protective armor. Or maybe you want to accumulate wealth by selling your wares. Whatever your motive, the Artisan profession is for those who want to create items for other players to use. Food or droids, weapons or clothing, the Artisan path leads to them all.

Artisans are brain, not brawn. It takes a sharp mind and quick hands to manipulate raw material, for the Artisan leans toward the brain and dexterity.

Artisan Base Attributes

Attribute	Value
Health	600
Strength	300
Constitution	300
Action	800
Quickness	400
Stamina	300
Mind	900
Focus	400
Willpower	500



The base Artisan stats for all three of the Mind attributes are the highest for any profession. An Artisan's Constitution attribute is the lowest of them all and the Health and Strength stats are tied with Entertainer for lowest. It's an easy picture to draw: Artisans are not rugged types.

Being an Artisan involves exploration when you go surveying. To make objects, you need raw material. Metal, chemicals, flora, fauna, and so on are necessary to the Artisan's craft. To get them, you need to survey the land and dig up your building blocks. So you may have to tromp about in the wild lands even if you are a sensitive artiste.

Initially you can craft only simple things. Doing so gives you General Crafting Experience that you can use to raise skills in three of the Artisan skill tree branches. One branch is for engineering, one for domestic arts, and one for business. Each of those three branches leads to Elite professions. See where each goes, and focus on the one you want. When you go out to survey, you get Surveying Experience, which you can spend on the fourth branch of the Artisan skill tree.

Surveying may get your hands dirty, but it's a job worth doing.

You can also work up all four branches and become a Master Artisan, highly skilled in all of the different aspects of crafting. When you first start, however, you can make only a limited number of simple general items.

Species

The different species have their own pluses and minuses for each attribute. Here you see how those numbers play out with the Artisan profession, plus a few modifiers a couple of species have:

Artisan Profession Species Stats

Species	Health	Strength	Constitution	Action	Quickness	Stamina	Mind	Focus	Willpower
Human Artisan	700	400	400	900	500	400	1,000	500	600
Bothan Artisan	600	300	300	1,100	700	400	1,000	500	500
Mon Calamari Artisan	600	300	300	800	400	450	1,200	700	650
Rodian Artisan	600	300	300	1,000	600	750	900	400	550
Trandoshan Artisan	850	600	700	800	400	300	900	400	600
Twi'lek Artisan	600	300	550	1,050	700	300	1,000	400	500
Wookiee Artisan	950	650	450	1,000	500	400	1,000	550	600
Zabrak Artisan	800	300	300	1,100	400	300	900	400	900

Artisan Species Mods

Species	Mod Value	
Human	Artisan Experimentation	+15
Mon Calamari	Weapon Assembly	+10
	Structure Assembly	+10
Rodian	Weapon Assembly	+10

Looking over the different choices, you see that several species are well suited to creation. Trandoshan seems the weakest, but not by much. While low in Action, the Mon Calamari have outstanding Mind and Focus stats, with great Willpower. That will serve you well. Add to that the species mods for Weapon and Structure Assembly, and if you want to be a Weaponsmith or Architect (looking ahead to the Elite professions), Mon Calamari is your choice.

However, Humans have a modifier of their own that works along all the crafting lines. Plus they have excellent numbers in the primary Artisan attributes. And you can't forget the Wookiees or the Rodians, either. It's an open field for you crafter types. Whatever species you pick, their attributes won't hamper you.

Tactics

There aren't any combat tactics for the Artisan profession. However, we can give you tips for playing a crafter.

First off, think ahead to your Elite profession. Do you want to be a Weaponsmith? Or a Tailor? When you know, spend your experience points in the branch of the skill tree that gets you there. Don't muck about in the two other branches, because it only drains your hard-earned XP. This doesn't apply to Surveying Experience.

Which brings us to the second point: Raise your surveying skills as soon as you can. You'll accumulate them quickly because you need materials to craft objects. The better you are at surveying, the more efficient you'll be at collecting raw materials. That means you spend less time searching and more time making.

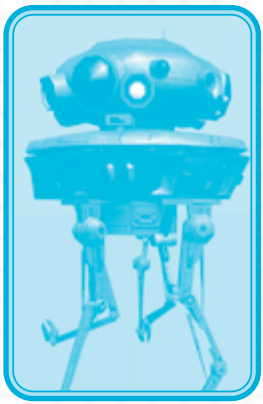
Thirdly, pick up Novice Marksman and Novice Scout skills if you intend to make things that involve resources extracted from creatures (bone, hide, and meat). That way you can hunt creatures and extract the parts you need on your own, without waiting for a kindly Scout to give you what you need. Eventually you can abandon those skills as you gain notoriety and others are happy to sell you material, but at the start it's faster to do it yourself.

Where It Leads

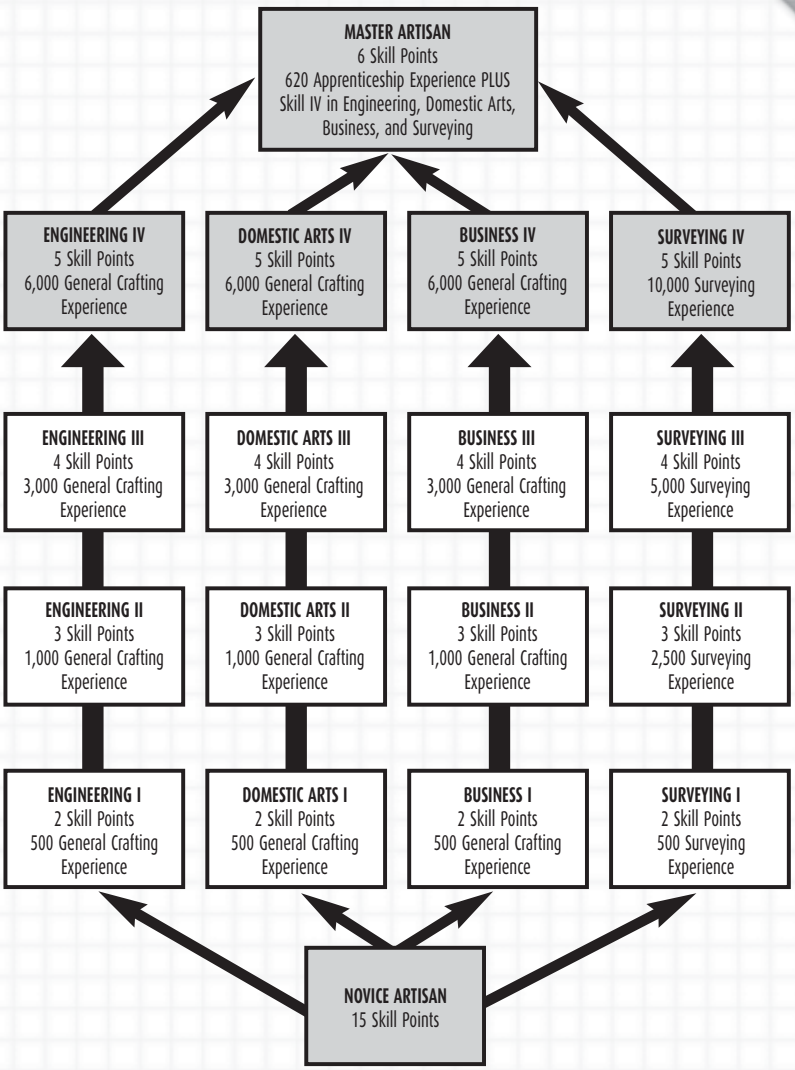
The Elite professions that an Artisan can go into are specialized aspects of crafting. Most of them focus on one type of creation.

Elite Professions from Artisan

- **Armorsmith**
- **Weaponsmith**
- **Architect**
- **Merchant**
- **Chef**
- **Tailor**
- **Droid Engineer**



Artisan Skill Tree



ARTISAN
STARTING PROFESSION

Novice Artisan

15 Skill Points

Skill Mods

Mods	Value
Armor Customization	+20
Surveying	+20
Artisan Assembly	+20
Artisan Experimentation	+20
Clothing Customization	+20

Commands & Abilities

Ambient Solar Energy Surveying Tool
Barrel
Bofa Treat
Casual Pants
Casual Shoes
CDEF Carbine
CDEF Pistol
CDEF Rifle
Chance Cube
Chemical Survey Device
Fishing Pole
Flora Survey Tool
Gas Pocket Survey Device
Generic Crafting Tool
Generic Melee Weapon Kit
Grip
Mineral Survey Device
Sample Resource
Simple Shirt
Six Sided Dice Set
Small Glass
Spiced Tea
Survey Resources
Survival Knife
Ten-Sided Dice Set
Travel Biscuits
Type 1 Firework
Type 2 Firework
Type 3 Firework
Water Survey Device
Wind Current Surveying Tool
Wookiee Hide Jerkin

Engineering I: Tinkering

Cost: 500 General Crafting Experience

2 Skill Points

Skill Mods

Mods	Value
Armor Customization	+20
Artisan Assembly	+10
Artisan Experimentation	+10

Commands & Abilities

Droid Battery

Clothing and Armor Crafting Tool

Coupler

Creature Habitat

Food and Chemical Crafting Tool

Muzzle

One Hundred Sided Dice Set

Structure and Furniture Crafting Tool

Twelve Sided Dice Set

Twenty Sided Dice Set

Type 4 Firework

Type 5 Firework

Weapon, Droid, and General Item Crafting Tool

Wood Staff

Engineering II: Hardware Design

Cost: 1,000 General Crafting Experience

3 Skill Points

Skill Mods

Mod	Value
Armor Customization	+20
Artisan Assembly	+10
Artisan Experimentation	+10

Commands & Abilities

Armor Repair Tool

Bone Armor Boots

Bone Armor Gloves

Bone Armor Segment

Configurable Dice

Grenade Wiring Kit

Reinforced Combat Staff

Scope

Type 10 Firework

Weapon Repair Tool

Engineering III: Advanced Concepts

Cost: 3,000 General Crafting Experience

4 Skill Points

Skill Mods

Mod	Value
Armor Customization	+20
Artisan Assembly	+10
Artisan Experimentation	+10

Commands & Abilities

Bone Armor Helmet

Bone Armor Left Bicep

Bone Armor Leggings

Bone Armor Right Bicep

Dagger

Deed For: Micro Flora Farm

Deed For: Personal Mineral Extractor

Deed for: Wind Power Generator

Fireworks Show Package

Mine Explosives Kit

Type 11 Firework

Engineering IV: Complex Systems

Cost: 6,000 General Crafting Experience

5 Skill Points

Skill Mods

Mod	Value
Armor Customization	+20
Artisan Assembly	+10
Artisan Experimentation	+10

Commands & Abilities

Bone Armor Chest Plate

Bone Armor Left Bracer

Bone Armor Right Bracer

Deed For: Personal Chemical Extractor

Deed For: Personal Moisture Vaporator

Deed For: Personal Natural Gas Processor

Grenade Explosives Kit

Heavy Axe

Stock

Type 18 Firework

Domestic Arts I: Simple Cooking

Cost: 500 General Crafting Experience

2 Skill Points

Skill Mods

Mod	Value
Artisan Assembly	+10
Artisan Experimentation	+10
Clothing Customization	+20

Commands & Abilities

Aitha

Blob Candy

Carbosyrup

Clothing Repair Tool

Exo-Protein Wafers

Fiberplast Panel

Headwrap

Plain Robe

Shorts

Simple Waist Wrap

Wookiee Arm Wraps

Wrinkled Pants

Domestic Arts II: Simple Tailoring

Cost: 1,000 General Crafting Experience

3 Skill Points

Skill Mods

Mod	Value
Artisan Assembly	+10
Artisan Experimentation	+10
Clothing Customization	+20

Commands & Abilities

Caf

Crispic

Dough

Hide Boots

K-18 Rations

Metal Fasteners

Plain Short Robe

Shortsleeve Jacket

Shortsleeve Shirt

Tree-Dweller's Hood

Wrapped Skirt

Domestic Arts III: Basic Desserts

Cost: 3,000 General Crafting Experience

4 Skill Points

Skill Mods

Mod	Value
Artisan Assembly	+10
Artisan Experimentation	+10
Clothing Customization	+20

Commands & Abilities

- Caramelized Pkneb
- Casual Jacket
- Jawa Beer
- Kanali Wafers
- Leather Gloves
- Multipocket Belt
- Pocketed Work Pants
- Ruby Bliel
- Soft Undershirt
- Two Pocket Belt
- Weighted Wookiee Pullover
- Work Slacks

Domestic Arts IV: Clothing Repair

Cost: 6,000 General Crafting Experience

5 Skill Points

Skill Mods

Mod	Value
Artisan Assembly	+10
Artisan Experimentation	+10
Clothing Customization	+20

Commands & Abilities

- Administrator's Robe
- Dustcrepe
- Frock
- Jaar
- Labour Jacket
- Large Glass
- Light Food Additive
- Maiden's Dress
- Shoulder Strap
- Starshine Surprise
- Teltier Noodles
- Travel Pack
- Weighted Wookiee Hood
- Wrapped Boots

Business I: Access Fees

Cost: 500 General Crafting Experience

Skill Mods: None

2 Skill Points

COMMANDS & ABILITIES

Access Fees

Business II: Advanced Sales

Cost: 1,000 General Crafting Experience

3 Skill Points

Skill Mods: None

COMMANDS & ABILITIES

Premium Auctions

Business III: Business Ownership

Cost: 3,000 General Crafting Experience

4 Skill Points

SKILL MODS

Mod	Value
Vendors	+1
Hiring	+10

COMMANDS & ABILITIES

None

Business IV: Business Diversity

Cost: 6,000 General Crafting Experience

5 Skill Points

SKILL MODS

Mod	Value
Hiring	+10

COMMANDS & ABILITIES

None

Surveying I: Improving Results

Cost: 500 Surveying Experience

2 Skill Points

SKILL MODS

Mod	Value
Surveying	+15

COMMANDS & ABILITIES

None

Surveying II: Increased Range

Cost: 2,500 Surveying Experience

3 Skill Points

SKILL MODS

Mod	Value
Surveying	+20

COMMANDS & ABILITIES

None

Surveying III: Exceptional Results

Cost: 5,000 Surveying Experience

4 Skill Points

Skill Mods

Mod	Value
Surveying	+20

Commands & Abilities

None

Surveying IV: Regional Surveying

Cost: 10,000 Surveying Experience

5 Skill Points

Skill Mods

Mod	Value
Surveying	+25

Commands & Abilities

None

Master Artisan

Cost: 620 points of Apprenticeship Experience

6 Skill Points

Skill Mods: None

Commands

Control Unit

Electronics GP Module

Electronics Memory Module

Energy Distributor

Micro Sensor Suite

Nemoidian Bird Cage

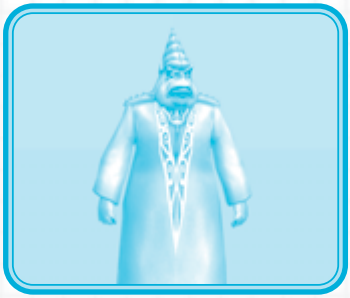
Power Conditioner

Speederbike

Swoop

Vehicle Customization Kit

X34 Landspeeder



Brawler

Some people don't see the need for complicated machinery when it comes to fighting. Why use a blaster when your hands and feet can get the job done? Sure, you have to get in closer, but going hand-to-hand with a bantha and coming out on top...that's something to brag about in the cantina. It's not all fists and fury, though. Brawlers can use simple weapons, such as blades and sticks. The profession's name may sound uncouth, but it can lead to more polished martial disciplines.

You may not need a lot of brains to be a Brawler, but you need to be tough. You're going to mix it up toe-to-toe, so you need strength, as this table shows:

Brawler Base Attributes

Attribute	Value	Attribute	Value
Health	1,000	Stamina	350
Strength	500	Mind	500
Constitution	400	Focus	300
Action	800	Willpower	300
Quickness	350		

A quick glance is enough to tell you that the Brawler has high physical strength at the expense of mental attributes. His Health and Strength stats are the highest of any profession. His Action, Quickness, and Stamina are also topnotch. Peek at the Mind, Focus, and Willpower, however, and notice that a Brawler is not a thinker.

Brawlers can use many weapons besides hands and feet: one-handed, two-handed, polearms. And those can take the form of gaffi sticks, axes, swords, and staves. However, you won't get generic "Brawler Experience" when you fight. You gain experience matched to the type of weapon you use. Using your own limbs gets you Unarmed Combat Experience, for example. So to move up the unarmed combat branch of the Brawler skill tree, you'll need to fight unarmed.

The same holds true for the other Brawler weapon types.

Species

The different species have their own pluses and minuses for each attribute. Here is how those numbers play out with the Brawler profession:

Brawler Profession Species Stats

Species	Health	Strength	Constitution	Action	Quickness	Stamina	Mind	Focus	Willpower
Human Brawler	1,100	600	500	900	450	450	600	400	400
Bothan Brawler	1,000	500	400	1,100	650	450	600	400	300
Mon Calamari Brawler	1,000	500	400	800	350	500	800	600	450
Rodian Brawler	1,000	500	400	1,000	550	800	500	300	350
Trandoshan Brawler	1,250	800	800	800	350	350	500	300	400
Twi'lek Brawler	1,000	500	650	1,050	650	350	600	300	300
Wookiee Brawler	1,350	850	550	1,000	450	450	600	450	400
Zabrak Brawler	1,200	500	400	1,100	350	350	500	300	700

Brawler Species Mods

Species	Mod	Value
Rodian	One-handed Weapon Accuracy	+10
	Two-handed Melee Accuracy	+10
Trandoshan	Unarmed Accuracy	+10
	Unarmed Speed	+5
	Unarmed Damage	+15
	Melee Defense	+10

Several species do well as Brawlers. Humans are well-rounded in the important areas, as are Rodians, Twi'leks, and Zabrak (even though Zabrak have a terrible Constitution). But if you're looking to fight with one- or two-handed weapons, the Rodian has nice mods for those skills.

The Mon Calamari are not as fast and the Bothans aren't as strong as the Brawlers.

The Wookiees and Trandoshans have eye-catching stats. They pack a wallop. Plus, Trandoshans have a raft of modifiers that make them the singular choice for unarmed combat. The lizard-like species may be soft in the head, but hey, Brawlers aren't there to think things through, they're there to punch it up.

TIP No matter what species you're playing, you can use the stat migration feature to move attributes around. So, if you need to have a Mon Calamari Brawler, take from his or her Mind and give to his or her Quickness.

Tactics

Brawlers are tough—they can take a punch or four. Soloing with a Brawler is fine if you make the proper preparations. Make sure you have a blaster. This allows you to pull creatures to you from a distance, lessening the chances of getting swarmed. The plus side to Brawling solo in the field is that you get to do all the damage to your target and won't get robbed of experience by fancy blaster-wielding teammates.

Brawlers are "hands-on" types.

Those fancy blaster-wielding teammates can save your hide. Their guns can do more damage than bare knuckles and wooden staves. When you work with a group, make sure your group doesn't fire on the target until it reaches you. This allows you to get in your hits before the blasters fry the beast. It takes coordination, but it makes everyone happier.

You don't always have to go toe-to-toe with the creatures just because you're a Brawler, though. You take all the damage that way, and you're tough, but make the others take turns now and then. Make sure that your group mates know not to run around after they pull a creature so you can stand and fight it as well.

Teaming up with a Marksman is a good idea for Brawlers. The two of you can work a profitable system. Find a likely target, let the Marksman get the right distance away from you, then pull the beast. Between your blows and the Marksman's withering blaster fire, the fight should quickly end. The big plus is that if you get incapacitated, the creature will go for the Marksman, allowing you enough time to recover.

Where It Leads

As a Brawler, you can head into several Elite or Hybrid professions. Getting to an Elite profession is easier, because you have to become a full Master Brawler to get to a Hybrid profession.

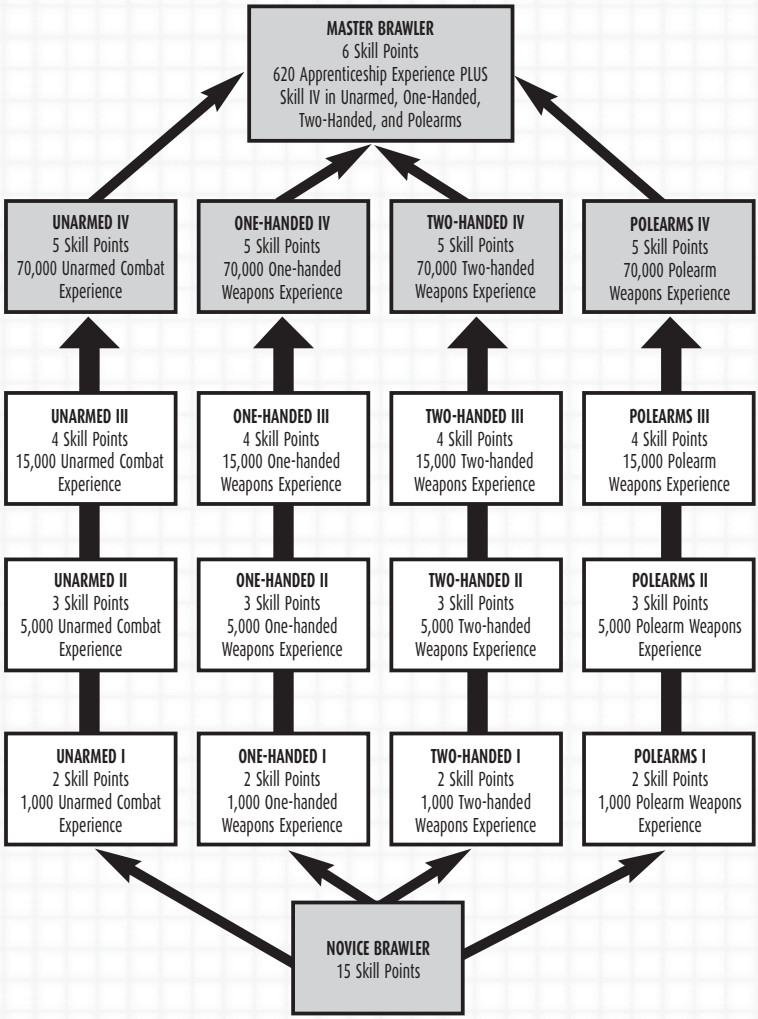
Elite Professions From Brawler

- Fencer
- Pikeman
- Swordsman
- Teräs Kasi Artist

Hybrid Professions from Brawler

- Commando
- Smuggler

Brawler Skill Tree



BRAWLER
STARTING PROFESSION

Novice Brawler

15 Skill Points

Skill Mods

Mod	Value
One-handed Center of Being Duration	+5
One-handed Center of Being Efficacy	+10
One-handed Weapon Accuracy	+10
One-handed Weapon Speed	+5
Polearm Accuracy	+10
Polearm Center of Being Duration	+5
Polearm Center of Being Efficacy	+10
Polearm Speed	+5
Taunt	+10
Two-handed Center of Being Duration	+5
Two-handed Center of Being Efficacy	+10
Two-handed Melee Accuracy	+10
Two-handed Melee Speed	+5
Unarmed Accuracy	+10
Unarmed Center of Being Duration	+5
Unarmed Center of Being Efficacy	+10
Unarmed Damage	+15
Unarmed Speed	+5

Commands & Abilities

Berserk 1

Center of Being

Dagger Certification

Intimidate 1

One-Hand Lunge 1

Polearm Lunge 1

Taunt

Two-Hand Lunge 1

Unarmed Lunge 1

Warcry 1

Unarmed I: Street Fighting

Cost: 1,000 Unarmed Combat Experience

2 Skill Points

Skill Mods

Mod	Value
Unarmed Accuracy	+10
Unarmed Center of Being Duration	+2
Unarmed Center of Being Efficacy	+10
Unarmed Damage	+5
Unarmed Speed	+5

Commands & Abilities

Unarmed Hit 1

Unarmed II: Stunning Attack

Cost: 5,000 Unarmed Combat Experience

3 Skill Points

Skill Mods

Mod	Value
Unarmed Accuracy	+10
Unarmed Center of Being Duration	+2
Unarmed Center of Being Efficacy	+10
Unarmed Damage	+10
Unarmed Speed	+5

Commands & Abilities

Unarmed Stun 1

Unarmed III: Blinding Attack

Cost: 15,000 Unarmed Combat Experience

4 Skill Points

Skill Mods

Mod	Value
Unarmed Accuracy	+10
Unarmed Center of Being Duration	+2
Unarmed Center of Being Efficacy	+5
Unarmed Damage	+10
Unarmed Speed	+5
Unarmed Toughness	+10

Commands & Abilities

Unarmed Blind 1

Unarmed IV: Teräs Kasi Fundamentals

Cost: 70,000 Unarmed Combat Experience

5 Skill Points

Skill Mods

Mod	Value
Melee Defense	+2
Unarmed Accuracy	+10
Unarmed Center of Being Duration	+2
Unarmed Center of Being Efficacy	+10
Unarmed Damage	+10
Unarmed Speed	+5
Unarmed Toughness	+10

Commands & Abilities

Unarmed Spin Attack 1

One-Handed I: Sword Technique

Cost: 1,000 One-handed Weapons Experience

2 Skill Points

Skill Mods

Mod	Value
One-handed Center of Being Duration	+2
One-handed Center of Being Efficacy	+10
One-handed Weapon Accuracy	+10
One-handed Weapon Speed	+5

Commands & Abilities

Curved Sword Certification

Gaderiffi Baton Certification

One-Hand Hit 1

Sword Certification

One-Handed II: Lethal Strikes

Cost: 5,000 One-handed Weapons Experience

3 Skill Points

Skill Mods

Mod	Value
One-handed Center of Being Duration	+2
One-handed Center of Being Efficacy	+10
One-handed Weapon Accuracy	+10
One-handed Weapon Speed	+5

Commands & Abilities

One-handed Body Hit 1

Vibroblade Certification

One-Handed III: Blunt Edge Strikes

Cost: 15,000 One-handed Weapons Experience

4 Skill Points

Skill Mods

Mod	Value
One-handed Center of Being Duration	+2
One-handed Center of Being Efficacy	+10
One-handed Melee Toughness	+10
One-handed Weapon Accuracy	+10
One-handed Weapon Speed	+5

Commands & Abilities

One-Hand Dizzy 1

Ryyk Blade Certification

One-Handed IV: Dance of Blades

Cost: 70,000 One-handed Weapons Experience

5 Skill Points

Skill Mods

Mod	Value
One-handed Center of Being Duration	+2
One-handed Center of Being Efficacy	+10
One-handed Melee Toughness	+10
One-handed Weapon Accuracy	+10
One-handed Weapon Speed	+5

Commands & Abilities

One-Hand Spin Attack 1

Rantok Sword Certification

Two-Handed I: Weighted Stances

Cost: 1,000 Two-handed Weapons Experience

2 Skill Points

Skill Mods

Mod	Value
Two-handed Center of Being Duration	+2
Two-handed Center of Being Efficacy	+10
Two-handed Melee Accuracy	+10
Two-handed Melee Speed	+5

Commands & Abilities

Two-Hand Hit 1

Two-handed Axe Certification

Two-Handed II: Strength and Precision

Cost: 5,000 Two-handed Weapons Experience

3 Skill Points

Skill Mods

Mod	Value
Two-handed Center of Being Duration	+2
Two-handed Center of Being Efficacy	+10
Two-handed Melee Accuracy	+10
Two-handed Melee Speed	+5

Commands & Abilities

Two-Hand Head Hit 1

Two-handed Curved Sword Certification

Two-Handed III: Sweeps

Cost: 15,000 Two-handed Weapons Experience

4 Skill Points

Skill Mods

Mod	Value
Two-handed Center of Being Duration	+2
Two-handed Center of Being Efficacy	+10
Two-handed Melee Accuracy	+10
Two-handed Melee Speed	+5
Two-handed Melee Toughness	+10

Commands & Abilities

Two-Hand Sweep 1

Vibro Axe Certification

Two-Handed IV: Fatal Finesse

Cost: 70,000 Two-handed Weapons Experience

5 Skill Points

Skill Mods

Mod	Value
Two-handed Center Of Being Duration	+2
Two-handed Center Of Being Efficacy	+10
Two-handed Melee Accuracy	+10
Two-handed Melee Speed	+5
Two-handed Melee Toughness	+10

Commands & Abilities

Two-Hand Spin Attack 1

Two-handed Cleaver Certification

Scythe Certification

Polearms I: Long Hafted Weaponry

Cost: 1,000 Polearm Weapons Experience

2 Skill Points

Skill Mods

Mod	Value
Polearm Accuracy	+10
Polearm Center of Being Duration	+2
Polearm Center of Being Efficacy	+10
Polearm Speed	+5

Commands & Abilities

Polearm Hit 1

Metal Staff Certification

Reinforced Combat Staff Certification

Polearms II: Form and Balance

Cost: 5,000 Polearm Weapons Experience

3 Skill Points

Skill Mods

Mod	Value
Polearm Accuracy	+10
Polearm Center of Being Duration	+2
Polearm Center of Being Efficacy	+10
Polearm Speed	+5

Commands & Abilities

Polearm Leg Hit 1

Basic Lance Certification

Polearms III: Power Strikes

Cost: 15,000 Polearm Weapons Experience

4 Skill Points

Skill Mods

Mod	Value
Polearm Accuracy	+10
Polearm Center of Being Duration	+2
Polearm Center of Being Efficacy	+10
Polearm Speed	+5
Polearm Toughness	+4

Commands & Abilities

Polearm Stun 1

Long Vibro Axe Certification

Polearms IV: Overwhelming Assault

Cost: 70,000 Polearm Weapons Experience

5 Skill Points

Skill Mods

Mod	Value
Polearm Accuracy	+10
Polearm Center of Being Duration	+1
Polearm Center of Being Efficacy	+5
Polearm Speed	+5
Polearm Toughness	+4

Commands & Abilities

Polearm Spin Attack 1

Master Brawler

Cost: 620 Apprenticeship Experience
6 Skill Points

Skill Mods

Mod	Value
Berserk	+20
Intimidation	+20
Melee Defense	+5
One-handed Center of Being Duration	+5
One-handed Center of Being Efficacy	+10
One-handed Melee Toughness	+5
One-handed Weapon Accuracy	+5
One-handed Weapon Speed	+5
Polearm Accuracy	+5
Polearm Center of Being Duration	+5
Polearm Center of Being Efficacy	+10
Polearm Speed	+5
Polearm Toughness	+5
Ranged Defense	+5
Taunt	+30
Two-handed Center of Being Duration	+5
Two-handed Center of Being Efficacy	+10
Two-handed Melee Accuracy	+5
Two-handed Melee Speed	+5
Two-handed Melee Toughness	+5
Unarmed Accuracy	+5
Unarmed Center of Being Efficacy	+10
Unarmed Speed	+5
Unarmed Toughness	+5
Warcry	+20

Commands & Abilities

Berserk 2

Intimidate 2

One-Hand Lunge 2

Polearm Lunge 2

Two-Hand Lunge 2

Unarmed Lunge 2

Warcry 2

Entertainer

There's a lighter side to life in this galaxy. It's not all blaster fire and brawling—there's got to be time to relax. The Entertainer fills that need and allows players to take full advantage of the social aspects of *Star Wars* Galaxies. Your artistry soothes the frayed minds of the more hard-bitten characters, and they love you for it.

An Entertainer isn't the toughest character, but is exceptionally quick and mentally stable, as shown in this table:

Entertainer Base Attributes

Attribute	Value
Health	500
Strength	300
Constitution	300
Action	1,000
Quickness	400
Stamina	400
Mind	800
Focus	400
Willpower	400

The Entertainer's attribute du jour is Action, as seen in the table. This makes sense, considering the dexterity and agility that Musicians and Dancers need. Their Mind stats aren't too bad either, because concentration is required of them as well. A simple Entertainer, however, isn't very tough, so you won't see many out in the wilderness.

In this profession you can decide to explore all aspects of entertaining or focus on specific paths. There are branches for dancing, music, and image design, as well as one devoted to healing Battle Fatigue through entertainment. If you just want to wail on the kloo horn or shake and twist to the beat, then narrow your efforts to becoming an Elite profession Dancer or Musician. In doing so, you'll pick up some healing skills. The primary purpose of an Entertainer is to heal Battle Fatigue damage. Playing or dancing can be done in the cantinas, so expect to spend a lot of time there.

The lively life in a cantina is good for what ails you.

When you aim to become an Image Designer, your path covers a broad array of skills. As an Image Designer (the Hybrid profession you can gain from being an Entertainer) you can customize the look of other characters. Clothes, hair, tattoos...all of that will be at your command. It takes time and effort to become a serious Image Designer, but the payoff is that you'll be in demand. Lots of players want a distinctive character, and Image Designers can provide that.

Species

The different species have their own pluses and minuses for each attribute. Here you'll see how those numbers play out with the Entertainer profession:

Entertainer Profession Species Stats

Species	Health	Strength	Constitution	Action	Quickness	Stamina	Mind	Focus	Willpower
Human Entertainer	600	400	400	1,100	500	500	900	500	500
Bothan Entertainer	500	300	300	1,300	700	500	900	500	400
Mon Calamari Entertainer	500	300	300	1,000	400	550	1,100	700	550
Rodian Entertainer	500	300	300	1,200	600	850	800	400	450
Trandoshan Entertainer	750	600	700	1,000	400	400	800	400	500
Twi'lek Entertainer	500	300	550	1,250	700	400	900	400	400
Wookiee Entertainer	850	650	450	1,200	500	500	900	550	500
Zabrak Entertainer	700	300	300	1,300	400	400	800	400	800

Entertainer Species Mods

Species	Mod	Value
Twi'lek	Battle Fatigue Healing (Dancing)	+15
	Battle Fatigue Healing (Music)	+5
	Wound Healing (Dancing)	+15
	Wound Healing (Music)	+5

Going by the numbers, it's clear that Twi'lek and Bothan both have some decent attributes for the Entertainer job. Add in the Twi'lek's bonuses and the choice is almost made for you.

Trandoshans don't seem too inclined toward entertaining. However, you have to think about the attention-getting factor. In a room full of Twi'lek Dancers, the huge lizard making the wicked moves on the floor is going to stand out.

Mon Calamari have that high Action rating to make for effective entertainment. Wookiees, of course, are not going to be left behind and the Humans and Rodians are in the running as well.

A Zabrak Entertainer's huge Action is a plus.

TIP Remember you can use the stat migration feature to move your attribute points around. This can help you fix up a species' ratings to make it more appropriate to the profession you've chosen.

Tactics

While you're not going to be in many fierce battles as an Entertainer, here are some tips.

First of all, you gain experience as an Entertainer mainly by having other players watch or listen to you as you perform. So, if you want the maximum number of eyes or ears on you, you need to think of some ways to stand out.

Remember that in the character creation. Try to fashion a look that will catch the eye. During the beta testing, a player we know created the shortest, fattest Trandoshan Dancer that he could. He was ugly, ugly, ugly, but people watched him because he stood out among all the lithe Twi'leks and Humans.

Also, think about your costume. Adventurers can find clothes on defeated NPCs, or you can get a crafter to make you some custom threads. Either way, put together some good-looking outfits that will draw eyes to you, even if you're a Musician.

Speaking of Musicians, playing with a band is a good way to make sure every player in a cantina is getting experience. Group up and start playing so that if one of you is watched, all of you will get some experience.

Finally, remember that you can call for tips and gifts. Don't be obnoxious about it, but you may want to drop hints. As an Entertainer you're providing a vital service by healing Battle Fatigue. You're not out there running missions for credits, so you need to earn your training money somehow.

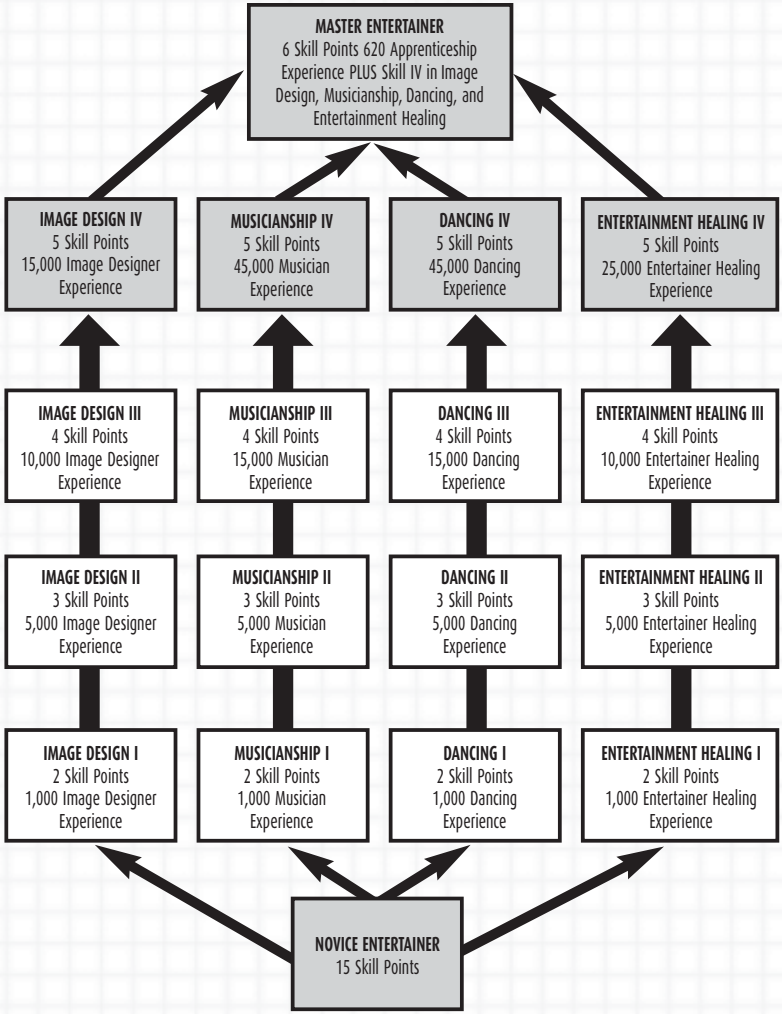
Where It Leads

The Entertainer profession can bring you to prominence as one of three higher professions.

Elite Professions From Entertainer:

- **Dancer**
- **Image Designer**
- **Musician**

Entertainer Skill Tree



ENTERTAINER
STARTING PROFESSION

Novice Entertainer

15 Skill Points

Skill Mods

Mod	Value
Dance Knowledge	+5
Face-form	+1
Hair Styling	+1
Music Knowledge	+5
Wound Healing (Dancing)	+5
Wound Healing (Music)	+5

Commands & Abilities

Basic (Dance)
Dancer
Flourish 1 (Dance & Music)
Flourish 2 (Dance & Music)
Flourish 3 (Dance & Music)
Flourish 4 (Dance & Music)
Flourish 5 (Dance & Music)
Flourish 6 (Dance & Music)
Flourish 7 (Dance & Music)
Flourish 8 (Dance & Music)
Image Designer
Musician
Rhythmic (Dance)
Slitherhorn
Slitherhorn (Instrument)
Start Dancing
Start Music
Starwars1 (Song)
Stop Dancing
Stop Music

Image Design I: Facial Hair and Trim

Cost: 1,000 Image Designer Experience

2 Skill Points

Skill Mods

Mod	Value
Hair Styling	+1

Commands & Abilities

None

Image Design II: Basic Hair Styling

Cost: 5,000 Image Designer Experience

3 Skill Points

Skill Mods

Mod	Value
Face-form	+1
Marking Design	+1

Commands & Abilities

None

Image Design III: Improved Hair Styling

Cost: 10,000 Image Designer Experience

4 Skill Points

Skill Mods

Mod	Value
Hair Styling	+1

Commands & Abilities

None

Image Design IV: Complex Hair Styling

Cost: 15,000 Image Designer Experience

5 Skill Points

Skill Mods

Mod	Value
Face-form	+1
Hair Styling	+1

Commands & Abilities

None

Musicianship I: Rock

Cost: 1,000 Musician Experience

2 Skill Points

Skill Mods

Mod	Value
Music Knowledge	+5

Commands & Abilities

Fizz (Instrument)

Rock (Song)

Musicianship II: Easy

Cost: 5,000 Musician Experience

3 Skill Points

Skill Mods

Mod	Value
Music Knowledge	+5

Commands & Abilities

Fizzz

Starwars2 (Song)

Musicianship III: Folk

Cost: 15,000 Musician Experience

4 Skill Points

Skill Mods

Mod	Value
Music Knowledge	+5

Commands & Abilities

Fanfar (Instrument)

Folk (Song)

Musicianship IV: Jazz

Cost: 45,000 Musician Experience

5 Skill Points

Skill Mods

Mod	Value
Music Knowledge	+10

Commands & Abilities

Kloo Horn (Instrument)

Starwars3 (Song)

Dancing I: Basic

Cost: 1,000 Dancing Experience

2 Skill Points

Skill Mods

Mod	Value
Dance Knowledge	+5

Commands & Abilities

Basic2 (Dance)

Dancing II: Rhythmic

Cost: 5,000 Dancing Experience

3 Skill Points

Skill Mods

Mod	Value
Dance Knowledge	+5

Commands & Abilities

Rhythmic2 (Dance)

Dancing III: Footloose

Cost: 15,000 Dancing Experience

4 Skill Points

Skill Mods

Mod	Value
Dance Knowledge	+5

Commands & Abilities

Footloose (Dance)

Dancing IV: Formal

Cost: 45,000 Dancing Experience

5 Skill Points

Skill Mods

Mod	Value
Dance Knowledge	+10

Commands & Abilities

Formal (Dance)

Entertainment Healing I: Amateur Act

Cost: 1,000 Dancing Experience

2 Skill Points

Skill Mods

Mod	Value
Wound Healing (Dancing)	+5
Wound Healing (Music)	+5

Commands & Abilities

None

Entertainment Healing II: Professional Act

Cost: 5,000 Musician Experience

3 Skill Points

Skill Mods

Mod	Value
Wound Healing (Dancing)	+5
Wound Healing (Music)	+5

Commands & Abilities

None

Entertainment Healing III: Center Stage

Cost: 10,000 Dancing Experience

4 Skill Points

Skill Mods

Mod	Value
Wound Healing (Dancing)	+5
Wound Healing (Music)	+5

Commands & Abilities

None

Entertainment Healing IV: Headliner

Cost: 25,000 Dancing Experience

5 Skill Points

Skill Mods

Mod	Value
Wound Healing (Dancing)	+5
Wound Healing (Music)	+5

Commands & Abilities

None

Master Entertainer

Cost: 620 Apprenticeship Experience

6 Skill Points

Skill Mods

Mod	Value
Dance Knowledge	+10
Music Knowledge	+10
Wound Healing (Dancing)	+10
Wound Healing (Music)	+10

Commands & Abilities

Ceremonial (Song)

Footloose2 (Dance)

Formal2 (Dance)

Mandoviol (Instrument)

Music and Instruments Learned

Skill Level	Song Title	Instrument
Novice Entertainer	Starwars1	slitherhorn
Musicianship I	Rock	fizz
Musicianship II	Starwars2	none
Musicianship III	Folk	fanfar
Musicianship IV	Starwars3	kloo horn
Master Entertainer	Ceremonial	mandoviol

Dances Learned

Skill Level	Dance Name
Novice Entertainer	Basic, Rhythmic
Dancing I	Basic2
Dancing II	Rhythmic2
Dancing III	Footloose
Dancing IV	Formal
Master Entertainer	Formal2, Footloose2

Marksman

If you like the sound of blaster fire, the Marksman is the starting profession for you. While starting characters have skill with a pistol, the Marksman focuses on ranged weapons, getting bonuses in firearm abilities.

A Marksman is a sturdy character. Base attributes are weighted toward the physical characteristics, as shown in this table:

Marksman Base Attributes

Attribute	Value
Health	1,000
Strength	450
Constitution	300
Action	800
Quickness	450
Stamina	300
Mind	600
Focus	300
Willpower	300

The base Marksman's mental attributes are only higher than the Brawler's, but no other profession starts with a higher Action index, and only the Brawler has higher Health.

The path of the Marksman is filled with combat. You can use and master each of the three blaster types: pistol, carbine, and rifle. They represent short-, medium-, and long-range weapons. As you climb the skill tree, you gain bonuses to your accuracy and speed with each weapon. Be aware that you must use a weapon to raise your skill in that weapon.

In other words, to move to intermediate pistol skill you need to gain 1,000 Pistol Weapons Experience points. You get those by engaging in combat with a pistol. You can't use the pistol to raise your skill with a rifle.

Species

Marksman Profession Species Stats

Species	Health	Strength	Constitution	Action	Quickness	Stamina	Mind	Focus	Willpower
Human Marksman	1,100	550	400	900	550	400	700	400	400
Bothan Marksman	1,000	450	300	1,100	750	400	700	400	300
Mon Calamari Marksman	1,000	450	300	800	450	450	900	600	450
Rodian Marksman	1,000	450	300	1,000	650	750	600	300	350
Trandoshan Marksman	1,250	750	700	800	450	300	600	300	400
Twi'lek Marksman	1,000	450	550	1,050	750	300	700	300	300
Wookiee Marksman	1,350	800	450	1,000	550	400	700	450	400
Zabrak Marksman	1,200	450	300	1,100	450	300	600	300	700

Looking over the different choices you can make for Marksman, notice that the Bothans have terrific Quickness and Action scores. They pay for it with weak Strength and Constitution, but if you hunt with other players this isn't a problem. Zabrak are healthy and fast. Their secondary stats aren't the best, but their primaries are impressive. Rodians have decent primary stats, though the secondaries aren't the best for Health and Mind. Twi'leks are well-suited across the board to the blaster life, and don't discount the Humans or Wookiees.

The slow Trandoshans aren't well-suited to the Marksman profession, and the Mon Calamari take a beating in the appropriate attributes as well.

TIP No matter what species you're playing, you can use the stat migration feature to move attribute points around. So, if you really want a Trandoshan Marksman, move some of those robust Health points over to Action.

Tactics

With a high Health and decent physical attributes, the Marksman can be a successful solo character for some time. With judicious choices on which creatures you attack and how you use your weapons, you can take on some hefty foes. Pistol skills can rise quickly if you go solo, because so many creatures close in on you during a fight. If you're headed for Pistol Specialist you can go it alone.

Begin your work with some rifle shots.

It is easier to raise carbine and rifle skills while working with another player or a group. To use those two weapons most effectively, you need to keep a certain range from your target (examine your weapons to find out what their ideal range is). If you go solo against most creatures, they close quickly to short range, which can force you to use a pistol.

When you work with another player, you can have her pull a target while you stay the desired range away from her, making your shots count and getting the fight over with quickly. Thus, teaming with a Brawler is a good idea. He can stay close to the creature while you snipe from afar. Alternately, team with another Marksman and take turns pulling.

Pay attention to the "Ideal Range" statistic of your weapons. If you want to pull a creature to you, lie prone and fire a rifle shot from the ideal range for that weapon. You'll get a few tries before the opponent spots you. As the creature rushes in, swap to your carbine when it's in range, then kneel and use your pistol for the toe-to-toe battle.

Where It Leads

The Marksman profession leads to more Hybrid professions than any other career, and a few Elite professions as well. Everyone needs to use a blaster, right?

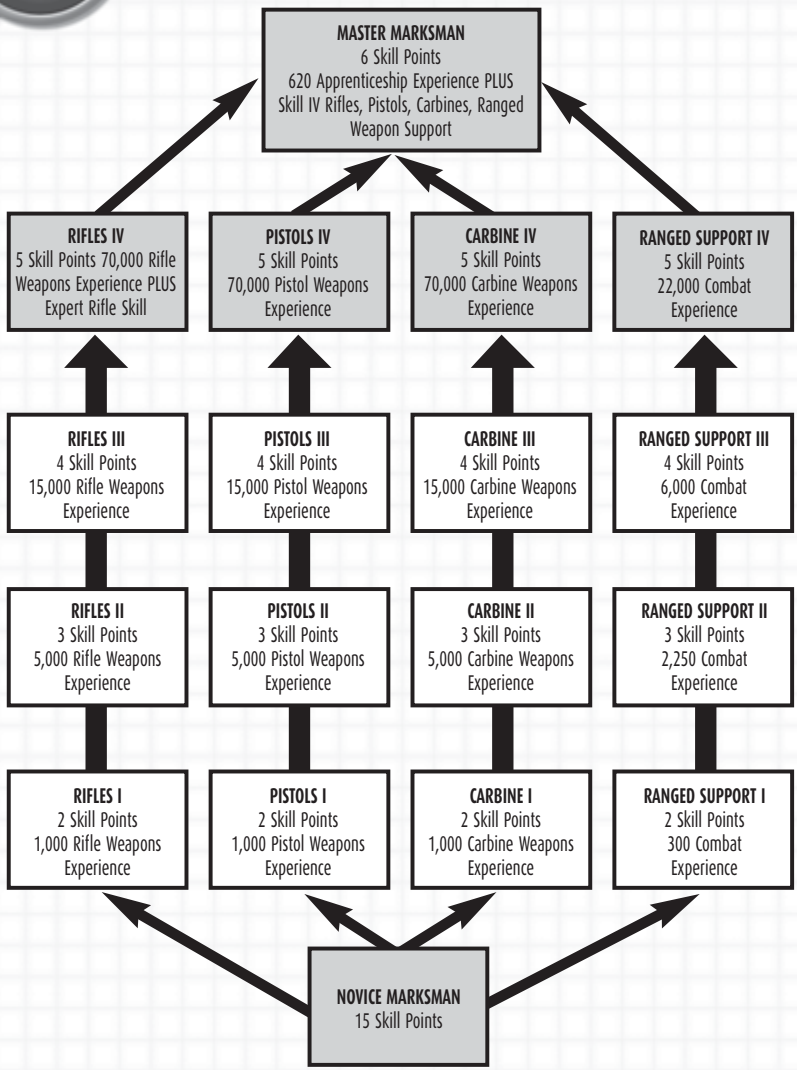
Elite Professions from Marksman:

- Carbineer
- Pistoleer
- Rifleman

Hybrid Professions from Marksman:

- Bounty Hunter
- Combat Medic
- Commando
- Smuggler
- Squad Leader

Marksman Skill Tree



MARKSMAN
STARTING PROFESSION

Novice Marksman

15 Skill Points

Skill Mods

Mod	Value
Carbine Accuracy	+10
Carbine Speed	+5
Pistol Accuracy	+10
Pistol Speed	+5
Rifle Accuracy	+10
Rifle Speed	+5

Commands & Abilities

D18 Pistol Certification

DH17 Carbine Certification

DLT20 Rifle Certification

Overcharge Shot 1

Point Blank Area 1

Point Blank Single 1

Rifles I: Long Range Combat

Cost: 1,000 Rifle Weapons Experience

2 Skill Points

Skill Mods

Mod	Value
Rifle Accuracy	+10
Rifle Concealment Chance	+5
Rifle Speed	+5

Commands & Abilities

Head Shot 1

DLT20a Rifle Certification

Tusken Rifle Certification

Rifles II: Concealed Firing

Cost: 5,000 Rifle Weapons Experience

3 Skill Points

Skill Mods

Mod	Value
Rifle Accuracy	+10
Rifle Concealment Chance	+5
Rifle Speed	+5

Commands & Abilities

Take Cover

Laser Rifle Certification

SG82 Rifle Certification

Rifles III: Improved Aim

Cost: 15,000 Rifle Weapons Experience

4 Skill Points

Skill Mods

Mod	Value
Rifle Accuracy	+10
Rifle Concealment Chance	+5
Rifle Speed	+5

Commands & Abilities

Head Shot 2

Spraystick Certification

Rifles IV: Sniping

Cost: 70,000 Rifle Weapons Experience

5 Skill Points

Skill Mods

Mod	Value
Rifle Accuracy	+10
Rifle Concealment Chance	+5
Rifle Speed	+5
Ranged Defense	+2

Commands & Abilities

Mind Shot 1

E11 Rifle Certification

Jawa Ion Rifle Certification

Pistols I: Short Range Combat

Cost: 1,000 Pistol Weapons Experience

2 Skill Points

Skill Mods

Mod	Value
Pistol Accuracy	+10
Pistol Speed	+5

Commands & Abilities

Body Shot 1

DL44 Metal Pistol Certification

DL44 Pistol Certification

Pistols II: Light Sidearms

Cost: 5,000 Pistol Weapons Experience

3 Skill Points

Skill Mods

Mod	Value
Pistol Accuracy	+10
Pistol Speed	+5

Commands & Abilities

DH17 Pistol Certification

Dive Shot

Kip Up Shot

Roll Shot

Scout Blaster Certification

Pistols III: Medium Sidearms

Cost: 15,000 Pistol Weapons Experience

4 Skill Points

Skill Mods

Mod	Value
Pistol Accuracy	+10
Pistol Speed	+5

Commands & Abilities

Body Shot 2

Power5 Pistol Certification

Striker Pistol Certification

Pistols IV: Heavy Sidearms

Cost: 70,000 Pistol Weapons Experience

5 Skill Points

Skill Mods

Mod	Value
Pistol Accuracy	+10
Pistol Speed	+5
Ranged Defense	+2

Commands & Abilities

SR Combat Pistol Certification

FWG5 Pistol Certification

Health Shot 1

Tangle Pistol Certification

Carbines I: Medium-Range Combat

Cost: 1,000 Pistol Weapons Experience

2 Skill Points

Skill Mods

Mod	Value
Carbine Accuracy	+10
Carbine Speed	+5

Commands & Abilities

Leg Shot 1

DH17 Snubnose Carbine Certification

Carbines II: Full Auto Firing

Cost: 5,000 Pistol Weapons Experience

3 Skill Points

Skill Mods

Mod	Value
Carbine Accuracy	+10
Carbine Speed	+5

Commands & Abilities

E11 Carbine Certification

Full Auto Single 1

Carbines III: Improved Control

Cost: 15,000 Pistol Weapons Experience

4 Skill Points

Skill Mods

Mod	Value
Carbine Accuracy	+10
Carbine Speed	+5

Commands & Abilities

Laser Carbine Certification

Leg Shot 2

Carbines IV: Called Shots

Cost: 70,000 Pistol Weapons Experience

5 Skill Points

Skill Mods

Mod	Value
Carbine Accuracy	+10
Carbine Speed	+5
Ranged Defense	+2

Commands & Abilities

Action Shot 1

DXR6 Carbine Certification

EE3 Carbine Certifications

Ranged Support I: Aim and Threaten

Cost: 300 Combat Experience

2 Skill Points

Skill Mods

Mod	Value
General Ranged Aiming	+10
Ranged Defense	+2

Commands & Abilities

Aim

Threaten Shot

Ranged Support II: Maneuvers

Cost: 2,250 Combat Experience

3 Skill Points

Skill Mods

Mod	Value
General Ranged Aiming	+10
Melee Defense	+2

Commands & Abilities

Tumble to Kneeling

Tumble to Standing

Tumble to Prone

Ranged Support III: Warning Shot

Cost: 6,000 Combat Experience

4 Skill Points

Skill Mods

Mod	Value
General Ranged Aiming	+5
Ranged Defense	+2

Commands & Abilities

Warning Shot

Ranged Support IV: Suppression

Cost: 22,000 Combat Experience

5 Skill Points

Skill Mods

Mod	Value
Alertness	+10
General Ranged Aiming	+5
Ranged Defense	+2

Commands & Abilities

Suppression Fire 1

Master Marksman

Cost: 620 Apprenticeship Experience

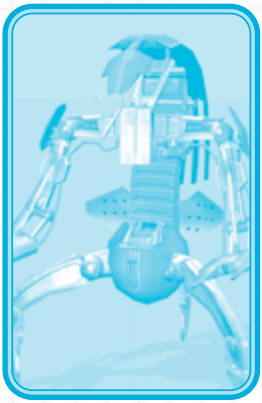
6 Skill Points

Skill Mods

Mod	Value
Carbine Accuracy	+10
Carbine Speed	+5
Pistol Accuracy	+10
Pistol Speed	+5
Ranged Defense	+5
Rifle Accuracy	+10
Rifle Speed	+5

Commands & Abilities

Overcharge Shot 2



Medic

The galaxy is a dangerous place. Accidents, battles, and rough fights happen. While a Medic isn't useless in a fight, he or she really rolls up his or her sleeves and gets to work when it's all over. When wounds must be tended to and hurts healed, the Medic is everyone's best friend.

The Medic profession has an interesting mix of physical and mental attributes. Let's look at the how the base attributes fall for the healers:

Medic Base Attributes

Attribute	Value
Health	600
Strength	300
Constitution	300
Action	700
Quickness	300
Stamina	300
Mind	1,000
Focus	500
Willpower	500

The Medic's primary attributes are well spread out. While there's weight to the Mind stat, the Health and Action numbers still aren't weak. The secondary attributes are low, which is a clue to keep your Medic from the forefront of a scuffle.

When you use your Medic skills to heal other players (or yourself), your Mind attribute (and its secondaries) take the hit. Thus, the robust mental stats of the Medic make it easier to heal a lot.

Three of the Medic skill tree branches are based on Medical Experience points, gained through healing others. The fourth branch is all about crafting medicines. You need organic resources to make medpacks, action wound packs, and stimpacks. Using the crafting tool you can then fashion potent medicines for use on wounded characters.

The medical buildings of the galaxy are like second homes to the Medics.

Players may be tempted to get Novice Medic skills to heal themselves. This isn't a bad idea, but don't discount the Elite and Hybrid professions available to the committed Medic. Combat Medic, for one, is a sought-after character for groups and large battles.

The best place for a starting Medic to build up experience is in the hospital of a thriving city. Simply stand there and you'll soon be surrounded by wounded supplicants, willing to wait for your attention.

Species

Different species have their own pluses and minuses for each attribute. Here are how those numbers play out with the Medic profession, plus a few species modifiers:

Medic Profession Species Stats

Species	Health	Strength	Constitution	Action	Quickness	Stamina	Mind	Focus	Willpower
Human Medic	700	400	400	800	400	400	1,100	600	600
Bothan Medic	600	300	300	1,000	600	400	1,100	600	500
Mon Calamari Medic	600	300	300	700	300	450	1,300	800	650
Rodian Medic	600	300	300	900	500	750	1,000	500	550
Trandoshan Medic	850	600	700	700	300	300	1,000	500	600
Twi'lek Medic	600	300	550	950	600	300	1,100	500	500
Wookiee Medic	950	650	450	900	400	400	1,100	650	600
Zabrak Medic	800	300	300	1,000	300	300	1,000	500	900

Wookiees have a serious advantage over the other species. Not only are all the Wookiee Medic primary attributes high, but the secondary attributes are nothing to sneeze at. Think Wookiee Combat Medic or Bio-Engineer. The Zabrak have impressive primaries as well, though the secondary stats are weak. Rodians fare well in the Mind stat, though their Focus and Willpower are not the best.

For sheer brain power, you can't beat the Mon Calamari. If you're interested in becoming a Doctor, rather than going out into the field, the amphibians are your best bet. Twi'leks have a less than stellar Mind rating. Think Combat Medic or Bio-Engineer with those characters. Humans and Bothans are modest contenders in the numbers, and you can do fine as a Medic with either species.

NOTE *You can use the stat migration feature to move attribute points. You can shore up weaknesses, though at the expense of some strengths.*

Tactics

It may seem to you that tactical thinking wouldn't apply to a healer. You'd be wrong. A Medic is a potent ally to have in the field, and no group should venture out without one in tow. So, as a Medic, you should understand your place in the group dynamic.

Have medicines with you before you set out on a group expedition. You can make some as you go, but have some on hand to start. Load stimpacks into your tool bar so that, in the heat of a fight, you can heal damaged comrades with a keystroke. Do not take point. Let a tougher character take that responsibility. When the fighting starts, attack the target, then click on your point-person and keep track of the HAM bars. When they get low, hit the point-person with a stimpack to prevent incapacitation.

Acquire Novice Scout skills with a Medic. That way you can extract organic resources from defeated creatures, which you can then craft into medical supplies.

If you're not interested in being out in the grit and dirt of the field, you can obtain organics by making it known that you will trade healing for organic material. There will be many Scouts with an abundance of meat, bone, and hide, and many wounds that need attention. You can make an arrangement.

NOTE *Don't feel bad about asking for payment for your services. You get experience for healing others, but it also costs credits to get training. If you're spending all your time in the hospital healing, then you have every right to ask for tips and/or items in return for medical attention.*

Finally, think about your future. Our suggestion? Combat Medic. Imagine how useful a gun-toting healer will be to a group. Having Marksman skills and getting your hands dirty in the wilderness gains the respect of your fellow players, as well as keeps you in demand for hunting parties, Player Associations, and factions.

Then again, as a Bio-Engineer, you can make some interesting pets....

Where It Leads

As a Medic, you can go in interesting directions. You can devote yourself to healing full-time, or cross over into the more active aspects of galaxy life.

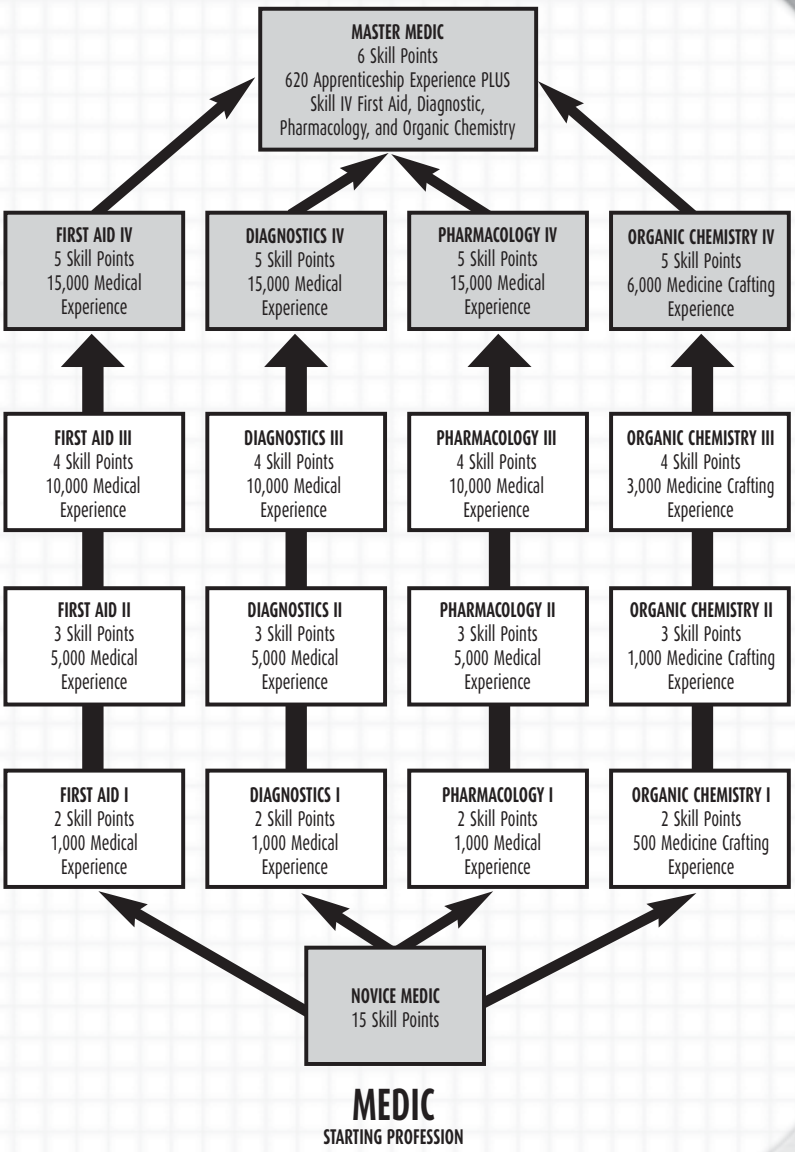
Elite Profession from Medic:

- Doctor

Hybrid Professions from Medic:

- Bio-Engineer
- Combat Medic

Medic Skill Tree



MEDIC
STARTING PROFESSION

Novice Medic

15 Skill Points

Skill Mods

Mod	Value
Injury Treatment	+5
Wound Treatment	+5
Medicine Use	+5
Injury Treatment Speed	+5
Medicine Assembly	+10
Medicine Experimentation	+10
Medical Foraging	+10

Commands & Abilities

Biological Effect Controller

Diagnose

Food and Chemical Crafting Tool

Heal Damage

Heal Wound

Liquid Suspension

Medical Forage

Small Stimpack A

Tend Damage

Tend Wound

First Aid I: Simple Bandaging

Cost: 1,000 Medical Experience

2 Skill Points

Skill Mods

Mod	Value
Injury Treatment	+15

Commands & Abilities

None

First Aid II: Treat Bleeding

Cost: 5,000 Medical Experience

3 Skill Points

Skill Mods

Mod	Value
Injury Treatment	+15

Commands & Abilities

First Aid

First Aid III: Field Dressing

Cost: 10,000 Medical Experience

4 Skill Points

Skill Mods

Mod	Value
Injury Treatment	+15

Commands & Abilities

None

First Aid IV: Quick Heal

Cost: 15,000 Medical Experience

5 Skill Points

Skill Mods

Mod	Value
Injury Treatment	+25

Commands & Abilities

Quick Heal

Diagnostics I: Rapid Diagnosis

Cost: 1,000 Medical Experience

2 Skill Points

Skill Mods

Mod	Value
Injury Treatment Speed	+15

Commands & Abilities

None

Diagnostics II: Transport Patient

Cost: 5,000 Medical Experience

3 Skill Points

Skill Mods

Mod	Value
Injury Treatment Speed	+15

Commands & Abilities

Drag Incapacitated Player

Diagnostics III: Accelerated Healing

Cost: 10,000 Medical Experience

4 Skill Points

Skill Mods

Mod	Value
Injury Treatment Speed	+15

Commands & Abilities

None

Diagnostics IV: Technical Diagnosis

Cost: 15,000 Medical Experience

5 Skill Points

Skill Mods

Mod	Value
Injury Treatment Speed	+25

Commands & Abilities

None

Pharmacology I: Applications of Medicine

Cost: 1,000 Medical Experience

2 Skill Points

Skill Mods

Mod	Value
Medical Foraging	+15
Medicine Use	+5

Commands & Abilities

None

Pharmacology II: Practical Medicine

Cost: 5,000 Medical Experience

3 Skill Points

Skill Mods

Mod	Value
Medical Foraging	+15
Medicine Use	+10

Commands & Abilities

None

Pharmacology III: Combat Medicine

Cost: 10,000 Medical Experience

4 Skill Points

Skill Mods

Mod	Value
Medical Foraging	+15
Medicine Use	+10

Commands & Abilities

None

Pharmacology IV: Xeno Pharmacology

Cost: 15,000 Medical Experience

5 Skill Points

Skill Mods

Mod	Value
Medical Foraging	+20
Medicine Use	+10

Commands & Abilities

None

Organic Chemistry I: Basic Wound Treatment

Cost: 500 Medicine Crafting Experience

2 Skill Points

Skill Mods

Mod	Value
Medicine Assembly	+10
Medicine Experimentation	+10

Commands & Abilities

Action Wound Medpack A

Health Wound Medpack A

Organic Chemistry II: Enhanced Stimpacks

Cost: 1,000 Medicine Crafting Experience

3 Skill Points

Skill Mods

Mod	Value
Medicine Assembly	+10
Medicine Experimentation	+10

Commands & Abilities

Chemical Release Duration Mechanism

Small Stimpack B

Solid Delivery Shell

Organic Chemistry III: Complex Wound Treatment

Cost: 3,000 Medicine Crafting Experience

4 Skill Points

SKILL MODS

Mod	Value
Medicine Assembly	+10
Medicine Experimentation	+10

COMMANDS & ABILITIES

Action Wound Medpack B

Constitution Wound Medpack A

Health Wound Medpack B

Quickness Wound Medpack A

Stamina Wound Medpack A

Strength Wound Medpack A

Organic Chemistry IV: Experimental Chemistry

Cost: 6,000 Medicine Crafting Experience

5 Skill Points

SKILL MODS

Mod	Value
Medicine Assembly	+10
Medicine Experimentation	+10

COMMANDS & ABILITIES

Advanced Biological Effect Controller

Advanced Chemical Release Duration Mechanism

Advanced Liquid Suspension

Advanced Solid Delivery Shell

Constitution Wound Medpack B

Quickness Wound Medpack B

Small Stimpack C

Stamina Wound Medpack B

Strength Wound Medpack B

Master Medic

Cost: 620 Apprenticeship Experience

6 Skill Points

SKILL MODS

Mod	Value
Injury Treatment	+25
Medical Foraging	+25
Medicine Use	+10

COMMANDS & ABILITIES

Small Stimpack D

Scout

The Scout is marked by an affinity for the world around him. Combining an understanding of terrain with knowledge of animals, this profession is ideal for those who want to feel soil under their feet. The city life isn't in this profession's future, as Scouts do their best work in the field. You learn skills to help you move through the untrammeled wilderness, hunt and extract materials from beasts, and hide yourself from aggressive creatures.

A Scout has a well-rounded distribution of attributes, as seen in the table here. A higher Constitution allows for faster regeneration of Health. Plus, the Scout's Action is a cut above the other attributes.

Scout Base Attributes

Attribute	Value
Health	800
Strength	300
Constitution	350
Action	800
Quickness	400
Stamina	400
Mind	700
Focus	350
Willpower	400

Of all the starting professions, the Scout does not have the lowest in any attribute category. It's an evenly spread career, with points spread out over Health, Action, Mind, and Willpower. A Scout must be balanced.

Scouts are adapted to the wilderness, and the skills Scouts learn reflect that. The four paths you can take teach you to move over all types of terrain easily, build traps to capture or immobilize animals, extract a lot of organic material from defeated creatures, and set up shelter when you're far from civilization.

Species

The different species have their own pluses and minuses for each attribute. Here you'll see how those numbers play out with the Scout profession:

Scout Profession Species Stats

Species	Health	Strength	Constitution	Action	Quickness	Stamina	Mind	Focus	Willpower
Human Scout	900	400	450	900	500	500	800	450	500
Bothan Scout	800	300	350	1,100	700	500	800	450	400
Mon Calamari Scout	800	300	350	800	400	550	1,000	650	550
Rodian Scout	800	300	350	1,000	600	850	700	350	450
Trandoshan Scout	1,050	600	750	800	400	400	700	350	500
Twi'lek Scout	800	300	600	1,050	700	400	800	350	400
Wookiee Scout	1,150	650	500	1,000	500	500	800	500	500
Zabrak Scout	1,000	300	350	1,100	400	400	700	350	800

As mentioned earlier, the Scout is a well-rounded profession with emphasis spread over Health, Action, Mind, and Willpower. Several species have what it takes to make a good Scout. When it comes to a choice, the various mods may make the decision for you. Think about what Elite profession you may head toward. If it's Creature Handler, Wookiee is a good species to use. For sneaking around, the Bothan is a good choice. Twi'lek are easy to overlook, but their stats make them suited to the Scout life.

The Trandoshans are slow, but that doesn't cancel out their other, more impressive numbers. Plus, they have a harvesting mod to facilitate harvesting organic resources from beasts. Mon Calamari are least suited to the rough life of a Scout.

TIP You can use the stat migration feature to move attribute points. So, if you want a Trandoshan Scout, shift some of that Constitution and Strength to Quickness and Stamina.

Tactics

Scouts are suited to all environments, being familiar with terrain and animals, so it's possible to spend quite some time playing solo. One of the quickest ways to gain Scout experience is through extracting resources from creatures you've killed. This brings us to an important point: As you use your weapons to hunt, you gain experience with them. You then can raise your skills in those weapons (see a Marksman trainer for guns and a Brawler trainer for melee weapons and unarmed combat).

As you earn skill with your weapons, you find that it's easier to kill the smaller creatures. You get fewer Weapon Experience points, but this doesn't matter, because you're interested in being a Scout.

However, if you raise your skills in the Scout tree, you get fewer experience points for harvesting resources. Wait until you're capped out in experience points before raising your Scout skills. This will help you maximize the speed at which you rise through the Scout profession.

Camp is a place to rest and recuperate.

In a group, a Scout is necessary for building camps. You can, as you gain skills, make better encampments for your fellows. In camp, people can heal wounds and rest without traveling back to a city. Coordinate with any other Scouts in a party to figure out who gets to extract resources from the kills. Sharing the kills makes for a happier time in the field.

Where It Leads

You have a few options as a Scout. The Squad Leader profession is vital for PvP engagements, allowing you to boost your group's mods. But if you like creatures, then Creature Handler may suit you. If the Scout style is your bag, you can master the profession and move on to become a Ranger. But building a better creature is fun for a Bio-Engineer, and everyone loves Bounty Hunters, right?

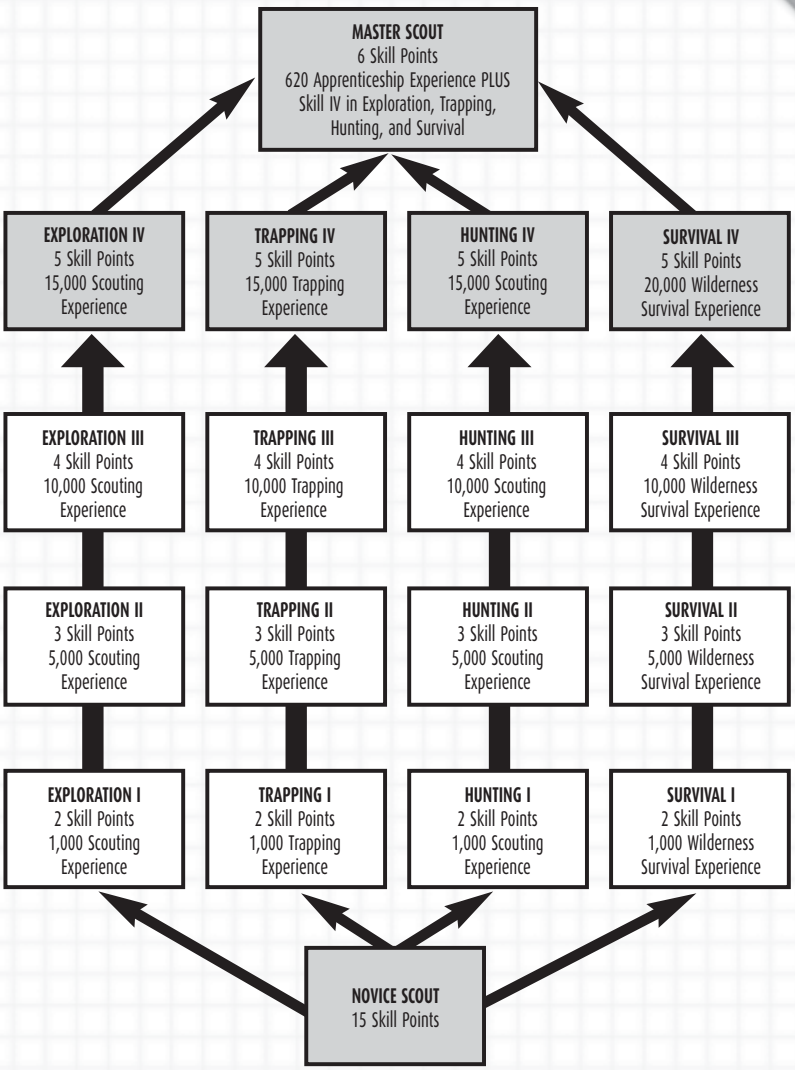
Elite Professions From Scout:

- Creature Handler
- Ranger

Hybrid Professions From Scout:

- Bio-Engineer
- Bounty Hunter
- Squad Leader

Scout Skill Tree



Novice Scout

15 Skill Points

Skill Mods

Mod	Value
Camping	+5
Creature Harvesting	+15
Creature Knowledge	+5
Trapping	+5

Commands & Abilities

Basic Camp Kit

Lecepanine Dart

Wire Mesh Trap

Exploration I: Fundamentals

Cost: 1,000 Scouting Experience

2 Skill Points

Skill Mods

Mod	Value
Terrain Negotiations	+20

Commands & Abilities

None

Exploration II: Advanced Principles

Cost: 5,000 Scouting Experience

3 Skill Points

Skill Mods

Mod	Value
Burst Run Efficiency	+20
Mask Scent	+20

Commands & Abilities

Mask Scent

Exploration III: Harsh Environment Training

Cost: 10,000 Scouting Experience

4 Skill Points

Skill Mods

Mod	Value
Mask Scent	+20
Terrain Negotiations	+20

Commands & Abilities

None

Exploration IV: Alien Environment Training

Cost: 15,000 Scouting Experience

5 Skill Points

Skill Mods

Mod	Value
Burst Run Efficiency	+20
Mask Scent	+30

Commands & Abilities

None

Trapping I: Makeshift Design

Cost: 1,000 Trapping Experience

2 Skill Points

Skill Mods

Mod	Value
Trapping	+5

Commands & Abilities

Glow-Juice Trap

Sharp Bone Spur

Trapping II: Refined Design

Cost: 5,000 Trapping Experience

3 Skill Points

Skill Mods

Mod	Value
Trapping	+5

Commands & Abilities

Noise Maker

Stink Bomb

Trapping III: Martial Design

Cost: 10,000 Trapping Experience

4 Skill Points

Skill Mods

Mod	Value
Trapping	+5

Commands & Abilities

Glow-Wire Trap

Phecnacine Dart

Trapping IV: Elite Martial Design

Cost: 15,000 Trapping Experience

5 Skill Points

Skill Mods

Mod	Value
Trapping	+10

Commands & Abilities

Adhesive Mesh

Hunting I: Civilian Methodology

Cost: 1,000 Scouting Experience

2 Skill Points

Skill Mods

Mod	Value
Creature Harvesting	+5
Creature Knowledge	+5

Commands & Abilities

None

Hunting II: Military Methodology

Cost: 5,000 Scouting Experience

3 Skill Points

Skill Mods

Mod	Value
Creature Harvesting	+10
Creature Knowledge	+10
Creature To-Hit Bonus	+10

Commands & Abilities

None

Hunting III: Trandoshan Methodology

Cost: 10,000 Scouting Experience

4 Skill Points

Skill Mods

Mod	Value
Creature Harvesting	+5
Creature Knowledge	+10

Commands & Abilities

None

Hunting IV: Unconventional Methodology

Cost: 15,000 Scouting Experience

5 Skill Points

Skill Mods

Mod	Value
Creature Harvesting	+10
Creature Knowledge	+10

Commands & Abilities

None

Survival I: Rudimentary Techniques

Cost: 1,000 Wilderness Survival Experience

2 Skill Points

Skill Mods

Mod	Value
Camping	+5
Foraging	+5

Commands & Abilities

Forage

Survival II: Advanced Techniques

Cost: 5,000 Wilderness Survival Experience

3 Skill Points

Skill Mods

Mod	Value
Camping	+10
Foraging	+10

Commands & Abilities

Multiperson Camp Kit

Survival III: Harsh Environment Techniques

Cost: 10,000 Wilderness Survival Experience

4 Skill Points

Skill Mods

Mod	Value
Camping	+10
Foraging	+10

Commands & Abilities

None

Survival IV: Special Techniques

Cost: 20,000 Wilderness Survival Experience

5 Skill Points

Skill Mods

Mod	Value
Camping	+10
Foraging	+10

Commands & Abilities

Improved Camp Kit

Master Scout

Cost: 620 Apprenticeship Experience

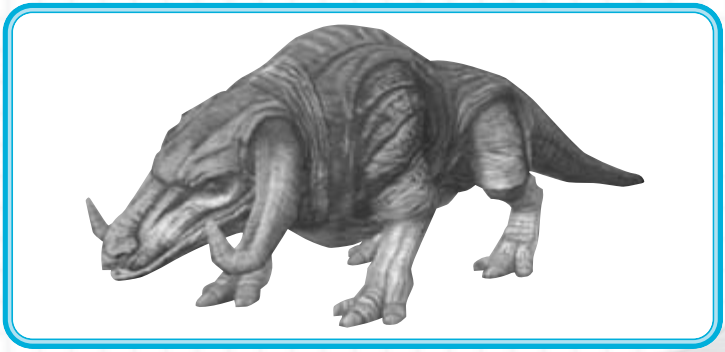
6 Skill Points

Skill Mods

Mod	Value
Burst Run Efficiency	+10
Camping	+10
Creature Harvesting	+5
Creature Knowledge	+10
Foraging	+15
Mask Scent	+30
Terrain Negotiations	+10
Trapping	+20

Commands & Abilities

None



The Second Tier Professions

After you've played for some time, you'll find that you have the option to move into a second tier profession, either Elite or Hybrid.

An Elite profession is one that spawns from a branch or branches of a single beginning profession. For example, Doctor comes from only Medic. A Hybrid profession spawns from a combination of two different beginning professions. Bounty Hunters, for example, must master both the Marksman and Scout professions.

Not all second tier professions take the same amount of effort to reach. A Pistoleer, for instance, only needs to reach Pistols IV in the Marksman skill tree before being able to learn Novice Pistoleer. A Doctor, however, must learn Master Medic (which means gaining the level IV skill in all four branches of the Medic skill tree) before jumping into the Novice Doctor skill.

The experience points necessary for second tier skills can be frighteningly large, but don't be discouraged. The gains in the upper-echelon professions are worth your time and struggle.

This guide does not cover the second tier professions, since it is geared toward starting players, but here we'll list them all and show which beginning profession or professions are needed to reach them. Take a look at the table and think about which career path you want your character to follow.

Elite Professions

Elite Profession	Profession Spawned From
Architect	Artisan
Armorsmith	Artisan
Carbineer	Marksman
Chef	Artisan
Creature Handler	Scout
Dancer	Entertainer
Doctor	Medic
Droid Engineer	Artisan
Fencer	Brawler
Image Designer	Entertainer
Merchant	Artisan
Musician	Entertainer
Pikeman	Brawler
Pistoleer	Marksman
Ranger	Scout
Rifleman	Marksman
Swordsman	Brawler
Tailor	Artisan
Teräs Kasi Artist	Brawler
Weaponsmith	Artisan

Hybrid Professions

Hybrid Profession	Profession Spawned From
Bio-Engineer	Medic, Scout
Bounty Hunter	Marksman, Scout
Combat Medic	Marksman, Medic
Commando	Brawler, Marksman
Smuggler	Brawler, Marksman
Squad Leader	Marksman, Scout

Cities and Planets

City Life

In a populated galaxy with interstellar travel, there's bound to be cities. In *Star Wars* Galaxies, these cities have many features in common, including buildings and services you can use while visiting.

The amenities a city offers are vital to your health, advancement, and financial success. Some of them are controlled by and dependent on the game programming, so you could use them even if you were the only player in the galaxy. The mission terminals, for instance, can be used by a solo player without input from another real-life player. Other services are usable only with the cooperation of other human players. The auction system of the bazaar terminals depends on players putting up materials and goods for sale and other players who put up credits to buy those items.

Not all settlements and towns have every feature (there's no shuttle port in Tatooine's Wayfar, for example) so check the city maps in this guide when entering a metropolis to see what's offered and where it is.

NOTE *These features can be found in a city either on your in-game map or with the **/find** command. Press control+M to get an overlay, top-down map of the city in which you are. The major buildings are labeled. Use control+Mouse-wheel to zoom in and out of the overlay map. The **/find** command is also useful. To find a specific building in a city, type **/find [NAME OF BUILDING]** in your chat line and press enter. A waypoint is at the nearest location. You also can use the **/find** command to find trainers.*

Training

The professions in *Star Wars* Galaxies are like jobs. You have a set of skills you perform, and as you use those skills you gain experience. Get enough experience and you can boost your skills.

As you climb the ranks of your profession, you gain bonuses to existing skills. Often you also get new commands or new schematics. Raising your skill levels makes your character more powerful. That allows you to range farther afield, hunt larger creatures, and take on tougher opponents.

To advance your skills, no matter what profession you choose, you need help. Someone wiser and more experienced has to train you in the skills you want to acquire. It can happen in two ways.

First, you can find an NPC trainer. These are computer-controlled characters whose sole purpose is to teach players new skills. The NPCs are profession specific. That is to say, you find Scout trainers, Marksman trainers, and so on. A Scout trainer can't teach you anything other than Scout skills.

These NPC trainers are in and around cities and towns. Many are outside, around other trainers. You can also locate trainers in the different guild houses that are in the larger cities.

You need two things to gain a skill: the correct number of the correct experience points, and credits. Check the "Professions" chapter to find out what type of experience you need for a skill.

The second way to acquire skills is from a more experienced player. Someone who already has the skill you want to learn can train you. The advantage to this is that you can probably get the training for a much cheaper price than the NPC trainers charge. The disadvantage is that it may be difficult to find a player with the specific skill you want to learn.

As with the NPC trainers, you must have the requisite amount and type of experience to learn a skill from another player. After you find a willing teacher, use the radial menu to start a group with him or her. Once grouped, he or she needs to click and hold on you. The radial menu gives him or her the choice of "Teach."

NOTE *Make sure you know if players expect payment for the training. Often they won't because they gain Apprenticeship experience for teaching, but ask anyway.*

When teachers select "Teach," they get a list of skills they can pass on to you. They select the right skill, and you get a message to confirm that you want it. Click on that, and you've gained new knowledge. Thank them.

Basic Mission Terminals

Got nothing to do? Tired of hunting randomly in the wilderness? Need extra credits to get that fancy pair of pants you saw in a shop? You need to visit the mission terminal.

These podiums with orange screens are around every city and town. Target them with your radial menu and select "List Missions." You can choose from two types of missions: delivery or destroy.

Delivery missions are just as they sound. You must pick up something from an NPC, then deliver it to another NPC. Often you have to traverse great distances to complete the mission. In fact, it may be worthwhile to spend credits on a shuttle ticket to get to your drop-off point. You can run between points, but if the drop-off is far away, it can be dangerous due to creatures along the way. Usually the payment for a delivery mission more than covers the cost of a shuttle ticket.

When you first accept a delivery mission, you get an orange waypoint to the first person, who gives you the package to deliver. After you make the pick-up, another orange waypoint appears leading you to the drop-off.

Destroy missions are also self-explanatory. Accepting a destroy mission means you have to go out and wreak havoc on a structure: either a creature's lair or a small structure built by some humanoids. Expect the target to be guarded. You have to deal with whatever beings are attached to the structure before pounding it to dust. Plus, lairs have a nasty habit of spawning defenders as you try to break them down. If that happens, switch your attack to the new creatures. Wipe them out before getting back to work on the structure. When you complete the demolition, payment will be made to your bank account.

TIP If you're looking for Scouting experience, destroy missions are a good deal. Get one for clearing out a creature lair. Then you can harvest resources from the guardians for Scout experience and get paid for the job. Plus you can hunt on your way to and from the lair.

If something goes wrong, you forget what the mission is, or you decide you're not in the mood anymore, check your datapad for the information. You can read the mission briefing, deactivate the waypoint, or abort the mission. There is no penalty for canceling a job.

Profession-Specific Terminals

There are terminals with missions designed for specific professions. You'll see Entertainer, Artisan, Bounty Hunter, and Explorer terminals. As a beginning player, you won't have much cause to go after the Elite and Hybrid profession missions, but as an Entertainer or Artisan you'll want to tackle these missions, which are made for your career. It's a good way for novices to pick up experience and credits.

NPCs

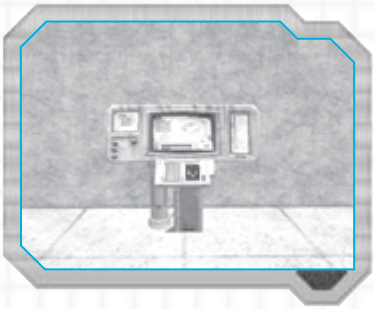
NPCs, non-player characters, populate many of the areas in *Star Wars* Galaxies. These characters, controlled by the game program, wander around to give the cities a lived-in feel and to provide services for players. We've talked about the NPC trainers, but you should be aware of other NPCs.

Some of them wander through the cities while others stay around one spot. Still others are in the wilderness. Look for camps and other structures with several NPCs hanging around. Chances are, you'll be able to talk to them...or battle them.

NPCs who have a blue circle with an "I" in it floating above their heads can give you missions or important information. Use the radial menu and click on "Converse" to chat with them. Stationary NPCs without the blue circle may also be interactive.

Banking

Credits make the solar systems spin. Plus it's nice to have a safe place to put things. Banks are your repositories for cash and items that you don't want to lug around on your character's body.



When you finish a mission, your reward is deposited into your bank account. When you pay for services such as cloning, the price is deducted from your account. Why is this so convenient? If you carry all your credits with you, then a particularly vicious creature kills you, your money is still on your corpse.

That means you can't buy another weapon (if you didn't insure it) to protect yourself as you try to return to your corpse and retrieve your stuff. So, banking is a good idea.

The banking terminals are either in a bank structure (in the larger cities) or hanging around against a wall (in the smaller settlements). Approach one and target it with the radial menu. You can then choose from a menu of services covering withdrawals, deposits, or the safety deposit box feature.

The safety deposit box is available after you choose the "Join Bank" option. It can hold items you don't want to keep in your personal inventory, such as extra weapons, minerals, clothing, etc. However, if you join a bank on one planet, you can't access your safety deposit box on a different planet. You can still deposit and withdraw credits, but to get to your box you need to be on the planet where you joined the bank.

Travel

The name of the game is *Star Wars* Galaxies, emphasis on galaxies. That's a lot of ground to cover, and you can't do it all on foot. So how does a young adventurer get around? A reliable system of shuttles can take you from city to city and planet to planet.

There are two types of travel centers—the shuttle port and the spaceport. They aren't found in every city. Smaller towns may only have a shuttle port and the smallest settlements don't have either, so you have to reach them by vigorous jogging.

The shuttle port is for on-planet travel. Need to get to Mos Espa from Bestine? The shuttle port is your answer.

When you travel to a different planet, use a spaceport. When the lush countryside of Naboo is too vivid and you want to relax in the barren deserts of Tatooine, head to a spaceport.

TIP As a beginning player, stay on your starting planet for some time. Get used to the game and your character before moving around a lot.

This isn't a free service. You need to spend a bit of credit to hop around the galaxy. The prices vary, but expect to pay around 750 credits for a trip to another planet and approximately 115 credits for a city-to-city ticket. It is more expensive to travel city-to-city from a spaceport than a shuttleport.

To use the shuttle service, find a shuttle port or spaceport. Within the spaceports (and to one side of the shuttle port) is the travel terminal. Use the radial menu to access the terminal, and you see a screen with a map of the planet and its available shuttle locations. Under that map is a button that toggles between the planetary maps (the planet you're on) and the galactic maps (the planets you can travel to). Under that are two pull-down windows.

The first one is for destination planet. Click on it and choose which planet you'll be traveling to. If you're going to another city on the same planet, choose the name of the planet on which you are. Next is the destination city. You can choose from the available shuttle stops.

TIP

To cut down on time spent running from one town to the next, use the burst run ability (by default it's F5). Your foot speed doubles briefly, so you can cover distance faster. However, the burst run ability uses some HAM bar energy and doesn't recharge for 10 minutes. So if you've used it, then need it in an emergency, you're in trouble.

You may need to make a layover on your journey. If you're on Corellia and you want to get to Naboo's moon, Rori, you can't get a direct flight. You have to buy a ticket to Naboo, then buy a second ticket to Rori. It's expensive, so plan ahead. Check the table here to find out what the space routes are:

Spaceport Space Routes

Departing From	Possible Destinations
Corellia	Talus
	Dantooine
	Dathomir
	Endor
	Naboo
	Tatooine
	Yavin 4
Dantooine	Corellia
Dathomir	Corellia
Endor	Corellia
	Naboo
Lok	Naboo
	Tatooine
Naboo	Rori
	Endor
	Lok
	Corellia
	Tatooine
Rori	Naboo
Talus	Corellia
Tatooine	Corellia
	Naboo
	Lok
Yavin 4	Corellia

To buy a round-trip ticket, check the "Round-trip" box.

After you make the right choices, click on the "Purchase Ticket" button. Wait for a message that tells you you've bought your ticket, then press "Exit."

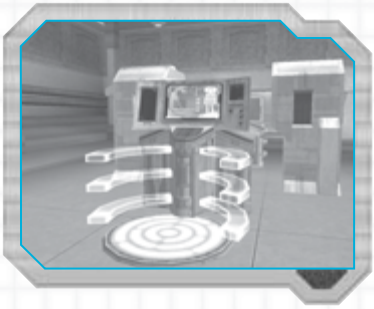
Now you have a shuttle to catch. Find the ticket collector, a silver protocol droid who lets you know when the next shuttle is arriving and takes your ticket when it's time.

At the shuttle ports, the ticket collector is near the travel terminal. In the spaceports you have to walk deeper into the complex until you come to the launchpad. The ticket collector is there.

Use the radial menu to get the shuttle status. The droid tells you how long until the next shuttle arrives. When your ride shows up, use the radial menu again to board the shuttle. You also can go to your inventory and "Use" the ticket to get on.

One loading screen later, and you will be at your destination.

Cloning Facilities



Accidents happen and mistakes are made. Chances are your character will be bested in combat at some point—probably several times.

However, with cloning technology being as good as it is in *Star Wars* Galaxies, death's sting has been pulled. When you die, you can respawn at a cloning facility. When you begin playing you get a free pass—your cloning and insurance is taken care of the first time you die. Past that first brush with death, however, you have to make your own plans for being respawned.

You control which facility you spawn at and what equipment your clone has when it spawns. If you have a favorite city, a place you want to go after you die, head to that city's cloning facility and find the cloning terminal. Store clone data at that specific facility. It costs 100 credits.

The second service available at the cloning facility is insurance. It'll save some headaches as you play. Approach the insurance terminal and target it with your radial menu. You see two choices, "Insure All" and "Insurance Menu."

Choose "Insurance Menu" to see a list of your current inventory with numbers next to each item. Those numbers are what it costs, in credits, to insure that item. If you choose "Insure All," you insure everything your character is carrying; the price is hefty.

Insure just those items that help you get back to your corpse. Your best weapons and armor are at the top of that list. If you die, you can run back immediately after being cloned and loot the items you left behind.

The Healing Process

Now we get into the things for which you need other players. At the top of that list is healing damage your character suffers. The cities offer two buildings that are vital to revitalizing your HAM bars: the cantina and the hospital.

Understand the different types of damage your characters take. There are three forms of injury in *Star Wars* Galaxies. The first two are represented in your HAM bars.

Attribute Damage and Wounds

When you're in perfect health your HAM bars are filled with red, green, and blue. If you're in a fight and take attribute damage, the color drains out of one or more of your HAM bars, leaving it white. Attribute damage regenerates on its own, so you don't need anyone's help to fix it. How fast it regenerates depends on your Constitution, Stamina, and Willpower attributes.

If you get hit hard, you get wounded. A wound shoves one or more of your HAM bars down, leaving them black. This black damage does not regenerate and needs medical attention to be healed. A wound lowers that attribute. If you have a 500 Health attribute and take a 50 point Health wound, you now have a 450 Health attribute—at least until you get it treated.

A healthy HAM bar is full.

Attribute damage takes a toll. Notice the white areas at the right end of the HAM bars.

Wounds pile up. The black area at the right end of these HAM bars represent damage that needs professional care.

Battle Fatigue

The third form of damage you can take is Battle Fatigue. When you've been in a nasty fight, your character can be traumatized. The horrors of battle or the stress of struggle can rattle the sanest mind. After a few encounters press control+C to bring up your character sheet. Near the top is a Battle Fatigue indicator with yellow numbers inside. That's the amount of trauma your character has suffered. The more Battle Fatigue you have, the less effective treatment for attribute damage and wounds will be.

Treat Battle Fatigue by relaxing. Get away from the rough and tumble and enjoy yourself. Perhaps you could listen to music or watch a Dancer.

That brings us to what you can do in the city to heal your character.

The Cantina

Here's where the healing path begins. Walk into a cantina and you see a buzz of activity: knots of NPCs talking, chairs for sitting, a bar, and a few player characters dancing and playing music.

Pick an Entertainer and use your radial menu on him or her. If he or she is playing music, select "Listen." If the Entertainers are dancing, select "Watch." Then relax and enjoy the show.

NOTE *If you step into a cantina that is devoid of player characters, you may not be out of luck. Have a seat and wait. Being in the cantina heals Battle Fatigue, albeit slowly. Do something else for awhile as your character mends.*

Check your character sheet periodically to see if your Battle Fatigue has dried up or not. When it hits zero you're ready for phase two, the hospital.

The Hospital

The hospital isn't a pretty place, but it's necessary. After you clear any Battle Fatigue, find the nearest hospital and have a seat. Often there are many players clamoring for the attention of the player character Medics and Doctors.

If you have Medic skills, you can build them up and create your own medpacks to heal yourself with. Otherwise, you'll need to wait.

You can bribe a Medic or Doctor to tend to you, but often it's not necessary. There are a lot of characters around with Medic skills who heal people as they come in. Be patient, be polite, and tip.

The Bazaar Terminals

Another feature of the cities that needs other player characters to function is the bazaar. Imagine an auction house that anyone can submit items to so anyone can bid on them, with it all electronically done. It is a useful financial tool for your character.

The idea is simple; use the bazaar terminals to sell items or bid on items that other players want to sell. This is a great way to find weapons, armor, and items crafted by master Artisans. Or, if you're an Artisan, you can find components or material for your own creations.

The bazaar terminals link the planets together in a virtual marketplace where goods can be traded and bought from any point in the galaxy. All it takes is credits.

Junk Dealers

When you're roaming about the wilds you run into hostile NPCs. Looting their bodies after you defeat them often yields broken bits of equipment. This stuff is useless to you, but someone may need the parts.

Enter the Junk Dealer. Keep the busted items you find and visit the Junk Dealer when you get to town. This innovative character will buy your trash. It may not be a big payoff, but it's better than lugging around garbage.

The Galaxy: A Beginning

Star Wars Galaxies has 10 planets you can visit—provided you can build up the credits necessary for such a grand tour. Some are large bustling balls of rock and dirt filled with cities and people. Others are desolate and barren moons with only raw materials and an outpost or two to attract the tourists.

When you create a character you choose from only five planets: Tatooine, Naboo, Corellia, Rori, and Talus. Later, as you build up skills and money, you can visit Yavin 4, Lok, Endor, Dathomir, and Dantooine.

This guide covers the first five planets—Tatooine, Naboo, Corellia, Rori, and Talus. These are the ones that are geared toward the starting player.

While levels of sophistication on each of the 10 planets are different, there are a few amenities and some useful NPCs. This section gives you the basic information you need to navigate around the starting planets.

TIP The details of traveling between planets and cities is covered earlier in this section of the guide. Refer to it if you need a hand getting around.

City Maps

This chapter has maps for major cities on the starting planets. Marked on those maps are the locations of the beginning profession trainers and important buildings.

Many of the planets also have smaller townships and villages. Imperial bases, forts, and small clusters of buildings are ranged about the wilderness, waiting for you to find them.

Each map in this guide has letters denoting the position of the important buildings, and numbers denoting the trainers. Match those to the tables under each map to find out what trainer or building is marked.

For those towns for which we don't have maps, we've listed coordinates for the available trainers and major buildings. You can also access your in-game city map with control+M.

Points of Interest

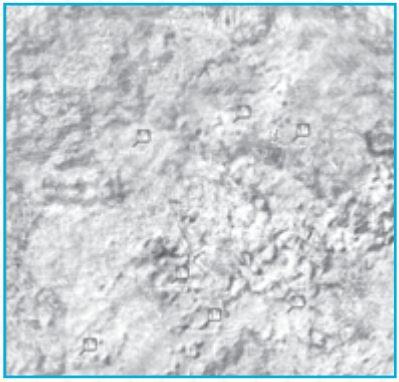
There are things to see outside of the cities. We've listed several for each of the starting planets. All of them are interactive, either "dungeons" or "theme parks."

A dungeon is a structure (a natural cave, for instance) that is filled with tough creatures itching to be battled by a group of adventurers. The theme parks are buildings (some will be familiar to you) that have a series of NPCs who give you missions. Complete the missions for one NPC and you can get deeper into the theme park to find another NPC willing to give you something to do.

Dungeons and theme parks are high-level undertakings, so don't expect to tackle them anytime soon. However, if you get involved with a powerful hunting group you will be OK in a dungeon and the experience points you gain can be phenomenal.

Tatooine

A harsh desert world, Tatooine orbits twin suns in the galaxy's Outer Rim. The planet's terrain includes tall mesas, deep canyons, and the expansive Dune Sea.



Tatooine is far from the galaxy's center, but it occupies a strategic location at the nexus of several hyperspace routes. As a result, it has become a way station for merchants, explorers, and others traveling the Outer Rim. Tatooine has also been the site of many orbital battles between rival

gangsters and smugglers, and its surface is littered with ancient starship wrecks, most of which have long since been scavenged by native Jawas or buried by the fierce sandstorms.

Much of Tatooine is inhospitable wasteland. However, unique wind patterns and atmospheric concentrations have made a small area of the planet livable. Most life forms and settlements are in this "temperate zone."

Tatooine's native species include the diminutive chattering Jawas and the terrifying Sand People. A host of dangerous creatures, including the dreaded krayt dragon, also inhabit Tatooine's wastes and pose a threat to any traveler.

A lawless world, much of Tatooine is ruled by immoral crime lords, including Jabba the Hutt. Cities like Mos Eisley are criminal havens, attracting smugglers, thieves, and mercenaries from throughout the galaxy. Hardworking settlers are confined to moisture farms located throughout the temperate zone. The Empire has taken control of Bestine, converting it into one of the most prominent Imperial outposts in the Outer Rim, and maintains garrisons in many other Tatooine cities. The Rebel Alliance has few full-fledged operatives on Tatooine, but many smugglers and other shady figures are sympathetic to the Rebellion's cause.

Points of Interest

Tatooine Points of Interest

PoI	Coordinates	PoI	Coordinates
Beetle Cave (west)	6522, -1350	Krayt Graveyard	6839, 4320
Ben Kenobi's House	-4512, -2270	Krayt Skeleton	-4632, -4346
Darklighter Estate	-718, -6683	Lar's Homestead	-2579, -5500
Escape Pod	-3931, -4397	Rebel Military Base (Fac. Bunker)	-784, -4451
Fort Tusken	-3980, 6311	Sarlacc Pit	-6169, -3387
Fort Tusken Cave	-3960, 6233	Squill Cave (central)	70, -86
Hutt Hideout (cave, southwest)	5121, 647	Tusken Bunker	-1493, -208
Jabba's Palace	-5856, -6183	Tusken Village	-5322, -4444
Jawa Mountain Fortress	-6141, 1854		

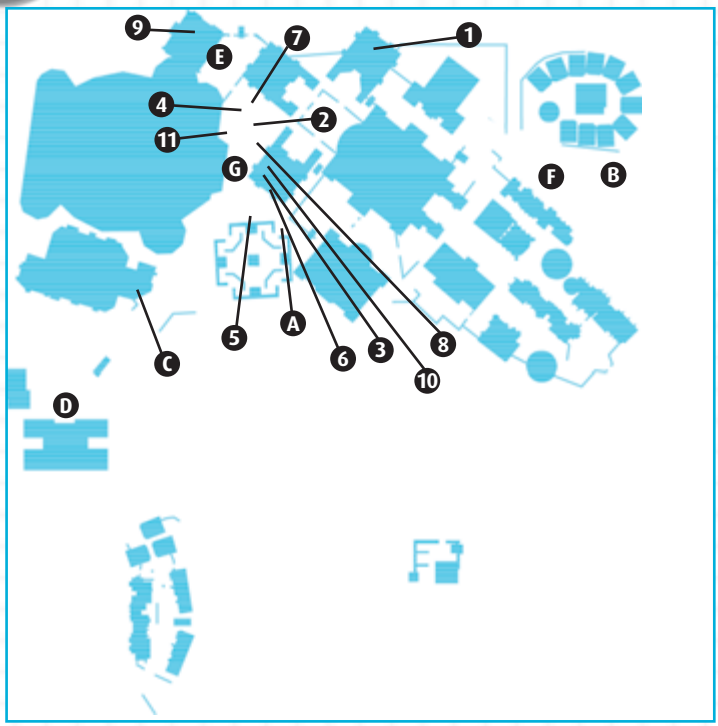
Anchorhead

No Beginning Profession Trainers

Anchorhead Buildings

Building	Coordinates
Cantina	-156, -5306
Cloning Facility	70, -5358
Shuttle Port	38, -5333
Tavern	123, -5364

Bestine



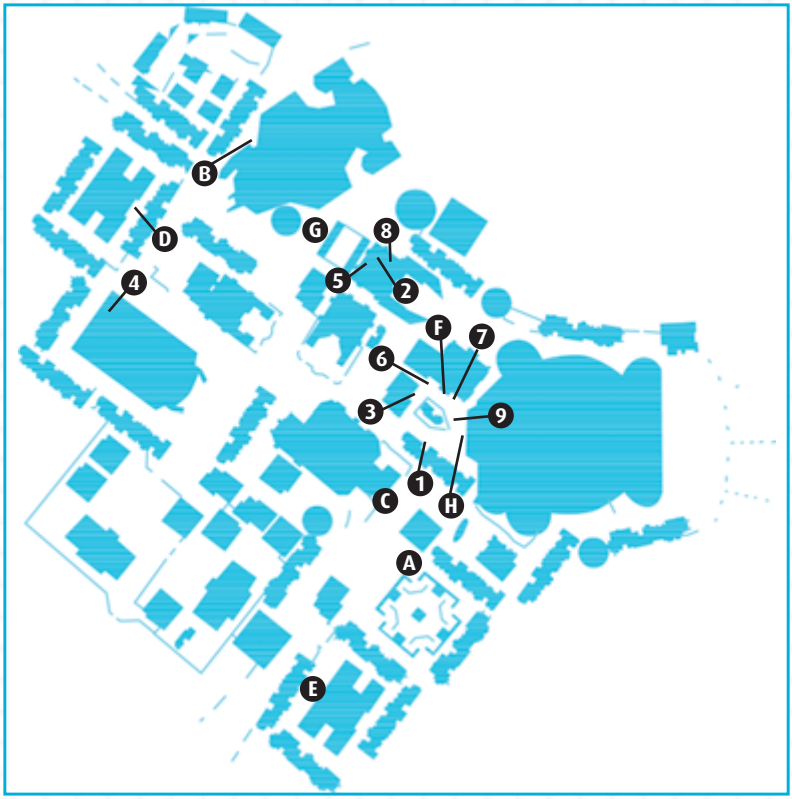
Bestine Trainers

Map Location	Trainer Type	Coordinates
1.	Artisan Trainer	-1167, -3490
2.	Artisan Trainer	-1266, -3561
3.	Brawler Trainer	-1266, -3595
4.	Brawler Trainer	-1278, -3539
5.	Entertainer Trainer	-1273, -3629
6.	Marksman Trainer	-1257, -3603
7.	Marksman Trainer	-1271, -3539
8.	Medic Trainer	-1263, -3575
9.	Medic Trainer	-1311, -3482
10.	Scout Trainer	-1256, -3582
11.	Scout Trainer	-1293, -3560

Bestine Buildings

Map Location	Building	Coordinates
A.	Bank	-1258, -3641
B.	Cantina	-1006, -3544
C.	Cantina	-1359, -3688
D.	Cloning Facility	-1422, -3782
E.	Medical Center	-1300, -3501
F.	Shuttle Port	-1091, -3554
G.	Star Port	-1374, -3629

Mos Eisley



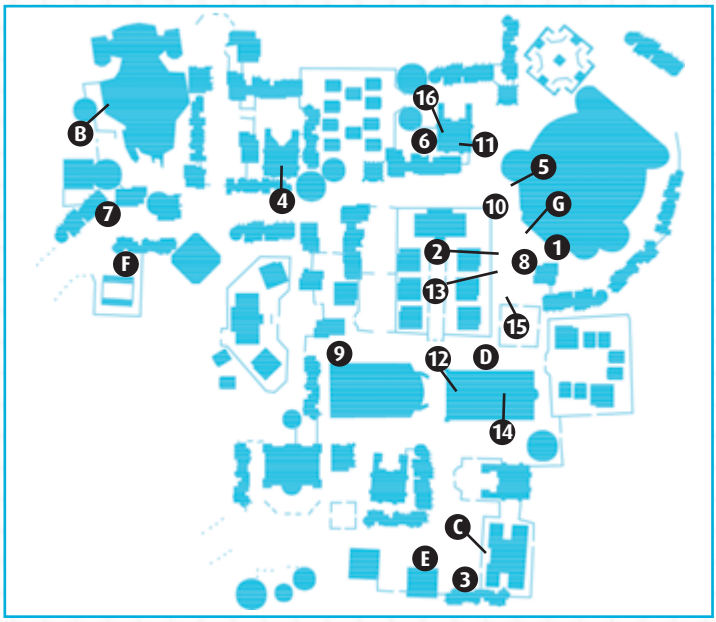
Mos Eisley Trainers

Map Location	Trainer Type	Coordinates
1.	Artisan Trainer	3505, -4809
2.	Brawler Trainer	3460, -4659
3.	Brawler Trainer	3500, -4764
4.	Entertainer Trainer	3243, -4696
5.	Marksman Trainer	3454, -4668
6.	Marksman Trainer	3505, -4760
7.	Medic Trainer	3521, -4774
8.	Scout Trainer	3475, -4667
9.	Scout Trainer	3521, -4787

Mos Eisley Buildings

Map Location	Building	Coordinates
A.	Bank	3496, -4919
B.	Cantina	3364, -4585
C.	Cantina	3468, -4852
D.	Cloning Facility	3258, -4635
E.	Cloning Facility	3425, -5006
F.	Medical Center	3516, -4771
G.	Shuttle Port	3424, -4642
H.	Star Port	3607, -4751

Mos Entha



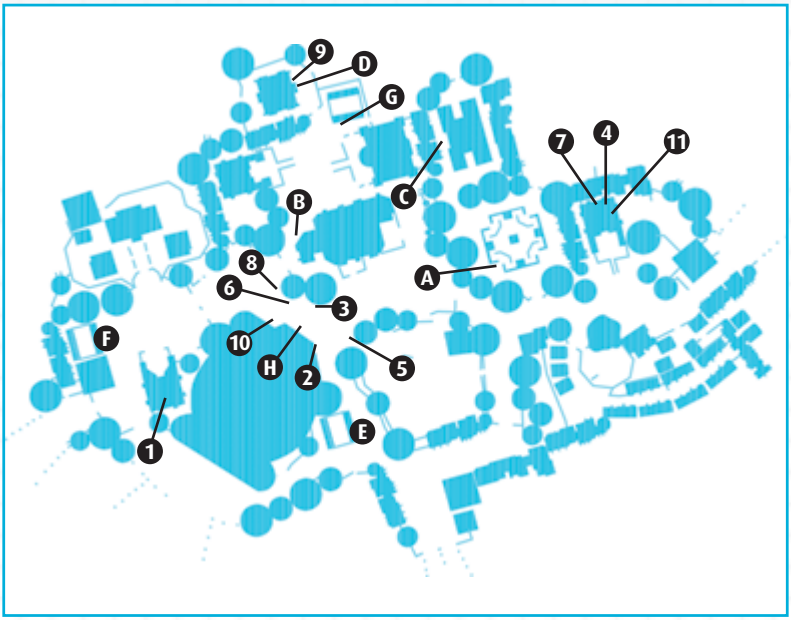
Mos Entha Trainers

Map Location	Trainer Type	Coordinates
1.	Artisan Trainer	1273, 3150
2.	Artisan Trainer	1323, 3140
3.	Artisan Trainer	1335, 3487
4.	Artisan Trainer	1560, 3078
5.	Brawler Trainer	1311, 3088
6.	Brawler Trainer	1387, 3043
7.	Brawler Trainer	1741, 3117
8.	Entertainer Trainer	1287, 3163
9.	Entertainer Trainer	1499, 3270
10.	Marksman Trainer	1320, 3104
11.	Marksman Trainer	1376, 3043
12.	Medic Trainer	1308, 3287
13.	Medic Trainer	1323, 3149
14.	Medic Trainer	1337, 3290
15.	Scout Trainer	1305, 3197
16.	Scout Trainer	1389, 3026

Mos Entha Buildings

Map Location	Building	Coordinates
A.	Bank	1291, 2958
B.	Cantina	1720, 3032
C.	Cloning Facility	1326, 3456
D.	Medical Center	1338, 3270
E.	Shuttle Port	1386, 3472
F.	Shuttle Port	1721, 3190
G.	Star Port	1287, 3040

Mos Espa



Mos Espa Trainers

Map Location	Trainer Type	Coordinates
1.	Artisan Trainer	-2826, 1993
2.	Artisan Trainer	-2889, 2143
3.	Brawler Trainer	-2932, 2124
4.	Brawler Trainer	-3029, 2431
5.	Entertainer Trainer	-2890, 2178
6.	Marksman Trainer	-2931, 2120
7.	Marksman Trainer	-3028, 2420
8.	Medic Trainer	-2931, 2116
9.	Medic Trainer	-3159, 2123
10.	Scout Trainer	-2916, 2109
11.	Scout Trainer	-3013, 2435

Mos Espa Buildings

Map Location	Building	Coordinates
A.	Bank	-2969, 2322
B.	Cantina	-2991, 2124
C.	Cloning Facility	-3093, 2271
D.	Medical Center	-3150, 2125
E.	Shuttle Port	-2793, 2179
F.	Shuttle Port	-2886, 1930
G.	Shuttle Port	-3114, 2166
H.	Star Port	-2809, 2129

Mos Taike

No Beginning Profession Trainers

Mos Taike Buildings

Building	Coordinates
Cloning Facility	3886, 2352
Tavern	3789, 2379

Wayfar

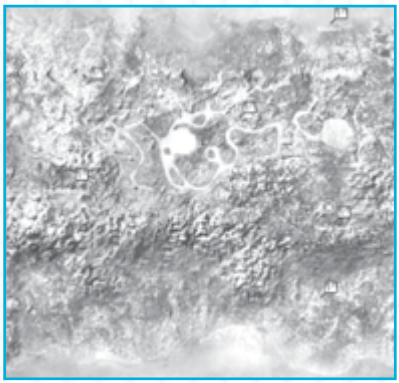
Wayfar Trainers

Trainer Type	Coordinates
Artisan Trainer	-5273, -6549
Medic Trainer	-5123, -6616
Scout Trainer	-5050, -6627

Wayfar Buildings

Building	Coordinates
Cantina	-5123, 6572
Cloning Facility	-5075, -6608
Medical Center	-5107, -6615

Naboo



Located in the Chommell sector, Naboo is an idyllic world covered by dense swamps, rolling plains, and verdant hills. The planet has two sentient species: peaceful humans who call themselves the Naboo, and the more aggressive Gungans. The Naboo populate many striking cities, including Theed and Moenia, while the Gungans reside deep in the planet's foreboding swamps. Naboo's pleasant climate and numerous terrain types have also given rise to dozens of native animal species, from the towering, reptilian fambaa to the deadly tusk cat.

Human colonists from the planet Grizmalit discovered Naboo four thousand years before the Battle of Yavin. Within weeks of their arrival, the settlers encountered the Gungans. Although distrustful of one another, neither species attacked the other, and the humans were allowed to establish their first settlements without incident. Over the next several decades, the settlers slowly spread across the planet's largest landmass, building cities and villages to support their growing numbers. The human colonists kept to the grassy plains and ocean coastlines, only occasionally treading into Gungan territory. Despite this, tension between the humans and the Gungans remained strong. The friction between the Gungans and the Naboo was based on cultural differences, but armed clashes were rare.

Eventually, the Naboo and the Gungans joined forces to repel a Trade Federation invasion. The conflict, now known as the Battle of Naboo, marked a new era of the cooperation between the two cultures. Unfortunately, after the Emperor rose to power, he made a special effort to bring Naboo under his control. When the Imperial forces arrived on the planet, allegedly to "protect" Naboo's resources, the Gungan population migrated deeper into the swamps, yet again isolating themselves from the rest of Naboo.

Although Naboo is home to numerous Imperials and even hosts one of the Emperor's strongholds, the Naboo have managed to preserve much of their culture. They remain a democratic society ruled by an elected monarch. Naboo gain the right to vote after passing aptitude tests that determine intellectual maturity, and political leaders are often far younger than their peers on other worlds. The Naboo are a peaceful people, focusing their energies into art, science, and education. They maintain a small security force to protect their cities from rabble-rousers and criminals, but they have no standing army. Although it's been rumored that the current monarch, Queen Kylantha, is loyal to the Emperor, she has yet to dissolve the Naboo Royal Advisory Council or impose any changes in the Naboo's democratic structure. According to some sources, Rebel cells also flourish in some areas of Naboo, including Theed and the swamplands.

Points of Interest

Naboo Points of Interest

PoI	Coordinates
Amidala's Beach	-5828, -93
Deeja Peaks Falls	5174, -1550
Gungan Sacred Place	-2104, -5408
Gungan Warrior Stronghold	-272, 2878
Imperial vs. Gungan Battle	4825, -3820
Imperial Weapon Research Facility (Fac. Bunker)	-6456, -3235
Mauler Encampment	2963, 1109
Mordran Gang	-1952, -5279
Narglatch Cave	5864, -4681
Pirate Bunker	-1507, -1729
Theed Falls	-4627, 4207
Veermok Cave	5741, -1546

Dee'ja Peak

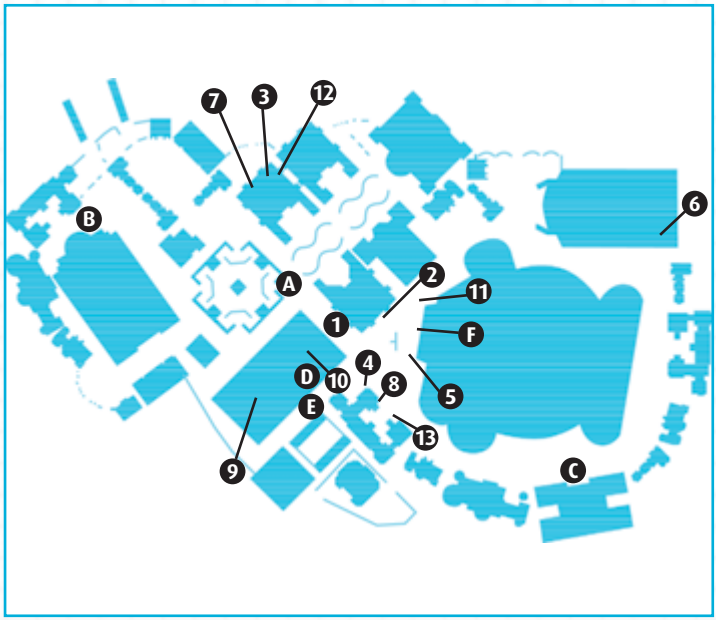
Dee'ja Peak Trainers

Trainer Type	Coordinates
Artisan Trainer	4716, -1394
Entertainer Trainer	4854, -1446
Marksman Trainer	4979, -1426

Dee'ja Peak Buildings

Building	Coordinates
Shuttle Port	5337, -1567

Kaadara



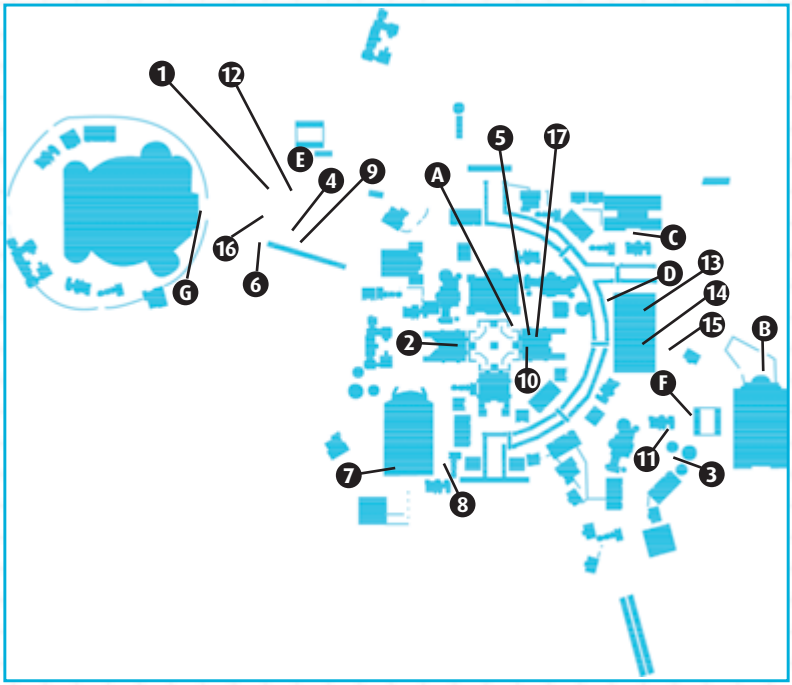
Kaadara Trainers

Map Location	Trainer Type	Coordinates
1.	Artisan Trainer	5177, 6691
2.	Artisan Trainer	5182, 6688
3.	Brawler Trainer	5098, 6793
4.	Brawler Trainer	5172, 6640
5.	Entertainer Trainer	5207, 6662
6.	Entertainer Trainer	5399, 6738
7.	Marksman Trainer	5089, 6785
8.	Marksman Trainer	5180, 6633
9.	Medic Trainer	5095, 6625
10.	Medic Trainer	5114, 6650
11.	Medic Trainer	5212, 6692
12.	Scout Trainer	5111, 6781
13.	Scout Trainer	5192, 6614

Kaadara Buildings

Map Location	Building	Coordinates
A.	Bank	5105, 6709
B.	Cantina	4956, 6751
C.	Cloning Facility	5328, 6569
D.	Medical Center	5128, 6636
E.	Shuttle Port	5133, 6618
F.	Star Port	5294, 6717

Keren



Keren Trainers

Map Location	Trainer Type	Coordinates
1.	Artisan Trainer	1523, 2781
2.	Artisan Trainer	1751, 2614
3.	Artisan Trainer	2005, 2482
4.	Brawler Trainer	1538, 2756
5.	Brawler Trainer	1823, 2624
6.	Entertainer Trainer	1519, 2743
7.	Entertainer Trainer	1659, 2465
8.	Entertainer Trainer	1725, 2479
9.	Marksman Trainer	1538, 2750
10.	Marksman Trainer	1822, 2613
11.	Marksman Trainer	1992, 2515
12.	Medic Trainer	1539, 2787
13.	Medic Trainer	1951, 2636
14.	Medic Trainer	1957, 2606
15.	Medic Trainer	1980, 2600
16.	Scout Trainer	1512, 2759
17.	Scout Trainer	1839, 2625

Keren Buildings

Map Location	Building	Coordinates
A.	Bank	1807, 2633
B.	Cantina	2101, 2574
C.	Cloning Facility	1949, 2740
D.	Medical Center	1931, 2637
E.	Shuttle Port	1558, 2841
F.	Shuttle Port	2026, 2535
G.	Star Port	1364, 2716

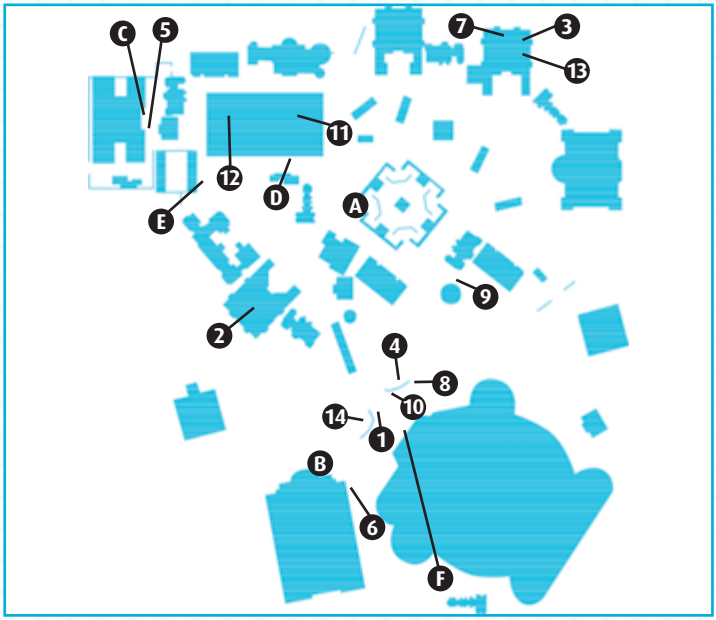
Lake Retreat

No Beginning Profession Trainers

Lake Retreat Buildings

Building	Coordinates
Shuttle Port	-5489, -12

Moenia



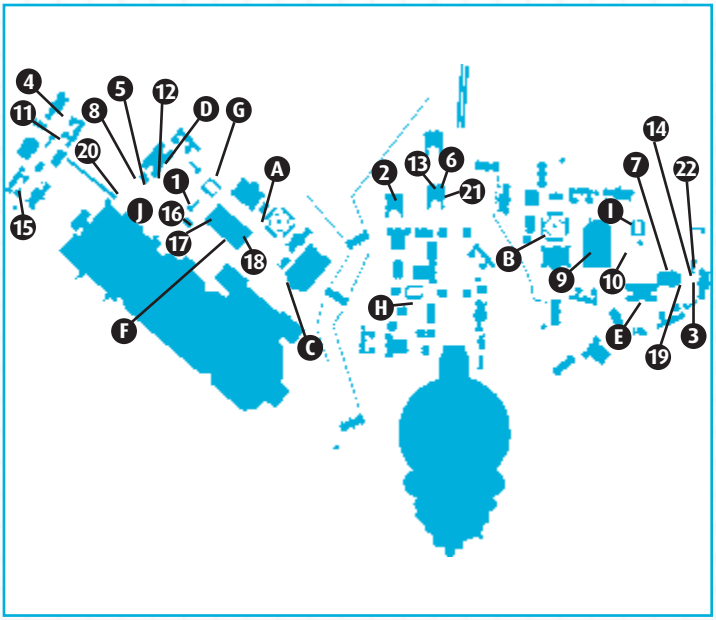
Moenia Trainers

Map Location	Trainer Type	Coordinates
1.	Artisan Trainer	4821, -4705
2.	Artisan Trainer	4927, -4778
3.	Brawler Trainer	4711, -4997
4.	Brawler Trainer	4799, -4735
5.	Brawler Trainer	5001, -4925
6.	Entertainer Trainer	4848, -4661
7.	Marksman Trainer	4721, -4997
8.	Marksman Trainer	4792, -4731
9.	Medic Trainer	4770, -4814
10.	Medic Trainer	4810, -4725
11.	Medic Trainer	4901, -4928
12.	Medic Trainer	4932, -4922
13.	Scout Trainer	4710, -4980
14.	Scout Trainer	4839, -4704

Moenia Buildings

Map Location	Building	Coordinates
A.	Bank	4832, -4862
B.	Cantina	4876, -4669
C.	Cloning Facility	5005, -4931
D.	Medical Center	4901, -4908
E.	Shuttle Port	4967, -4883
F.	Star Port	4706, -4698

Theed



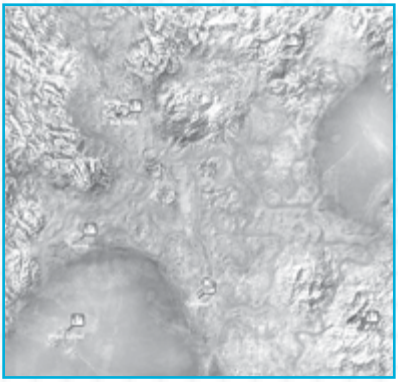
Theed Trainers

Map Location	Trainer Type	Coordinates
1.	Artisan Trainer	-4945, 4131
2.	Artisan Trainer	-5369, 4108
3.	Artisan Trainer	-5992, 4286
4.	Brawler Trainer	-4683, 3947
5.	Brawler Trainer	-4859, 4087
6.	Brawler Trainer	-5467, 4089
7.	Brawler Trainer	-5942, 4253
8.	Entertainer Trainer	-4840, 4083
9.	Entertainer Trainer	-5765, 4255
10.	Entertainer Trainer	-5832, 4240
11.	Marksman Trainer	-4674, 3996
12.	Marksman Trainer	-4864, 4081
13.	Marksman Trainer	-5456, 4088
14.	Marksman Trainer	-5982, 4256
15.	Medic Trainer	-4593, 4125
16.	Medic Trainer	-4934, 4153
17.	Medic Trainer	-5004, 4156
18.	Medic Trainer	-5031, 4172
19.	Medic Trainer	-5967, 4278
20.	Scout Trainer	-4795, 4103
21.	Scout Trainer	-5468, 4106
22.	Scout Trainer	-5983, 4227

Theed Buildings

Map Location	Building	Coordinates
A.	Bank	-5102, 4161
B.	Bank	-5685, 4191
C.	Cantina	-5156, 4293
D.	Cloning Facility	-4890, 4042
E.	Cloning Facility	-5885, 4321
F.	Medical Center	-5017, 4189
G.	Shuttle Port	-5006, 4086
H.	Shuttle Port	-5401, 4316
I.	Shuttle Port	-5861, 4162
J.	Star Port	-4849, 4173

Corellia



Corellia is the central planet of the Corellian system, which is well-known for its starship manufacturing facilities and steady supply of talented pilots. A temperate and habitable world, Corellia is marked by rolling hills, thick forests, lush fields, golden beaches, and large seas. Because most of Corellia's manufacturing facilities are located in orbit around the planet, the world remains rural and underdeveloped. Urban blight is non-existent, and most Corellians live in small towns or farming communities. The planet supports a handful of cities, including Coronet and Tyrena.

Corellia is populated by all three of the system's sentient species: Humans, Selonians, and Drall. As Corellia has limited settlements, wildlife has also flourished on the planet.

As a member of the Core Worlds, Corellia is often considered part of the Empire, but the planet was also the site of the signing of the Corellian Treaty, which officially formed the Alliance to Restore the Republic (more commonly known as the Rebel Alliance). Since the Corellian Treaty, the planet has remained neutral in the Galactic Civil War. Corellia does have a noticeable Imperial presence, but the Empire has not yet Imperialized any of Corellia's corporations, taken control of Corellian cities, or imposed martial law. Rumors have also emerged that Princess Leia Organa has established a hidden "command and control" center for Rebel operations on Corellia and seeks the services of sympathizers to aid the Rebellion.

Points of Interest

Corellia Points of Interest

PoI	Coordinates	PoI	Coordinates
Afarathu Cave	-2483, 2907	Imperial Stronghold (Fac. Dungeon)	4651, -5617
Agrilat Swamp	1402, 3802	Lord Nyax Cult	1414, -317
Crystal Fountain of Bela Vistal	6760, -5617	Rebel Hideout	-6584, 5915
Drall Patriot's Cave	1042, 4193	Rogue Corsec Base	5291, 1494
Grand Theater of Vreni Island	-5421, -6212		

Bela Vistal

Bela Vistal Trainers

Trainer Type	Coordinates
Artisan Trainer	6707, -5510
Artisan Trainer	6755, -5654
Brawler Trainer	6742, -5716
Brawler Trainer	6884, -5794
Entertainer Trainer	6829, -5428
Marksman Trainer	6770, -5713
Marksman Trainer	6885, -5783
Scout Trainer	6725, -5681
Scout Trainer	6867, -5795

Bela Vistal Buildings

Building	Coordinates
Cantina	6723, -5708
Cloning Facility	6864, -5719
Medical Center	6713, -5921
Shuttle Port	6638, -5931
Shuttle Port	6937, -5526

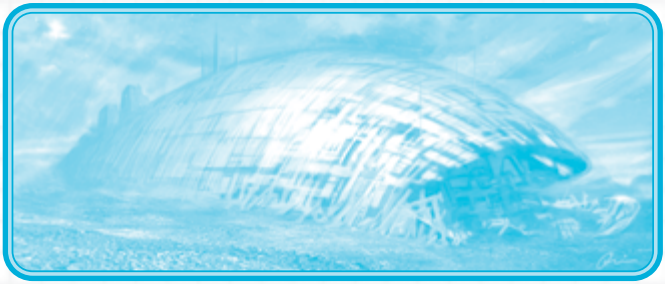
Coronet

Coronet Trainers

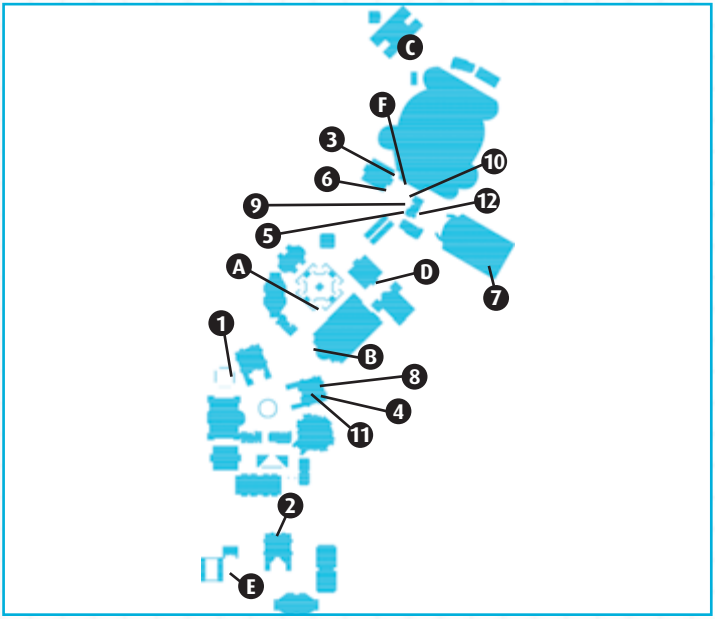
Map Location	Trainer Type	Coordinates
1.	Artisan Trainer	-145, -4389
2.	Artisan Trainer	-187, -4700
3.	Brawler Trainer	-164, -4752
4.	Brawler Trainer	-273, -4378
5.	Entertainer Trainer	-173, -4741
6.	Entertainer Trainer	-220, -4104
7.	Entertainer Trainer	-234, -4223
8.	Marksman Trainer	-164, -4745
9.	Marksman Trainer	-273, -4389
10.	Medic Trainer	-103, -4445
11.	Medic Trainer	172, -4692
12.	Medic Trainer	-33, -4445
13.	Medic Trainer	-72, -4440
14.	Scout Trainer	-168, -4712
15.	Scout Trainer	-255, -4377

Coronet Buildings

Map Location	Building	Coordinates
A.	Bank	-75, -4579
B.	Cantina	-346, -4542
C.	Cloning Facility	-480, -4500
D.	Medical Center	-73, -4460
E.	Shuttle Port	-339, -4635
F.	Shuttle Port	-34, -4404
G.	Star Port	-53, -4681



Daoba Guerfel



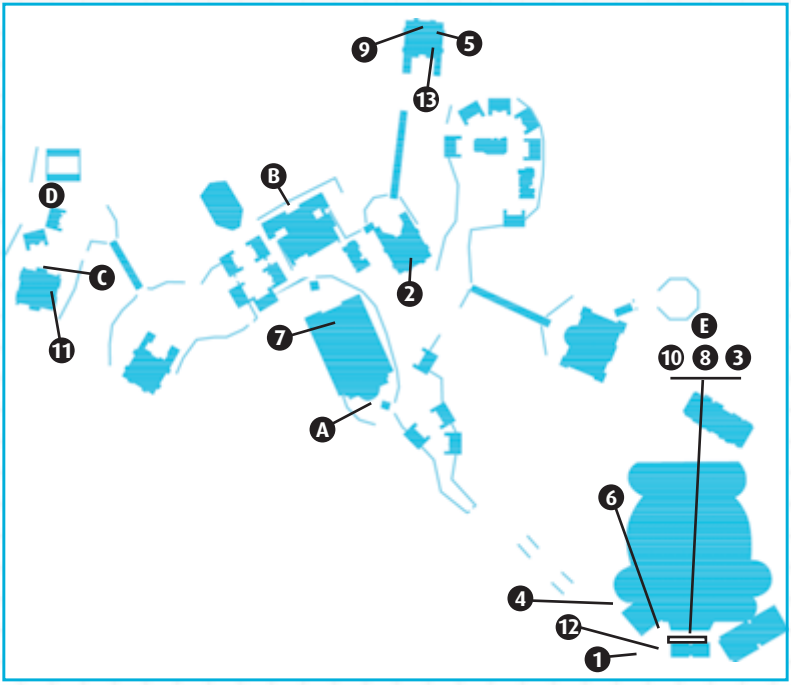
Doaba Guerfel Trainers

Map Location	Trainer Type	Coordinates
1.	Artisan Trainer	3085, 5260
2.	Artisan Trainer	3159, 5042
3.	Artisan Trainer	3312, 5529
4.	Brawler Trainer	3215, 5239
5.	Brawler Trainer	3335, 5516
6.	Entertainer Trainer	3305, 5524
7.	Entertainer Trainer	3459, 5405
8.	Marksman Trainer	3212, 5249
9.	Marksman Trainer	3337, 5515
10.	Medic Trainer	3340, 5518
11.	Scout Trainer	3199, 5232
12.	Scout Trainer	3328, 5512

Doaba Guerfel Buildings

Map Location	Building	Coordinates
A.	Bank	3209, 5357
B.	Cantina	3207, 5296
C.	Cloning Facility	3326, 5724
D.	Medical Center	3290, 5394
E.	Shuttle Port	3080, 4983
F.	Star Port	3326, 5620

Kor Vella



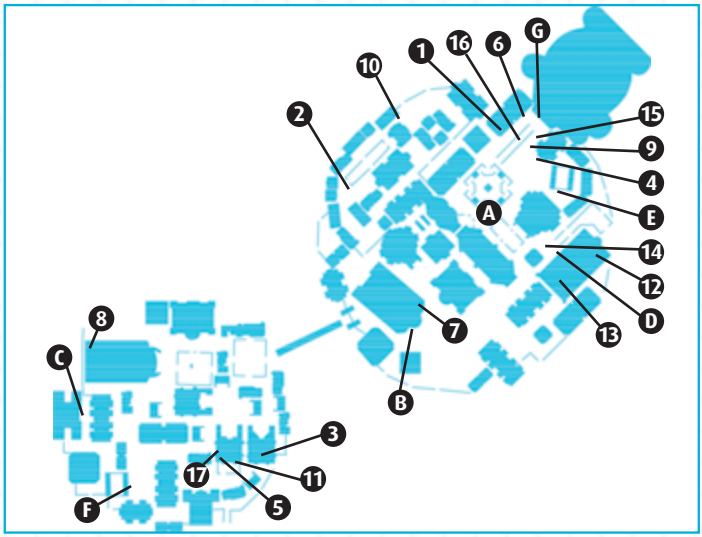
Kor Vella Trainers

Map Location	Trainer Type	Coordinates
1.	Artisan Trainer	-3164, 2791
2.	Artisan Trainer	-3417, 3169
3.	Brawler Trainer	-3123, 2791
4.	Brawler Trainer	-3192, 2799
5.	Brawler Trainer	-3399, 3396
6.	Entertainer Trainer	-3152, 2807
7.	Entertainer Trainer	-3488, 3109
8.	Marksman Trainer	-3129, 2792
9.	Marksman Trainer	-3410, 3397
10.	Medic Trainer	-3138, 2792
11.	Medic Trainer	-3786, 3132
12.	Scout Trainer	-3163, 2801
13.	Scout Trainer	-3399, 3379

Kor Vella Buildings

Map Location	Building	Coordinates
A.	Cantina	-3463, 3041
B.	Cloning Facility	-3542, 3219
C.	Medical Center	-3795, 3156
D.	Shuttle Port	-3784, 3239
E.	Star Port	-3187, 2885

Tyrena



Tyrena Trainers

Map Location	Trainer Type	Coordinates
1.	Artisan Trainer	-5079, -2309
2.	Artisan Trainer	-5301, -2384
3.	Artisan Trainer	-5417, -2756
4.	Brawler Trainer	-5040, -2328
5.	Brawler Trainer	-5474, -2755
6.	Entertainer Trainer	-5061, -2291
7.	Entertainer Trainer	-5200, -2535
8.	Entertainer Trainer	-5661, -2601
9.	Marksman Trainer	-5041, -2323
10.	Marksman Trainer	-5249, -2306
11.	Marksman Trainer	-5463, -2754
12.	Medic Trainer	-4973, -2465
13.	Medic Trainer	-4990, -2491
14.	Medic Trainer	-5013, -2471
15.	Medic Trainer	-5028, -2310
16.	Scout Trainer	-5058, -2312
17.	Scout Trainer	-5475, -2738

Tyrena Buildings

Map Location	Building	Coordinates
A.	Bank	-5106, -2412
B.	Cantina	-5201, -2570
C.	Cloning Facility	-5670, -2698
D.	Medical Center	-5004, -2476
E.	Shuttle Port	-5014, -2380
F.	Shuttle Port	-5606, -2800
G.	Star Port	-5019, -2199

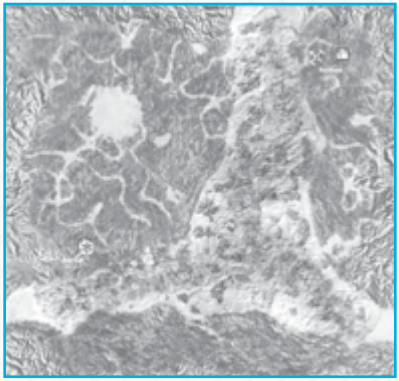
Vreni Island

No Beginning Profession Trainers

Vreni Island Buildings

Building	Coordinates
Cantina	-5163, 6417
Shuttle Ports	-5561, -6055

Rori



A moon of Naboo, Rori is an overgrown wild world dominated by oppressive gray skies, thick jungles, and swamps. Unlike Naboo, Rori is not widely populated. It supports only two small colonies, which are separated by a giant reed-infested bog.

Rori's history is contested by Naboo scholars. Some claim that a small contingent of Naboo's original human colonists landed on Rori before traveling on to the more temperate parent planet. If this is true, those early settlers left no obvious signs of their stay. Others hold that Rori remained unsettled until a small group of spice miners decided to relocate to the moon in search of fabled spice lodes. Some spice miners do, in fact, inhabit Rori, but they live in a primitive lifestyle and have no records of their first landing on the moon.

Whatever the truth, Rori was colonized about two thousand years before the Battle of Naboo, during the short-lived reign of King Narmle. Although widely regarded as a charming and intelligent man, Narmle was a restless explorer who spent most of his time visiting distant worlds in search of new vistas. The Naboo Royal Advisory Council suggested that Narmle relinquish the throne and become an ambassador. Before leaving office as King, however, Narmle planned the construction of a small settlement on Rori. He envisioned that Rori would one day become an active agricultural hub, supplying food and medicines to other neighboring planets. Unfortunately, Rori attracted few settlers. Frustrated, Narmle left Rori and vanished into the Outer Rim forever, although the city he helped build still bears his name.

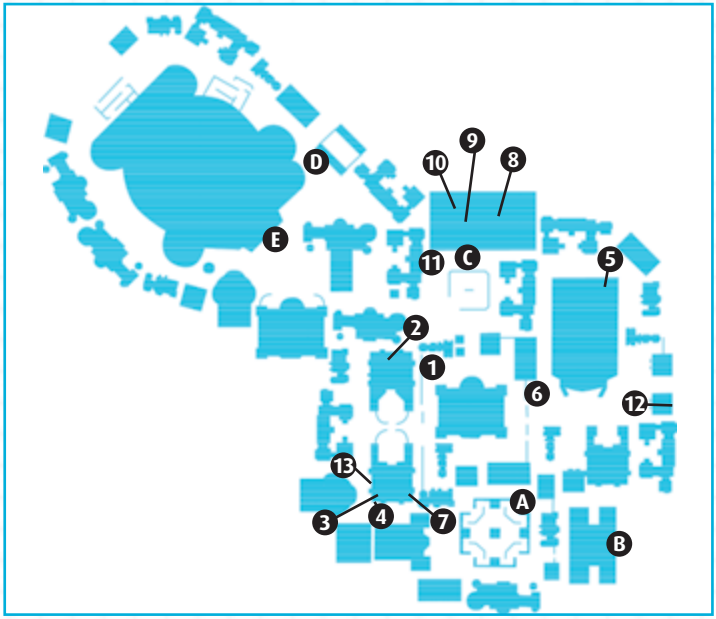
In the centuries since Narmle's disappearance, Rori's population has grown only slightly. During an outbreak of brainworm rot two hundred years before the Battle of Naboo, the Advisory Council commissioned the construction of a second space port on Rori; this city, known as Restuss, was used for decades as a quarantined processing center for colonists traveling to Naboo. Although both Restuss and Narmle were built by Naboo architects, most of the moon's current colonists have been drawn from other, less hospitable worlds, including Iridonia and Ryloth. The Gungans, who colonized the Naboo moon of Ohma-D'un, have also established small outposts on Rori.

The Naboo rulers have viewed Rori as an extension of their domain. As a result, Rori receives regular supplies from Naboo and travel between the moon and its parent planet is routine. Members of the Naboo Royal Security Forces are stationed in both Restuss and Narmle, and Rori's governor sits on the Naboo Royal Advisory Council. The Empire also views Rori as little more than a small Naboo outpost and expects of the moon's inhabitants to remain loyal to Emperor Palpatine. In reality, Rori's denizens are more independent than the "planetary" Naboo and it is believed that the moon harbors some Rebels.

Points of Interest

Rori Points of Interest

PoI	Coordinates
Borgle Bat Cave	902, -4933
Gungan Swamp Town	-1986, 3339
Cobral Hideout	5464, 5045
Garyn Raider's Bunker	-6004, -1851
Giant Bark Mite Cave	3584, 5419
Imperial Hyperdrive Research Facility (Fac. Bunker)	-1070, 4542
Imperial Encampment (Fac. Bunker)	-5651, -5660
Kobala Spice Mine	7304, 63
Poacher vs. Animal Battle	773, -2109
Pygmy Torton Cave	-1814, -4533
Rebel Base (Fac. Bunker)	-5356, 5043
Rebel Outpost	3669, -6586
Swamp Town	-1986, 3339



Narmle

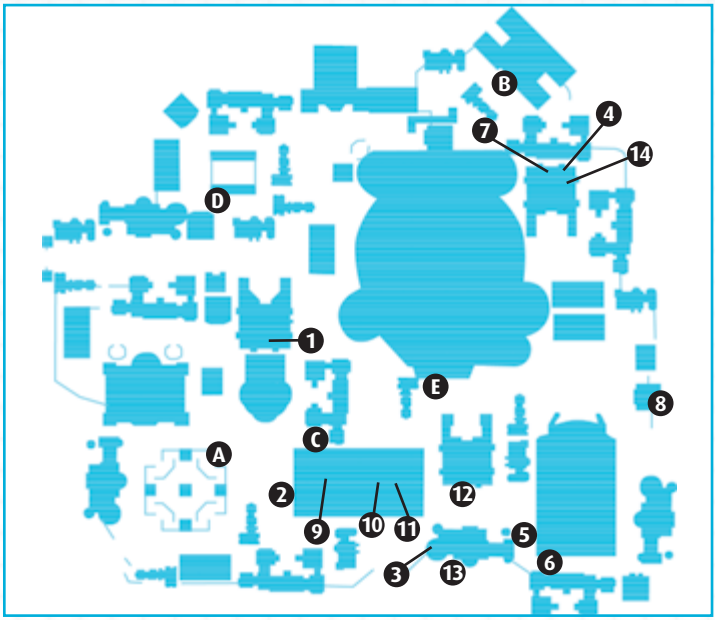
Narmle Trainers

Map Location	Trainer Type	Coordinates
1.	Artisan Trainer	-5160, -2325
2.	Artisan Trainer	-5199, -2324
3.	Brawler Trainer	-5211, -2443
4.	Brawler Trainer	-5212, -2449
5.	Entertainer Trainer	-5002, -2262
6.	Entertainer Trainer	-5076, -2355
7.	Marksman Trainer	-5200, -2443
8.	Medic Trainer	-5109, -2213
9.	Medic Trainer	5140, -2218
10.	Medic Trainer	-5141, -2212
11.	Medic Trainer	-5154, -2240
12.	Scout Trainer	-4951, -2374
13.	Scout Trainer	-5211, -2426

Narmle Buildings

Map Location	Building	Coordinates
A.	Bank	-5089, -2455
B.	Cloning Facility	-5005, -2484
C.	Medical Center	-5143, -2232
D.	Shuttle Port	-5258, -2151
E.	Star Port	-5402, -2204

Restuss



Restuss Trainers

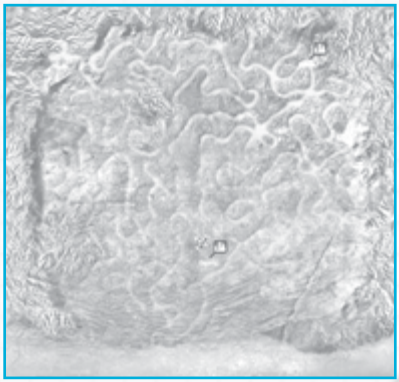
Map Location	Trainer Type	Coordinates
1.	Artisan Trainer	5237, 5688
2.	Artisan Trainer	5256, 5601
3.	Brawler Trainer	5335, 5531
4.	Brawler Trainer	5457, 5813
5.	Entertainer Trainer	5432, 5558
6.	Entertainer Trainer	5439, 5541
7.	Marksman Trainer	5446, 5814
8.	Marksman Trainer	5529, 5641
9.	Medic Trainer	5284, 5587
10.	Medic Trainer	5314, 5592
11.	Medic Trainer	5320, 5590
12.	Medic Trainer	5372, 5588
13.	Scout Trainer	5370, 5538
14.	Scout Trainer	5458, 5796

Restuss Buildings

Map Location	Building	Coordinates
A.	Bank	5201, 5603
B.	Cloning Facility	5411, 5881
C.	Medical Center	5281, 5612
D.	Shuttle Port	5203, 5795
E.	Star Port	5311, 5740

Talus

One of the five habitable planets in the Corellian system, Talus is a temperate world similar to Corellia. It has a wide range of terrain, including forests, grass plains, and mud flats. The planet is inhabited by three sentient species: Humans, the stocky Drall, and the sleek Selonians. Although all three species co-exist peacefully, they have a history of political conflict that has been marked by sporadic violence.



Talus is the same size as its sister planet, Tralus. Both orbit a common center of gravity, and are together known as the Double Worlds. Both Talus and Tralus are governed by the elected Federation of the Double Worlds, or Fed-Dub.

Like Corellia, Talus remained neutral in the early days of the Galactic Civil War. The Empire monitors Talus for Rebel activity, but allows Fed-Dub to operate independently and has yet to interfere with the planet's major corporations. Although Talus is less renowned than Corellia, the planet has a vibrant economy that revolves around starship manufacturing.

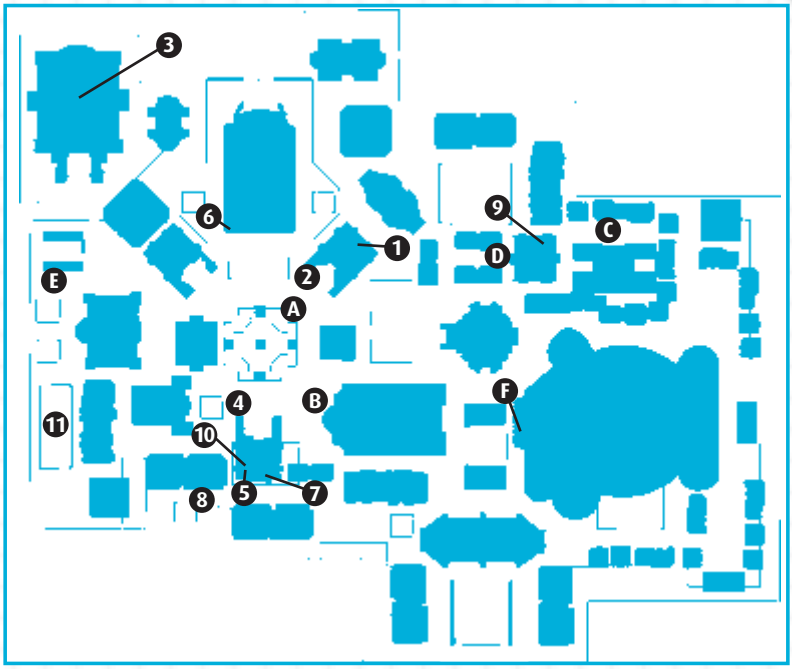
Talus holds many mysteries for explorers. It is rumored that a planetary repulsor is located beneath the world's surface. This device may have been used eons before the Battle of Yavin, presumably to move Talus from an unknown location into its current orbit.

Points of Interest

Talus Points of Interest

PoI	Coordinates
Aakuan Champion's Cave	5939, 4562
Berserk Khamurra Bio-Lab	-4816, -4752
Binyare Pirate Bunker	5526, -4073
Corsec vs. Flail	2938, 6004
Creature Village	4174, 1162
Erran Sif	2145, -5576
Giant Decay Mite Cave	-5505, -4680
Giant Flynock Cave	1508, -858
Imperial Detainment Center (Fac. Bunker)	4963, -5977
Imperial Outpost	-2193, 2494
Imperial vs Rebel Static Battle	-2595, 3724
Lost Aqualish War Party Cave	-4268, -1432
Rebel Weapons Depot (Fac. Bunker)	-4899, -3137

Dearic



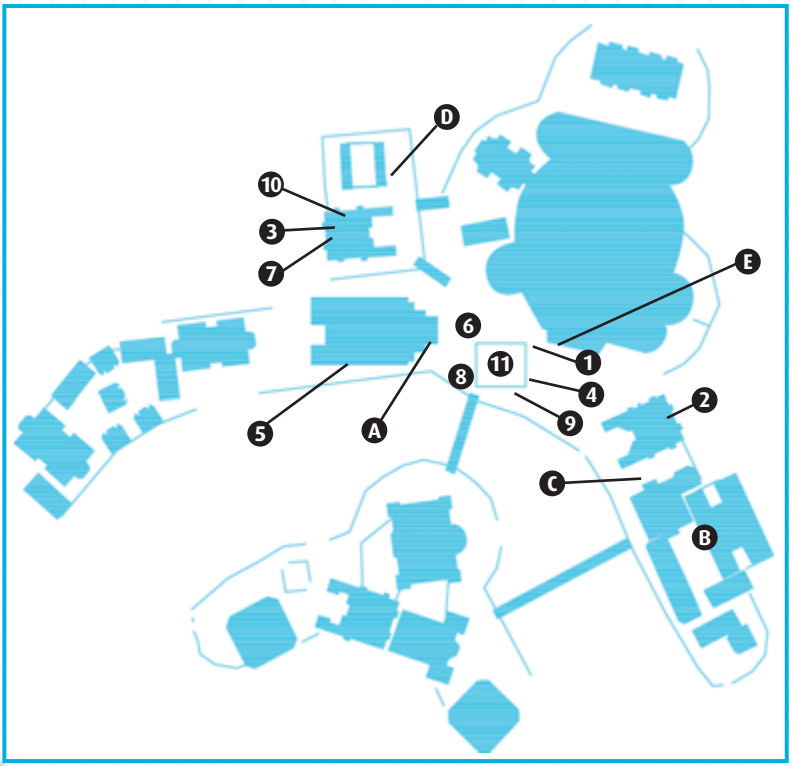
Dearic Trainers

Map Location	Trainer Type	Coordinates
1.	Artisan Trainer	460, -3069
2.	Artisan Trainer	500, -3042
3.	Artisan Trainer	681, -3199
4.	Brawler Trainer	549, -2934
5.	Brawler Trainer	550, -2887
6.	Entertainer Trainer	566, -3075
7.	Marksman Trainer	539, -2886
8.	Marksman Trainer	586, -2873
9.	Medic Trainer	317, -3054
10.	Scout Trainer	551, -2903
11.	Scout Trainer	700, -2910

Dearic Buildings

Map Location	Building	Coordinates
A.	Bank	520, -3009
B.	Cantina	487, -2933
C.	Cloning Facility	253, -3067
D.	Medical Center	337, -3055
E.	Shuttle Port	708, -3046
F.	Star Port	255, -2982

Nashal



Nashal Trainers

Map Location	Trainer Type	Coordinates
1.	Artisan Trainer	4411, 5309
2.	Artisan Trainer	4518, 5229
3.	Brawler Trainer	4287, 5395
4.	Brawler Trainer	4410, 5286
5.	Entertainer Trainer	4310, 5326
6.	Entertainer Trainer	4365, 5321
7.	Marksman Trainer	4286, 5384
8.	Marksman Trainer	4366, 5295
9.	Medic Trainer	4397, 5279
10.	Scout Trainer	4303, 5396
11.	Scout Trainer	4377, 5301

Nashal Buildings

Map Location	Building	Coordinates
A.	Cantina	4333, 5313
B.	Cloning Facility	4533, 5142
C.	Medical Center	4496, 5185
D.	Shuttle Port	4329, 5421
E.	Star Port	4426, 5372

Stats: Weapons

The Weapons Table

Here is a dense packet of information on the weapons in *Star Wars* Galaxies. You need to be certified in a weapon, or else you'll suffer penalties to the damage you deal. The tables are divided into Melee Weapons and Ranged Weapons.

Understanding the Weapons Table

Name: Name of the weapon. The tables are sorted alphabetically by name.

Weapon Type: The category of weapon it falls into.

Armor Rating: All weapons have an armor rating of either: 0 (none), 1 (light), 2 (medium), or 3 (heavy). All player-crafted armor has an armor rating of 1 (light). If the weapon's rating is the same as the armor being hit, there is no change in the damage calculations. However, if the weapon's rating is higher than the armor's rating, it deals an additional 25% damage for each level higher. Therefore, a weapon with an armor rating of 3 attacking a piece of armor with a rating of 1 would do an additional 25% damage, followed by an additional 25% damage. So, a blast that hits for 100 base damage would do a total of 156 damage after the rating difference is calculated (100 x 1.25 x 1.25). On the other hand, if the armor's armor rating is higher than the weapon's armor rating, the damage taken is reduced by 50% for each higher level. Therefore, a weapon of rating 0, against an armor rating of 2 would do 50% less damage, then an additional 50% less damage. So, a base 100 hit would be reduced to a hit of only 25 (100 x .5 x .5). However, up to this point, player-crafted armor has a standard rating of 1, but creature-crafted armor can have armor ratings from 0 to 3.

Damage Type (DamType): The types of damage the weapon deals.

Min/Max Damage (MinDam and MaxDam): Damage output range for the weapon. The minimum and maximum amount of damage the weapon can deal.

Attack Speed: The time (in seconds) that must elapse between successive attacks with the weapon.

Zero Range Modifier (ZeroRngMod): The accuracy bonus or penalty when using the weapon at point blank range.

Mid Range/Mid Range Modifier (MidRng and MidRngMod): The weapon's mid-range and the accuracy bonus or penalty applied to your attack when attacking at that range.

Max Range/Max Range Modifier (MaxRng and MaxRngMod): The weapon's max range and the accuracy bonus or penalty applied to your attack when attacking at that range.

DamRadius: If the weapon has an area of effect, such as a grenade, this is its damage radius.

Wound%: The weapon's percent chance to inflict a wound on the target.

Health/Action/Mind: There is no HAM cost for using a weapon in conjunction with a default attack. Rather, multiply these costs by the HAM modifiers for Special Moves to get the total cost involved in performing a special move with the listed weapon.

MinDam: Minimum damage range.

MaxDam: Maximum damage range

Speed: The craftable speed range. Speed refers to how many seconds must elapse between swings/shots, not how many swings occur per second. Therefore, the lower the number, the better the weapon with regard to speed.

Damage/Minute (Dam/Min): 60 seconds, divided by the attack speed, multiplied by the average damage. This gives you an idea of how much damage you could do with the weapon in a minute.

Zero Range Modifier (ZeroRngMod): Minimum and maximum range modifier when the weapon is fired at point-blank range.

Mid-range (MidRng): Minimum and maximum mid-range.

Mid-range Modifier (MidRngMod): Minimum and maximum range modifier when the weapon is fired at mid-range.

Max Range (MaxRng): Min and max for firing at maximum range.

Max Range Modifier (MaxRngMod): Minimum and maximum range modifier when the weapon is fired at maximum range.

Radius: Minimum and maximum area of effect for weapons with "splash" damage.

Wound: Minimum and Maximum percent chances to inflict a wound with a successful hit.

Health/Action/Mind: Minimum and maximum HAM costs when a Special Move is used with the weapon (multiply these numbers by the Special Move modifier to get the total HAM cost).

Melee Weapons

Name	Weapon Type	Armor Rating	DamType	MinDam	MaxDam	Attack Speed	ZeroRngMod	MidRng	MidRngMod	MaxRng	MaxRngMod	DamRadius	Wound%	Health	Action	Mind	MinDam
Battleaxe	2H Melee	0	kinetic	75	125	4.5	5	5	5	5	5	0	17	42	15	10	52.5-97.5
Cleaver	2H Melee	2	kinetic	50	150	4.1	-15	5	-15	5	-15	0	27	38	35	20	35-65
ControllerFP Lance	Polearm	0	kinetic	10	190	5.15	10	3	10	5	10	0	14	20	45	22	7 to 13
Dagger (Twi'lek)	1H Melee	0	kinetic	20	45	3	25	3	25	4	25	0	9	6	29	6	14-26
Gaderiffi Baton	1H Melee	0	kinetic	70	140	4.5	-10	3	-10	5	-10	0	16	47	26	10	49-91
Heavy Duty Axe	2H Melee	0	kinetic	35	140	5	0	3	0	5	0	0	15	35	25	10	24.5-45.5
2H Curved Sword	2H Melee	2	kinetic	15	160	3.5	-5	5	-5	5	-5	0	21	21	50	25	10.5-19.5
Maul	2H Melee	2	blast	75	335	6.5	-35	5	-35	5	-35	0	15	95	25	10	52.5-97.5
Rantok Sword	1H Melee	0	kinetic	45	150	3.3	10	3	10	3	10	0	20	27	40	25	31.5-58.5
Ryyk Blade	1H Melee	0	kinetic	25	140	3.3	-15	3	-15	4	-15	0	22	39	30	25	17.5-32.5
Scythe	2H Melee	1	kinetic	40	210	4.7	10	5	10	5	10	0	30	31	76	31	28-52
Staff Metal Lance	Polearm	0	kinetic	80	110	5	0	3	0	5	0	0	7	51	30	15	56-104
Staff Wood s1	Polearm	0	kinetic	35	80	4.75	20	3	20	5	20	0	5	15	38	15	24.5-45.5
Staff Wood s2	Polearm	0	kinetic	40	85	4.75	10	3	10	5	10	0	5	20	38	15	28-52
Stone Knife (noob)	1H Melee	0	kinetic	7	47	3	-6	1	-10	4	-10	0	7	11	17	11	4.9-9.1
Stone Knife	1H Melee	0	kinetic	20	30	3.5	5	3	5	4	5	0	6	5	12	5	14-26
Stun Baton	1H Melee	0	stun	40	75	3.2	0	2	0	4	0	0	2	10	38	32	28-52
Survival Knife	1H Melee	0	kinetic	20	40	3.25	30	3	30	4	30	0	8	7	22	5	14-26
Sword 01 (noob)	1H Melee	0	kinetic	15	95	4	-7	3	-5	4	-5	0	4	10	15	20	10.5-19.5
Sword 01	1H Melee	0	kinetic	20	90	3.5	10	3	10	4	10	0	14	22	22	22	14-26
1H Curved Sword	1H Melee	0	kinetic	25	100	3.1	5	3	5	4	5	0	18	18	40	25	17.5-32.5
Vibro-axe Polearm	Polearm	2	kinetic	70	280	5	-50	3	-50	4	-50	0	33	70	55	22	49-91
Vibro-axe	2H Melee	1	kinetic	75	175	5	-20	3	-20	5	-20	0	20	65	40	15	52.5-97.5
Vibroblade	1H Melee	1	kinetic	15	85	3.25	5	3	5	4	5	0	12	10	36	10	10.5-19.5
Vibroknuckler	Unarmed	1	kinetic	10	85	2.75	10	1	10	3	10	0	8	15	25	15	7 to 13
Vibrolance	Polearm	1	electrical	60	220	4.5	-30	3	-30	4	-30	0	20	45	65	22	42-78

MaxDam	Speed	Dam/Min	ZeroRngMod	MidRng	MidRngMod	MaxRng	MaxRngMod	Radius	Wound	Health	Action	Mind
87.5-162.5	5.85-4.05	1333	3.5-6.5	3.5-6.5	3.5-6.5	3.5-6.5	3.5-6.5	–	22.1-11.9	54.6-29.4	19.5-10.5	13-7
105-195	5.33-3.69	1463	-10.5 - -19.5	3.5-6.5	-10.5- -19.5	3.5-6.5	-10.5- -19.5	–	35.1-18.9	49.4-26.6	45.5-24.5	26-14
133-247	6.695-4.635	1165	7 to 13	2.1-3.9	7-13	3.5-6.5	7-13	–	18.2-9.8	26-14	58.5-31.5	28.6-15.4
31.5-58.5	3.9-2.7	650	17.5 -32.5	2.1-3.9	17.5-32.5	2.8-5.2	17.5-32.5	–	11.7-6.3	7.8-4.2	37.7-20.3	7.8-4.2
98-182	5.85-4.05	1400	-7 - -13	2.1-3.9	-7--13	3.5-6.5	-7--13	–	20.8-11.2	61.1-32.9	33.8-18.2	13-7
98-182	6.5-4.5	1050	0-0	2.1-3.9	0-0	3.5-6.5	0-0	–	19.5-10.5	45.5-24.5	32.5-17.5	13-7
112-208	4.55-3.15	1500	-3.5 - -6.5	3.5-6.5	-3.5- -6.5	3.5-6.5	-3.5- -6.5	–	27.3-14.7	27.3-14.7	65-35	32.5-17.5
234.5-435.5	8.45-5.85	1892	-24.5 - -45.5	3.5-6.5	-24.5- -45.5	3.5-6.5	-24.5- -45.5	–	19.5-10.5	123.5-66.5	32.5-17.5	13-7
105-195	4.29-2.97	1773	7 to 13	2.1-3.9	7-13	2.1-3.9	7-13	–	26-14	35.1-18.9	52-28	32.5-17.5
98-182	4.29-2.97	1500	-10.5 - -19.5	2.1-3.9	-10.5- -19.5	2.8-5.2	-10.5- -19.5	–	28.6-15.4	50.7-27.3	39-21	32.5-17.5
147-273	6.11-4.23	1596	7 to 13	3.5-6.5	7-13	3.5-6.5	7-13	–	39-21	40.3-21.7	98.8-53.2	40.3-21.7
77-143	6.5-4.5	1140	0 -0	2.1-3.9	0-0	3.5-6.5	0-0	–	9.1-4.9	66.3-35.7	39-21	19.5-10.5
56-104	6.175-4.275	726	14 -26	2.1-3.9	14-26	3.5-6.5	14-26	–	6.5-3.5	19.5-10.5	49.4-26.6	19.5-10.5
59.5-110.5	6.175-4.275	789	7 to 13	2.1-3.9	7-13	3.5-6.5	7-13	–	6.5-3.5	26-14	49.4-26.6	19.5-10.5
32.9-61.1	3.9-2.7	540	-4.2 - -7.8	0.7-1.3	-7- -13	2.8-5.2	-7- -13	–	9.1-4.9	14.3-7.7	22.1-11.9	14.3-7.7
21-39	4.55-3.15	429	3.5 -6.5	2.1-3.9	3.5-6.5	2.8-5.2	3.5-6.5	–	7.8-4.2	6.5-3.5	15.6-8.4	6.5-3.5
52.5-97.5	4.16-2.88	1078	0 -0	1.4-2.6	0-0	2.8-5.2	0-0	–	2.6-1.4	13-7	49.4-26.6	41.6-22.4
28-52	4.225-2.925	554	21 -39	2.1-3.9	21-39	2.8-5.2	21-39	–	10.4-5.6	9.1-4.9	28.6-15.4	6.5-3.5
66.5-123.5	5.2-3.6	825	-4.9 - -9.1	2.1-3.9	-3.5- -6.5	2.8-5.2	-3.5- -6.5	–	5.2-2.8	13-7	19.5-10.5	26-14
63-117	4.55-3.15	943	7 to 13	2.1-3.9	7-13	2.8-5.2	7-13	–	18.2-9.8	28.6-15.4	28.6-15.4	28.6-15.4
70-130	4.03-2.79	1210	3.5 -6.5	2.1-3.9	3.5-6.5	2.8-5.2	3.5-6.5	–	23.4-12.6	23.4-12.6	52-28	32.5-17.5
196-364	6.5-4.5	2100	-35 - -65	2.1-3.9	-35- -65	2.8-5.2	-35- -65	–	42.9-23.1	91-49	71.5-38.5	28.6-15.4
122.5-227.5	6.5-4.5	1500	-14 - -26	2.1-3.9	-14- -26	3.5-6.5	-14- -26	–	26-14	84.5-45.5	52-28	19.5-10.5
59.5-110.5	4.225-2.925	923	3.5 -6.5	2.1-3.9	3.5-6.5	2.8-5.2	3.5-6.5	–	15.6-8.4	13-7	46.8-25.2	13-7
59.5-110.5	3.575-2.475	1036	7 to 13	0.7-1.3	7-13	2.1-3.9	7-13	–	10.4-5.6	19.5-10.5	32.5-17.5	19.5-10.5
154-286	5.85-4.05	1867	-21 - -39	2.1-3.9	-21- -39	2.8-5.2	-21- -39	–	26-14	58.5-31.5	84.5-45.5	28.6-15.4

Ranged Weapons

Name	Weapon Type	Armor Rating	DamType	MinDam	MaxDam	Attack Speed	ZeroRngMod	MidRng	MidRngMod	MaxRng	MaxRngMod	DamRadius	Wound%	Health	Action	Mind	MinDam
Acid Beam Rifle	Rifle	0	acid	60	160	5.2	-10	16	-40	48	-120	0	27	35	35	15	42-78
Acid Beam	Heavy	0	acid	90	650	10.5	-20	8	-60	48	-120	0	27	60	60	15	63-117
Beam Rifle	Rifle	1	energy	75	135	4.8	-50	40	0	64	-25	0	8	20	45	35	52.5-97.5
Bowcaster	Rifle	0	energy	110	180	6.3	-30	45	0	64	-80	0	13	26	26	37	77-143
CDEF Carbine	Rifle	0	energy	25	50	3.5	20	15	50	64	-80	0	4	10	15	10	17.5-32.5
CDEF Pistol (noob)	Pistol	0	energy	50	80	4	0	15	30	64	-90	0	7	10	20	10	35-65
CDEF Pistol	Pistol	0	energy	25	50	3.5	20	15	50	64	-80	0	4	10	15	10	17.5-32.5
CDEF Rifle	Rifle	0	energy	25	50	3.5	20	15	50	64	-80	0	4	10	15	10	17.5-32.5
Cryoban Grenade	Thrown	1	cold	20	250	7	-10	20	15	32	-30	8	10	40	100	15	14-26
D18 Pistol	Pistol	0	energy	15	60	3	0	15	35	64	-60	0	6	10	24	10	10.5-19.5
DH17 Carbine	Rifle	0	energy	40	115	3.5	-35	35	15	64	-60	0	9	19	27	12	28-52
DH17 Pistol	Pistol	0	energy	50	75	3.2	0	20	10	64	-60	0	10	18	31	10	35-65
DH17 Snub-nosed Carbine	Rifle	0	energy	40	115	3.5	-25	25	0	64	-80	0	9	22	24	12	28-52
DL44 Metal Pistol	Pistol	0	energy	20	100	3.4	0	5	15	64	-80	0	7	10	29	10	14-26
DL44 Pistol	Pistol	0	energy	20	90	3.4	0	8	25	64	-80	0	7	10	27	10	14-26
DLT20 Rifle	Rifle	0	energy	95	130	6	-70	60	30	64	-50	0	9	12	20	25	66.5-123.5
DLT20A Rifle	Rifle	0	energy	95	130	6	-50	45	20	64	-50	0	9	12	25	22	66.5-123.5
DX2 Pistol	Pistol	0	acid	60	90	3.5	25	8	-30	64	-90	0	12	20	35	13	42-78
DXR6 Carbine	Rifle	1	acid	90	110	4.6	-20	22	0	64	-80	0	15	25	40	19	63-117
E11 Carbine	Rifle	1	energy	40	95	3.3	-40	30	0	64	-80	0	10	25	32	15	28-52
E11 Rifle	Rifle	2	energy	60	120	5.25	-70	50	30	64	-50	0	10	12	20	33	42-78
EE3 Carbine	Rifle	0	heat	30	135	3.6	-25	27	0	64	-80	3	7	34	28	15	21-39
Elite Carbine	Rifle	1	energy	80	125	4.1	-35	40	10	64	-50	0	12	25	40	20	56-104
Fallback Grenade	Thrown	0	blast	98	200	2.3	-10	20	15	32	-30	6	10	19	10	23	68.6-127.4
Flame Thrower	Heavy	0	heat	20	220	5.5	0	16	-50	48	-120	0	20	65	15	15	14-26
Fragmentation Grenade (light)	Thrown	0	blast	50	150	4	-10	20	15	32	-30	8	10	50	50	10	35-65
Fragmentation Grenade	Thrown	1	blast	50	300	4	-10	20	15	32	-30	10	10	80	80	15	35-65

MaxDam	Speed	Dam/Min	ZeroRngMod	MidRng	MidRngMod	MaxRng	MaxRngMod	Radius	Wound	Health	Action	Mind
112-208	6.76-4.68	1269	-7--13	11.2-20.8	-28- -52	33.6-62.4	-84- -156	0	35.1-18.9	45.5-24.5	45.5-24.5	19.5-10.5
455-845	13.65-9.45	2114	-14--26	5.6-10.4	-42- -78	33.6-62.4	-84- -156	0	35.1-18.9	78-42	78-42	19.5-10.5
94.5-175.5	6.24-4.32	1313	-35--65	28-52	0-0	44.8-83.2	-17.5- -32.5	0	10.4-5.6	26-14	58.5-31.5	45.5-24.5
126-234	8.19-5.67	1381	-21--39	31.5-58.5	0-0	44.8-83.2	-56- -104	0	16.9-9.1	33.8-18.2	33.8-18.2	48.1-25.9
35-65	4.55-3.15	643	14-26	10.5-19.5	35-65	44.8-83.2	-56- -104	0	5.2-2.8	13-7	19.5-10.5	13-7
56-104	5.2-3.6	975	0-0	10.5-19.5	21-39	44.8-83.2	-63- -117	0	9.1-4.9	13-7	26-14	13-7
35-65	4.55-3.15	643	14-26	10.5-19.5	35-65	44.8-83.2	-56- -104	0	5.2-2.8	13-7	19.5-10.5	13-7
35-65	4.55-3.15	643	14-26	10.5-19.5	35-65	44.8-83.2	-56- -104	0	5.2-2.8	13-7	19.5-10.5	13-7
175-325	9.1-6.3	1157	-7- -13	14-26	10.5-19.5	22.4-41.6	-21- -39	5.6-10.4	13-7	52-28	130-70	19.5-10.5
42-78	3.9-2.7	750	0-0	10.5-19.5	24.5-45.5	44.8-83.2	-42- -78	0	7.8-4.2	13-7	31.2-16.8	13-7
80.5-149.5	4.55-3.15	1329	-24.5- -45.5	24.5-45.5	10.5-19.5	44.8-83.2	-42- -78	0	11.7-6.3	24.7-13.3	35.1-18.9	15.6-8.4
52.5-97.5	4.16-2.88	1172	0-0	14-26	7-13	44.8-83.2	-42- -78	0	13-7	23.4-12.6	40.3-21.7	13-7
80.5-149.5	4.55-3.15	1329	-17.5- -32.5	17.5-32.5	0-0	44.8-83.2	-56- -104	0	11.7-6.3	28.6-15.4	31.2-16.8	15.6-8.4
70-130	4.42-3.06	1059	0-0	3.5-6.5	10.5-19.5	44.8-83.2	-56- -104	0	9.1-4.9	13-7	37.7-20.3	13-7
63-117	4.42-3.06	971	0-0	5.6-10.4	17.5-32.5	44.8-83.2	-56- -104	0	9.1-4.9	13-7	35.1-18.9	13-7
91-169	7.8-5.4	1125	-49- -91	42-78	21-39	44.8-83.2	-35- -65	0	11.7-6.3	15.6-8.4	26-14	32.5-17.5
91-169	7.8-5.4	1125	-35- -65	31.5-58.5	14-26	44.8-83.2	-35- -65	0	11.7-6.3	15.6-8.4	32.5-17.5	28.6-15.4
63-117	4.55-3.15	1286	17.5-32.5	5.6-10.4	-21- -39	44.8-83.2	-63- -117	0	15.6-8.4	26-14	45.5-24.5	16.9-9.1
77-143	5.98-4.14	1304	-14- -26	15.4-28.6	0-0	44.8-83.2	-56- -104	0	19.5-10.5	32.5-17.5	52-28	24.7-13.3
66.5-123.5	4.29-2.97	1227	-28- -52	21-39	0-0	44.8-83.2	-56- -104	0	13-7	32.5-17.5	41.6-22.4	19.5-10.5
84-156	6.825-4.725	1029	-49- -91	35-65	21-39	44.8-83.2	-35- -65	0	13-7	15.6-8.4	26-14	42.9-23.1
94.5-175.5	4.68-3.24	1375	-17.5- -32.5	18.9-35.1	0-0	44.8-83.2	-56- -104	2.1-3.9	9.1-4.9	44.2-23.8	36.4-19.6	19.5-10.5
87.5-162.5	5.33-3.69	1500	-24.5- -45.5	28-52	7-13	44.8-83.2	-35- -65	0	15.6-8.4	32.5-17.5	52-28	26-14
140-260	2.99-2.07	3887	-7- -13	14-26	10.5-19.5	22.4-41.6	-21- -39	4.2-7.8	13-7	24.7-13.3	13-7	29.9-16.1
154-286	7.15-4.95	1309	0-0	11.2-20.8	-35- -65	33.6-62.4	-84- -156	0	26-14	84.5-45.5	19.5-10.5	19.5-10.5
105-195	5.2-3.6	1500	-7- -13	14-26	10.5-19.5	22.4-41.6	-21- -39	5.6-10.4	13-7	65-35	65-35	13-7
210-390	5.2-3.6	2625	-7- -13	14-26	10.5-19.5	22.4-41.6	-21- -39	7-13	13-7	104-56	104-56	19.5-10.5

Name	Weapon Type	Armor Rating	DamType	MinDam	MaxDam	Attack Speed	ZeroRngMod	MidRng	MidRngMod	MaxRng	MaxRngMod	DamRadius	Wound%	Health	Action	Mind	MinDam
FWG5 Pistol	Pistol	0	heat	20	100	3.5	0	20	20	64	-70	0	9	10	31	15	14-26
Glop Grenade	Thrown	0	acid	100	350	5	-10	20	15	32	-30	4	10	100	40	15	70-130
Imperial Detonator Grenade	Thrown	3	blast	100	550	6	-10	20	15	32	-30	6	10	125	125	50	70-130
Jawa Ion Rifle	Rifle	1	stun	80	150	6.5	-50	40	0	64	-80	0	4	12	25	40	56-104
Laser Carbine	Rifle	2	energy	10	185	4.6	-45	50	5	64	-40	0	10	22	36	15	7-13
Laser Rifle (noob)	Rifle	0	energy	65	155	4	-30	52	10	64	-60	0	7	12	20	25	45.5-84.5
Laser Rifle	Rifle	2	energy	10	290	6.75	-80	60	20	64	-50	0	10	12	20	52	7-13
Launcher Pistol	Pistol	0	kinetic	25	130	4.2	0	15	-10	64	-70	0	18	15	45	15	17.5-32.5
Lightning Beam	Heavy	1	electrical	10	400	6	-20	16	-20	64	-80	0	18	35	75	20	7-13
Lightning Rifle	Heavy	1	electrical	10	185	5.2	-25	30	-25	64	-80	0	16	35	35	15	7-13
Particle Beam	Heavy	2	energy	200	300	7.8	-70	35	0	64	-20	0	15	25	85	25	140-260
Power5 Pistol	Pistol	0	energy	25	125	3.6	0	10	5	64	-70	0	10	14	33	13	17.5-32.5
Proton Grenade	Thrown	2	heat	100	300	10	-10	20	15	32	-30	15	10	30	75	65	70-130
Republic Blaster	Pistol	1	energy	30	140	3.5	0	10	-40	64	-70	0	15	15	40	15	21-39
Rocket Launcher	Heavy	3	blast	100	500	10	-30	10	50	64	-80	6	24	95	42	23	70-130
Scatter Pistol	Pistol	0	heat	70	80	3.7	0	7	25	64	-70	0	22	15	40	15	49-91
Scout Blaster	Pistol	0	energy	35	80	3.1	20	19	0	64	-90	0	7	10	20	10	24.5-45.5
SG82 Rifle	Rifle	0	cold	100	130	5.8	-50	35	15	64	-50	0	14	22	20	37	70-130
Spraystick	Rifle	0	energy	10	110	2.3	-20	30	0	64	-60	2	17	12	36	36	7-13
SR Combat Pistol	Pistol	1	energy	45	100	3.75	5	12	-20	48	-80	0	13	23	36	13	31.5-58.5
Striker Pistol (noob)	Pistol	0	energy	20	85	5	0	20	0	64	-80	0	10	10	20	10	14-26
Striker Pistol	Pistol	0	kinetic	35	60	3.4	0	20	10	64	-70	0	10	10	26	17	24.5-45.5
T21 Rifle	Rifle	3	energy	150	425	9	-90	60	-25	64	-10	0	22	35	30	64	105-195
Tangle Pistol	Pistol	0	stun	45	55	3.7	0	10	-10	48	-80	0	3	12	25	20	31.5-58.5
Thermal Detonator	Thrown	1	blast	100	400	5	-10	20	15	32	-30	10	10	75	75	35	70-130
Tusken Rifle	Rifle	1	kinetic	100	150	7	-60	60	20	64	-50	0	9	10	18	42	70-130

MaxDam	Speed	Dam/Min	ZeroRngMod	MidRng	MidRngMod	MaxRng	MaxRngMod	Radius	Wound	Health	Action	Mind
70-130	4.55-3.15	1029	0-0	14-26	14-26	44.8-83.2	-49--91	0	11.7-6.3	13-7	40.3-21.7	19.5-10.5
245-455	6.5-4.5	2700	-7- -13	14-26	10.5-19.5	22.4-41.6	-21- -39	2.8-5.2	13-7	130-70	52-28	19.5-10.5
385-715	7.8-5.4	3250	-7- -13	14-26	10.5-19.5	22.4-41.6	-21- -39	4.2-7.8	13-7	162.5-87.5	162.5-87.5	65-35
105-195	8.45-5.85	1062	-35--65	28-52	0-0	44.8-83.2	-56- -104	0	5.2-2.8	15.6-8.4	32.5-17.5	52-28
129.5-240.5	5.98-4.14	1272	-31.5- -58.5	35-65	3.5-6.5	44.8-83.2	-28- -52	0	13-7	28.6-15.4	46.8-25.2	19.5-10.5
108.5-201.5	5.2-3.6	1650	-21- -39	36.4-67.6	7-13	44.8-83.2	-42- -78	0	9.1-4.9	15.6-8.4	26-14	32.5-17.5
203-377	8.775-6.075	1333	-56- -104	42-78	14-26	44.8-83.2	-35- -65	0	13-7	15.6-8.4	26-14	67.6-36.4
91-169	5.46-3.78	1107	0-0	10.5-19.5	-7- -13	44.8-83.2	-49- -91	0	23.4-12.6	19.5-10.5	58.5-31.5	19.5-10.5
280-520	7.8-5.4	2050	-14- -26	11.2-20.8	-14- -26	44.8-83.2	-56- -104	0	23.4-12.6	45.5-24.5	97.5-52.5	26-14
129.5-240.5	6.76-4.68	1125	-17.5- -32.5	21-39	-17.5- -32.5	44.8-83.2	-56- -104	0	20.8-11.2	45.5-24.5	45.5-24.5	19.5-10.5
210-390	10.14-7.02	1923	-49- -91	24.5-45.5	0-0	44.8-83.2	-14- -26	0	19.5-10.5	32.5-17.5	110.5-59.5	32.5-17.5
87.5-162.5	4.68-3.24	1250	0-0	7-13	3.5-6.5	44.8-83.2	-49- -91	0	13-7	18.2-9.8	42.9-23.1	16.9-9.1
210-390	13-9	1200	-7- -13	14-26	10.5-19.5	22.4-41.6	-21- -39	10.5-19.5	13-7	39-21	97.5-52.5	84.5-45.5
98-182	4.55-3.15	1457	0-0	7-13	-28- -52	44.8-83.2	-49- -91	0	19.5-10.5	19.5-10.5	52-28	19.5-10.5
350-650	13-9	1800	-21- -39	7-13	35-65	44.8-83.2	-56- -104	4.2-7.8	31.2-16.8	123.5-66.5	54.6-29.4	29.9-16.1
56-104	4.81-3.33	1216	0-0	4.9-9.1	17.5-32.5	44.8-83.2	-49- -91	0	28.6-15.4	19.5-10.5	52-28	19.5-10.5
56-104	4.03-2.79	1113	14-26	13.3-24.7	0-0	44.8-83.2	-63- -117	0	9.1-4.9	13-7	26-14	13-7
91-169	7.54-5.22	1190	-35- -65	24.5-45.5	10.5-19.5	44.8-83.2	-35- -65	0	18.2-9.8	28.6-15.4	26-14	48.1-25.9
77-143	2.99-2.07	1565	-14- -26	21-39	0-0	44.8-83.2	-42- -78	1.4-2.6	22.1-11.9	15.6-8.4	46.8-25.2	46.8-25.2
70-130	4.875-3.375	1160	3.5-6.5	8.4-15.6	-14- -26	33.6-62.4	-56- -104	0	16.9-9.1	29.9-16.1	46.8-25.2	16.9-9.1
59.5-110.5	6.5-4.5	630	0-0	14-26	0-0	44.8-83.2	-56- -104	0	13-7	13-7	26-14	13-7
42-78	4.42-3.06	838	0-0	14-26	7-13	44.8-83.2	-49- -91	0	13-7	13-7	33.8-18.2	22.1-11.9
297.5-552.5	11.7-8.1	1917	-63- -117	42-78	-17.5- -32.5	44.8-83.2	-7- -13	0	28.6-15.4	45.5-24.5	39-21	83.2-44.8
38.5-71.5	4.81-3.33	811	0-0	7-13	-7- -13	33.6-62.4	-56- -104	0	3.9-2.1	15.6-8.4	32.5-17.5	26-14
280-520	6.5-4.5	3000	-7- -13	14-26	10.5-19.5	22.4-41.6	-21- -39	7-13	13-7	97.5-52.5	97.5-52.5	45.5-24.5
105-195	9.1-6.3	1071	-42- -78	42-78	14-26	44.8-83.2	-35- -65	0	11.7-6.3	13-7	23.4-12.6	54.6-29.4

Stats: Armor

Understanding the Armor Table

Armor/Layer: The name of the armor. If there are layers listed, the number refers to how many protective layers you can add to the armor during the crafting process. An Armorsmith can add protective layers to an armor piece to increase its generic effectiveness as well as its effectiveness against specific damage types. The specific damage types you can alter during the crafting process are highlighted in the table. The table is alphabetized by the armor name.

NOTE *For damage resistance and vulnerability, Armorsmiths can tweak only generic effectiveness and those numbers that are highlighted in the table.*

Generic Effectiveness: Refers to the percentage of damage absorbed by the armor. If you are wearing bone armor and are hit by a weapon that deals electrical damage, the armor would absorb 10 percent of that damage. The Armorsmith can tweak generic effectiveness at creation.

Armor Table

Armor	Generic Effectiveness	Integrity	Blast	Heat	Cold	Electricity	Acid	Energy	Kinetic	Stun	Chest Health	Chest Action
Bone (0 layers)	10	7500-12500	0	0	0	+	0	**20**	0	0	33.75-56.25	13.5-22.5
Chitin (0 layers)	15	15000-25000	+	0	0	0	+	+	**25**	0	75-125	22.5-37.5
Composite (3 layers)	20	30000-50000	+	+	+	+	+	+	+	0	150-250	39.375-65.625
Mabari (0 layers)	10	11250-18750	5	20	+	+	0	0	+	0	45-75	6.75-11.25
Mandalorian	25	30000-50000	35	+	0	0	+	+	+	0	131.25-218.75	42.1875-70.3125
Marauder 1	15	22500-37500	+	+	0	0	+	+	25	0	93.75-156.25	16.875-28.125
Marauder 2	15	22500-37500	+	+	0	0	+	+	25	0	93.75-156.25	16.875-28.125
Marauder 3	15	22500-37500	+	+	0	0	+	+	25	0	93.75-156.25	16.875-28.125
Marine	30	33750-56250	+	0	+	+	0	+	+	0	112.5-187.5	36.5625-60.9375

Damage Types: If a number is listed under a specific damage type, that number (a percentage) is used instead of the generic effectiveness when calculating damage absorption. If a zero is listed under a specific damage type, you receive no protection against that damage type (not even the generic effectiveness rating). If a "+" is listed under a specific damage type, refer to the generic effectiveness for the damage absorption percentage. Finally, if the number listed under a specific damage type is highlighted, an Armorsmith can tweak it.

Integrity: The armor's "hit points" expressed in a craftable range. The better crafted a piece of armor is, the better its hit points will be up to the maximum.

HAM Costs: The HAM costs associated with equipping a piece of armor are listed in a craftable range. For example, a piece of chest armor, at worst, will subtract 56.25 points from your Health attribute while you wear it. At best it will only subtract 13.5 points.

Chest Mind	Helmet Health	Helmet Action	Helmet Mind	Gloves/Boots/Biceps Health	Gloves/Boots/Biceps Action	Gloves/Boots/Biceps Mind	Leggings Health	Leggings Action	Leggings Mind	Bracers Health	Bracers Action	Bracers Mind
2.25-3.75	3-6	5-8	27-45	3-6	9-15	2-4	10-17	36-60	2-4	3-6	5-8	2-4
9.375-15.625	8-13	8-13	113-188	8-13	15-25	9-16	23-38	60-100	9-16	8-13	8-13	9-16
15-25	15-25	13-22	180-300	15-25	26-44	15-25	45-75	105-175	15-25	15-25	13-22	15-25
3.375-5.625	5-8	2-4	41-68	5-8	5-8	3-6	14-23	18-30	3-6	0-0	0-0	0-0
14.0625-23.4375	13-22	14-23	169-281	13-22	28-47	14-23	39-66	113-188	14-23	13-22	14-23	14-23
7.5-12.5	9-16	6-9	90-150	9-16	11-19	8-13	28-47	45-75	8-13	9-16	6-9	8-13
7.5-12.5	9-16	6-9	90-150	9-16	11-19	8-13	28-47	45-75	8-13	9-16	6-9	8-13
7.5-12.5	9-16	6-9	90-150	9-16	11-19	8-13	28-47	45-75	8-13	9-16	6-9	8-13
14.0625-23.4375	11-19	12-20	169-281	11-19	24-41	14-23	34-56	98-163	14-23	11-19	12-20	14-23

Armor	Generic Effectiveness	Integrity	Blast	Heat	Cold	Electricity	Acid	Energy	Kinetic	Stun	Chest Health	Chest Action
Padded (2 layers)	15	18750-31250	25	0	+	+	0	+	+	0	103.125-171.875	39.375-65.625
Padded Impact	15	22500-37500	30	0	+	+	0	+	40	0	112.5-187.5	39.375-65.625
Personal Shield Generator Mk.1	10	1875-3125	0	+	+	+	0	**20**	0	+	0-0	0-0
Personal Shield Generator Mk.2	15	937.5-1562.5	0	+	+	+	0	**30**	0	+	0-0	0-0
Personal Shield Generator Mk.3	20	468.75-781.25	0	+	+	+	0	**40**	0	+	0-0	0-0
R.I.S. (2 layers)	25	30000-50000	+	0	0	0	0	+	35	0	131.25-218.75	39.375-65.625
Stormtrooper	30	33750-56250	+	+	0	0	+	+	+	0	112.5-187.5	36.5625-60.9375
Stormtrooper Blast	10	33750-56250	45	+	0	0	+	+	+	0	112.5-187.5	42.1875-70.3125
Tantel (1 layer)	10	11250-18750	0	+	+	0	0	**20**	+	0	56.25-93.75	19.6875-32.8125
Ubese (1 layer)	15	15000-25000	+	0	0	+	+	+	**20**	0	65.625-109.375	25.3125-42.1875

Stats: Creatures & NPCs

Starting Creature Tables

As this is a new player guide, we're only going to cover the creatures you'll be able to handle in your formative weeks of playing *Star Wars Galaxies*. Here are the details you need to know about level 1 through 11 creatures. The table is alphabetical so you can look up the creatures by their name.

Even with this table, use **/con** to get an opinion from the game as to whether you should attempt to take on a certain opponent.

Making Sense of the Creature Table

Name: The name of the creature or NPC as it appears in-game.

LVL: More of a difficulty rating than a level. Although there is no way to tell the exact level of a player character, it is helpful to note that they range in level from 5 to 25. Therefore, the only way to ascertain a creature's toughness, relative to that

Chest Mind	Helmet Health	Helmet Action	Helmet Mind	Gloves/Boots/Biceps Health	Gloves/Boots/Biceps Action	Gloves/Boots/Biceps Mind	Leggings Health	Leggings Action	Leggings Mind	Bracers Health	Bracers Action	Bracers Mind
14.0625-23.4375	10-17	13-22	169-281	10-17	26-44	14-23	31-52	105-175	14-23	10-17	13-22	14-23
14.0625-23.4375	11-19	13-22	169-281	11-19	26-44	14-23	34-56	105-175	14-23	11-19	13-22	14-23
0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0
0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0
0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0
9.375-15.625	13-22	13-22	113-188	13-22	26-44	9-16	39-66	105-175	9-16	13-22	13-22	9-16
14.0625-23.4375	11-19	12-20	169-281	11-19	24-41	14-23	34-56	98-163	14-23	11-19	12-20	14-23
14.0625-23.4375	11-19	14-23	169-281	11-19	28-47	14-23	34-56	113-188	14-23	11-19	14-23	14-23
5.25-8.75	6-9	7-11	63-105	6-9	13-22	5-9	0-0	0-0	0-0	0-0	0-0	0-0
11.25-18.75	7-11	8-14	135-225	7-11	17-28	11-19	20-33	68-113	11-19	7-11	8-14	11-19

of a player character, is by paying attention to the "conning" icon that appears next to the status bar of a selected target.

Location: This column tells you on what planet a creature can be found. If you see "global" you can find examples of that entry on any planet you plan to explore.

Social Group: Denotes what social group the creature belongs to. For those of you versed in MMORPG-speak, read Social Group as "faction."

HAM: The range of possible Health, Action and Mind values.

To-Hit, Damage: The creature's base chance to hit, and the base range of damage it can inflict.

XP: The amount of Combat Experience the creature is worth if killed. Note: The amount of experience you get changes depending on factors such as your skill levels and how much damage you did to a creature. Use the number in this table as a guideline rather than an absolute.

Meat, Hide, Bone, Milk (creatures): The type and quantity of meat, hide and bone that can be harvested from the dead creature, and whether it produces milk.

Weapons (NPCs): The type of weapon this NPC carries.

PvP Faction (NPCs): Which Player vs. Player faction the NPC belongs to.

Notes: Notes on behavior, special attacks (if any), armor and weapons, and so forth. Key words in the Notes column include:

Aggro: Aggressive creatures attack on sight regardless of your behavior. Almost any creature can be driven to attack if pushed too far (approaching or attacking its lair, for example), but aggressive creatures don't need a reason.

Killer: A creature that is a killer will perform a deathblow on you. Non-killers will incapacitate you, but not finish you off.

Stalker: Stalkers do not attack on sight, but follow you and jump you a bit later.

Creatures

NAME	LVL	LOCATION	SOCIAL GROUP	HAM	TO HIT	DAMAGE	XP
acicular defender	8	Corellia	Paralope	410-500	27%	70-75	235
agrilat rasp	8	Corellia	Rasp	180-220	27%	90-110	187
angler (bio-engineered)	1	Yavin 4	Angler	45-55	20%	30-40	40
angler hatchling	8	Yavin 4	Angler	410-500	27%	70-75	235
baby bol	10	Dantooine	Bol	810-990	28%	90-110	292
bageraset	10	Corellia	Bageraset	810-990	28%	90-110	292
bageraset (bio-engineered)	1	Corellia	Bageraset	45-55	20%	30-40	30
bantha (bio-engineered)	1	Tatooine	Bantha	45-55	20%	30-40	30
bantha E3	10	Tatooine	Bantha	810-990	28%	90-110	292
bark mite	10	Rori	Bark Mite	810-990	28%	90-110	356
bark mite hatchling	9	Rori	Bark Mite	680-830	27%	80-90	292
bearded jax	11	Rori	Jax	810-990	28%	90-110	430
bearded jax (bio-engineered)	1	Rori	Jax	45-55	20%	30-40	40
bloated gubber	6	Corellia	Gubbur	180-220	25%	50-55	113
blurrg (bio-engineered)	1	Endor	Blurrg	45-55	20%	30-40	40
boar wolf (bio-engineered)	1	Endor	Boar Wolf	45-55	20%	30-40	40
bocatt (bio-engineered)	1	Tatooine	Bocatt	45-55	20%	30-40	40
bol (bio-engineered)	1	Dantooine	Bol	45-55	20%	30-40	40
bolle bol (bio-engineered)	1	Naboo	Bolle Bol	45-55	20%	30-40	40
bolma (bio-engineered)	1	Dathomir	Bolma	45-55	20%	30-40	40
bordok (bio-engineered)	1	Endor	Bordok	45-55	20%	30-40	45
brackaset (bio-engineered)	1	Dathomir	Brackaset	45-55	20%	30-40	40
canoid	10	Corellia	Canoid	810-990	28%	120-130	356
capper spineflap	6	Naboo	Capper Spineflap	180-220	25%	50-55	147
capper spineflap drone	6	Naboo	Capper Spineflap	180-220	25%	50-55	147
carrion spat	10	Corellia	Carrion Spat	990-1200	28%	90-110	292
carrion spat (bio-engineered)	1	Corellia	Carrion Spat	45-55	20%	30-40	30
cavern spider broodling	8	Dathomir	Spider Nightsister	410-500	27%	70-75	292

Pack: Packs assist any member of their social group in combat (think "bring a friend").

Herd: Herd creatures move in groups, but do NOT assist each other (unless they are also Pack creatures). If dispersed, they come back together.

Tamable: Creatures that can be tamed by Creature Handlers.

Can't be harmed: This NPC can not be harmed.

MEAT	HIDE	BONE	MILK	NOTES
herbivore (5)	wooly (3)	mammal (2)		Aggro, Pack, Herd, Tamable, Blind attack
avian (3)		avian (2)		Tamable
				Aggro, Stalker, Pack
insect (2)				Aggro, Stalker, Pack, Mild poison attack, Posture down attack
herbivore ()	leathery (300)	mammal (180)	milk	Herd
herbivore (230)	leathery (130)	mammal (80)	milk (wild)	Herd, Tamable, Intimidation atk, Ranged atk (spit)
			milk	Herd
			milk	Herd
herbivore (450)	wooly (325)	mammal (250)	milk (wild)	Herd, Tamable, Dizzy attack
insect (5)	scaley (4)	mammal (3)		Pack, Tamable, Blind attack
insect (5)				Pack, Herd, Stun attack
herbivore (15)	bristley (15)	mammal (10)		Stalker, Pack, Tamable, Intimidation attack
				Stalker, Pack
carnivore (4)	leathery (3)	mammal (3)		Herd
				Pack
				Aggro, Pack
				Aggro, Stalker, Pack
			milk	Pack, Herd
			milk	Pack, Herd
			milk	Pack, Herd
			milk	Aggro, Killer, Pack
			milk	Pack, Herd
carnivore (65)	bristley (35)	mammal (30)		Pack, Herd, Tamable, Stun attack
insect (3)	scaley (5)	avian (3)		Pack, Tamable
insect (6)	scaley (10)	avian (6)		Pack, Tamable
avian (260)		avian (180)		Tamable, Stun attack
insect (15)				Aggro, Killer, Stalker, Pack, Spider Nightsider (PvP)

NAME	LVL	LOCATION	SOCIAL GROUP	HAM	TO HIT	DAMAGE	XP
choku (bio-engineered)	1	Yavin 4	Choku	45-55	20%	30-40	40
choku pup	8	Yavin 4	Choku	410-500	27%	70-75	235
chuba	5	Naboo	Chuba	140-170	25%	45-50	85
clipped fynock	9	Talus	Fynock	680-830	27%	80-90	292
confused wood mite hatchling	9	Rori	Bark Mite	680-830	27%	80-90	292
corellian butterfly drone (large)	5	Corellia	Corellian Butterfly	140-170	25%	45-50	85
corellian butterfly drone	5	Corellia	Corellian Butterfly	140-170	25%	45-50	85
corellian butterfly worker	9	Corellia	Corellian Butterfly	680-830	27%	80-90	292
corellian butterfly	7	Corellia	Corellian Butterfly	270-330	26%	55-65	147
crazed durni	10	Corellia	Crazed Durni	680-830	28%	120-130	292
crescent rasp	7	Rori	Rasp	140-170	26%	80-90	147
cu pa (bio-engineered)	1	Tatooine	Cu Pa	45-55	20%	30-40	30
cu pa	11	Tatooine	Cu Pa	990-1200	29%	120-130	356
dalyrake (bio-engineered)	1	Corellia	Dalyrake	45-55	20%	30-40	40
dalyrake	9	Corellia	Dalyrake	680-830	27%	80-90	292
death kreetle	9	Tatooine	Uber Kreetle	270-330	27%	130-140	356
decay mite	9	Talus	Decay Mite	680-830	27%	80-90	292
dewback (bio-engineered)	1	Tatooine	Dewback	45-55	20%	30-40	40
diminutive bounding jax	7	Endor	Jax	68-83	27%	80-90	187
diseased bocatt	8	Tatooine	Bocatt	410-500	27%	70-75	235
diseased nuna	6	Naboo	Diseased Nuna	180-220	25%	50-55	113
diseased vrelt matriarch	11	Corellia	Vrelt	810-990	28%	90-110	514
diseased vrelt	8	Corellia	Vrelt	410-500	27%	70-75	187
docile kahmurra	10	Talus	Docile Kahmurra	990-1200	28%	80-90	292
domestic bageraset	8	Corellia	Domestic Bageraset	680-830	27%	55-65	187
domestic bearded jax	5	Rori	Narmle	140-170	25%	45-50	85
domestic eopie	4	Tatooine	Eopie	110-140	24%	40-45	62
domestic humbaba	7	Corellia	Domestic Humbaba	270-330	26%	55-65	147
domestic krahbu	7	Corellia	Domestic Krahbu	410-500	26%	50-55	147
domesticated mott	5	Naboo	Naboo	140-170	25%	45-50	85
drooling nuna	6	Tatooine	Dwarf Nuna	140-170	25%	80-90	147
dune lizard (bio-engineered)	1	Tatooine	Dune Lizard	45-55	20%	30-40	40
durni (bio-engineered)	1	Corellia	Durni	45-55	20%	30-40	30
durni	7	Corellia	Durni	270-330	26%	55-65	147
dwarf bantha	11	Tatooine	Bantha	1200-1400	29%	90-110	356
dwarf eopie	3	Tatooine	Eopie	90-110	23%	35-45	62
dwarf nuna	5	Tatooine	Dwarf Nuna	140-170	25%	45-50	85
elder squall	9	Endor	Squall	680-830	27%	80-90	292

MEAT	HIDE	BONE	MILK	NOTES
				Aggro, Stalker, Pack
avian (7)		avian (5)		Aggro, Stalker, Pack
herbivore (5)	leathery (3)			Herd, Tamable
avian (20)	leathery (30)	avian (7)		Pack, Stun attack
insect (5)				Pack, Herd, Stun attack
insect (3)	scaley (4)			
insect (3)	scaley (4)			
insect (8)	scaley (8)			Pack, Herd, Tamable, Intimidation attack
insect (3)	scaley (4)			Tamable
herbivore (5)	wooly (3)	mammal (2)		Aggro, Tamable, Posture down attack
avian (10)		avian (2)		Herd
			milk	Herd
reptilian (215)	bristley (100)	mammal (115)	milk (wild)	Herd, Tamable, Stun attack, Ranged attack (spit)
				Pack
insect (25)	scaley (45)			Pack, Tamable, Intimidation attack
insect (3)	scaley (4)			Aggro, Killer, Pack, Herd, Stun attack
insect (4)	scaley (3)			Pack, Herd, Tamable, Posture down attack
				Pack
herbivore ()	bristley (35)	mammal (25)		Aggro, Pack, Tamable
wild (6)	leathery (5)	mammal (4)		Aggro, Stalker, Pack, Intimidation attack, Mild disease attack
avian (3)	leathery (4)	avian (2)		Mild disease attack
carnivore (10)	bristley (10)	mammal (10)		Aggro, Killer, Pack, Herd, Tamable, Mild disease attack, Posture down attack, Ranged attack (spit)
wild (4)	leathery (3)	mammal (2)		Aggro, Tamable, Mild disease attack
herbivore (45)	bristley (27)	mammal (32)	milk	
herbivore (240)	leathery (145)	mammal (104)	milk	Stun attack
domestic. (11)	bristley (16)	mammal (11)		Stalker, Herd
domestic. (335)	leathery (260)	mammal (190)	milk	Herd
domestic. (215)	leathery (115)	mammal (65)	milk	Herd, Posture down attack
herbivore (230)	bristley (160)	mammal (145)	milk	Herd
domestic. (95)	leathery (65)	mammal (30)		Herd
avian (2)	leathery (3)	avian (1)		Aggro, Pack, Herd, Tamable
				Aggro, Killer, Stalker, Herd
herbivore (5)	wooly (3)	mammal (2)		Tamable
herbivore (300)	wooly (200)	mammal (100)	milk	Herd, Stun attack
herbivore (230)	leathery (180)	mammal (110)	milk (wild)	Pack
avian (2)	leathery (3)	avian (1)		Herd, Tamable
herbivore ()	bristley (12)	mammal (8)		Pack, Herd

NAME	LVL	LOCATION	SOCIAL GROUP	HAM	TO HIT	DAMAGE	XP
eopie (bio-engineered)	1	Tatooine	Eopie	45-55	20%	30-40	30
eopie herdmaster	9	Tatooine	Eopie	810-990	27%	55-65	292
eopie	7	Tatooine	Eopie	410-500	26%	45-50	147
falumpaset (bio-engineered)	1	Naboo	Falumpaset	45-55	20%	30-40	30
fambaa (bio-engineered)	1	Naboo	Fambaa	45-55	20%	30-40	40
fanned rawl	10	Naboo	Fanned Rawl	810-990	28%	90-110	356
feared fynock youth	7	Talus	Fynock	270-330	25%	80-90	147
fearful fynock youth	5	Talus	Fynock	140-170	25%	45-50	85
feeble kima	11	Talus	Kima	990-1200	29%	120-130	356
female dire cat	10	Corellia	Dire Cat	680-830	28%	120-130	430
female forest slice hound	10	Corellia	Forest Slice Hound	680-830	28%	130-140	356
female Kwi	11	Dathomir	Kwi	410-500	28%	120-130	430
female slice hound	8	Corellia	Slice Hound	270-330	27%	80-90	235
female squall	10	Rori	Squall	810-990	28%	90-110	356
flesh eating chuba	6	Naboo	Flesh Eating Chuba	180-220	25%	50-55	113
flewt leviathan	9	Naboo	Flewt	410-500	28%	90-110	292
flewt	7	Naboo	Flewt	270-330	26%	55-65	147
flit bloodsucker	9	Lok	Flit	680-830	27%	80-90	292
flit harasser	10	Lok	Flit	810-990	28%	90-110	356
flit youth	6	Lok	Flit	180-220	25%	50-55	147
flit	8	Lok	Flit	410-500	27%	70-75	235
flite rasp (large)	8	Talus	Rasp	410-500	27%	70-75	235
flite rasp	8	Talus	Rasp	410-500	27%	70-75	235
frail squall	6	Rori	Squall	180-220	25%	50-55	113
frightened borgle	8	Rori	Borgle	410-500	27%	80-90	187
frightened young flewt	6	Naboo	Flewt	180-220	25%	50-55	147
gackle bat	10	Yavin 4	Gacklebat	410-500	28%	120-130	356
gaping spider broodling	8	Dathomir	Gaping	410-500	27%	70-75	235
giant decay mite hatchling	7	Talus	Decay Mite	110-140	25%	50-55	187
giant gubbur	9	Corellia	Gubbur	680-830	27%	70-75	235
giant horned krevol	11	Corellia	Horned Krevol	810-990	28%	90-110	430
giant pharple	7	Lok	Pharple	270-330	26%	55-65	187
giga flite rasp	11	Talus	Rasp	810-990	29%	130-140	430
gnort (bio-engineered)	1	Naboo	Gnort	45-55	20%	30-40	30
gnort	4	Naboo	Gnort	110-140	24%	40-45	62
gorg glutton	7	Tatooine	Gorg	410-500	25%	50-55	147
gorg	6	Tatooine	Gorg	180-220	25%	50-55	113
graul (bio-engineered)	1	Dantooine	Graul	45-55	20%	30-40	40
gronda (bio-engineered)	1	Corellia	Gronda	45-55	20%	30-40	40

MEAT	HIDE	BONE	MILK	NOTES
			milk	Herd
herbivore (315)	leathery (250)	mammal (150)		Aggro, Pack, Herd, Tamable
herbivore (315)	leathery (250)	mammal (150)	milk (wild)	Herd, Tamable
			milk	Herd
			milk	Pack, Herd
reptilian (25)	scaley (15)	mammal (7)		Pack, Tamable, Posture down atk, Mild poison atk
avian (3)		avian (3)		Herd
avian (1)		avian (1)		Herd
herbivore (5)	bristley (7)	mammal (5)		Herd, Stun attack
carnivore (65)	bristley (35)	mammal (30)		Aggro, Killer, Pack, Herd, Tamable, Intimidation atk
carnivore (65)	bristley (35)	mammal (30)		Pack, Herd, Tamable, Posture down attack
herbivore (100)	leathery (86)	mammal (76)		Pack, Herd, Intimidation atk, Ranged attack (spit)
carnivore (65)	bristley (35)	mammal (30)		Pack, Herd, Tamable, Intimidation attack
herbivore (8)	bristley (12)	mammal (8)		Pack, Herd, Tamable
carnivore (4)	leathery (3)			Tamable
insect (3)	scaley (5)	avian (3)		Aggro, Pack, Herd, Tamable, Dizzy attack
insect (3)	scaley (5)	avian (3)		Herd, Tamable
avian (9)		avian (10)		Aggro, Pack, Tamable, Intimidation attack
avian (9)		avian (10)		Aggro, Pack, Tamable, Intimidation attack
avian (5)		avian (5)		Aggro, Pack
avian (9)		avian (10)		Aggro, Pack, Tamable, Stun attack
avian (19)		avian (9)		Pack, Herd
avian (11)		avian (3)		Pack, Herd
herbivore (4)	bristley (3)	mammal (3)		Tamable
carnivore (5)	leathery (5)	avian (5)		Herd, Tamable, Intimidation attack
avian (1)	leathery (1)	avian (1)		Pack, Herd
carnivore (4)	bristley (2)	mammal (3)		Aggro, Pack, Tamable, Intimidation attack
insect (5)				Aggro, Stalker, Pack, Mild poison attack
insect (5)				Aggro, Pack, Mild disease attack
carnivore (10)	leathery (15)	mammal (15)		Aggro, Herd
insect (10)				Aggro, Stalker, Pack, Herd, Tamable, Stun attack, Ranged attack (spit)
avian (21)	bristley (12)	avian (9)		Pack, Herd
avian (20)		avian (6)		Pack, Herd, Posture down attack
				Herd
herbivore (6)	leathery (4)	mammal (3)		Herd, Tamable
herbivore (12)	leathery (9)	mammal (8)		Herd
herbivore (5)	leathery (3)	mammal (2)		Herd
				Aggro, Pack
				Pack, Herd

NAME	LVL	LOCATION	SOCIAL GROUP	HAM	TO HIT	DAMAGE	XP
gualama (bio-engineered)	1	Naboo	Gualama	45-55	20%	30-40	30
gubbur	6	Corellia	Gubbur	180-220	25%	50-55	113
guf drolg (bio-engineered)	1	Talus	Guf Drolg	45-55	20%	30-40	40
gurnaset (bio-engineered)	1	Lok	Gurnaset	45-55	20%	30-40	40
gurnaset hatchling	5	Lok	Gurnaset	140-170	25%	45-50	85
gurrcat (bio-engineered)	1	Naboo	Tusk Cat	45-55	20%	30-40	40
gurrcat	10	Corellia	Gurrcat	810-990	28%	90-110	356
gurreck (bio-engineered)	1	Endor	Gurreck	45-55	20%	30-40	40
hermit spider (bio-engineered)	1	Naboo	Hermit Spider	45-55	20%	30-40	30
hermit spider guard	10	Naboo	Hermit Spider	680-830	27%	80-90	356
hermit spider queen	11	Naboo	Hermit Spider	680-830	28%	80-90	514
hermit spider	7	Naboo	Hermit Spider	270-330	26%	55-65	147
horned krevol	6	Naboo	Horned Krevol	180-220	25%	50-55	147
horned rasp	6	Rori	Rasp	180-220	25%	50-55	147
howling plumed rasp (large)	4	Corellia	Rasp	110-140	24%	40-45	85
howling plumed rasp	4	Corellia	Rasp	110-140	24%	40-45	85
huf dun (bio-engineered)	1	Talus	Huf Dun	45-55	20%	30-40	30
huurton (bio-engineered)	1	Dantooine	Huurton	45-55	20%	30-40	40
huurton pup	2	Dantooine	Huurton	68-83	21%	35-40	45
ikopi (bio-engineered)	1	Naboo	Ikopi	45-55	20%	30-40	30
ikopi	7	Naboo	Ikopi	410-500	26%	50-55	147
infant brackaset	6	Dathomir	Brackaset	140-170	25%	55-65	113
injured Kwi	8	Dathomir	Kwi	410-500	27%	70-75	187
injured verne	6	Dathomir	Verne	180-220	25%	50-55	113
irate flewt matriarch	8	Naboo	Flewt	410-500	27%	70-75	235
jundland eopie	10	Tatooine	Jundland Eopie	680-830	27%	80-90	292
juvenile langlatch	8	Lok	Langlatch	410-500	27%	70-75	235
kaadu (bio-engineered)	1	Naboo	Kaadu	45-55	20%	30-40	30
kaadu	10	Naboo	Kaadu	810-990	28%	90-110	292
kahmurra (bio-engineered)	1	Corellia	Murra	45-55	20%	30-40	30
kima (bio-engineered)	1	Talus	Kima	45-55	20%	30-40	40
kimogila (bio-engineered)	1	Lok	Kimogila	45-55	20%	30-40	45
kliknik (bio-engineered)	1	Yavin 4	Kliknik	45-55	20%	30-40	40
krahbu (bio-engineered)	1	Corellia	Krahbu	45-55	20%	30-40	30
krahbu	10	Corellia	Krahbu	990-1200	27%	80-90	292
kreetle swarmling	6	Tatooine	Uber Kreetle	110-140	25%	50-55	147
kreetle	3	Tatooine	Kreetle	90-110	23%	35-45	45
kusak (bio-engineered)	1	Lok	Kusak	45-55	20%	30-40	40
kusak pup	8	Lok	Kusak	410-500	27%	70-75	235

MEAT	HIDE	BONE	MILK	NOTES
			milk	Herd
carnivore (4)	leathery (3)	mammal (3)		Herd, Tamable
				Stalker, Pack
			milk	Pack, Herd
herbivore (351)	leathery (278)	mammal (303)		Herd
				Pack
carnivore (65)	bristley (35)	mammal (30)		Pack, Herd, Intimidation attack
				Pack
				Stalker
insect (9)				Aggro, Pack, Herd, Stun attack, Mild poison attack
insect (10)				Aggro, Killer, Pack, Herd, Mild poison attack, Blind attack, Ranged attack (spit)
insect (60)				Stalker, Tamable
reptilian (3)	scaley (15)	mammal (7)		Pack, Stun attack
avian (8)		avian (1)		Pack, Herd, Tamable
avian (3)		avian (2)		Aggro, Pack
avian (3)		avian (2)		Aggro, Pack
				Herd
				Aggro, Pack, Herd
wild (10)	wooly ()	mammal (5)		Pack, Herd
			milk	Herd
wild (70)	bristley (60)	mammal (45)	milk (wild)	Herd, Tamable
wild (75)	leathery (65)	mammal (60)		Herd
herbivore (100)	leathery (85)	mammal (75)		Herd, Posture down attack
wild (30)	leathery (25)	mammal (22)		Herd
avian (4)	leathery (4)	avian (4)		Aggro, Pack, Herd
herbivore (300)	leathery (225)	mammal (115)	milk (wild)	Herd, Tamable, Stun attack
carnivore (7)	wooly (6)	mammal (6)		Aggro, Pack, Posture down attack
			milk	Herd
avian (120)	leathery (85)	avian (70)	milk (wild)	Herd, Tamable
			milk	Herd
				Pack
				Aggro, Killer, Pack
				Aggro, Pack
			milk	Herd
herbivore (210)	bristley (135)	mammal (120)	milk (wild)	Herd, Tamable, Intimidation attack
insect (1)	scaley (2)			Aggro, Pack, Herd, Posture down attack
insect (1)	scaley (2)			Aggro, Herd, Tamable
				Aggro, Stalker, Pack
carnivore (10)	bristley (7)	mammal (5)		Aggro, Stalker, Pack, Blind attack

NAME	LVL	LOCATION	SOCIAL GROUP	HAM	TO HIT	DAMAGE	XP
kwi (bio-engineered)	1	Dathomir	Kwi	45-55	20%	30-40	40
kwi	10	Dathomir	Kwi	270-330	27%	90-110	356
langlatch (bio-engineered)	1	Lok	Langlatch	45-55	20%	30-40	40
langlatch hatchling	4	Lok	Langlatch	110-140	24%	40-45	85
large chuba	5	Naboo	Chuba	140-170	25%	45-50	85
lesser desert womp rat	5	Tatooine	Lesser Desert Womprat	140-170	25%	45-50	85
lesser dewback	9	Tatooine	Lesser Dewback	810-990	27%	50-55	292
lesser plains bol	10	Dantooine	Bol	810-990	28%	90-110	292
lowland brackaset	10	Dathomir	Brackaset	680-830	28%	120-130	292
male squall	11	Rori	Squall	990-1200	29%	120-130	356
malkloc (bio-engineered)	1	Dathomir	Malkloc	45-55	20%	30-40	40
mamien youth	9	Yavin 4	Marnien	680-830	27%	80-90	235
massive gnort	4	Naboo	Gnort	110-140	24%	40-45	62
mawgax (bio-engineered)	1	Yavin 4	Mawgax	45-55	20%	30-40	40
meek avenging squall	6	Rori	Squall	180-220	25%	50-55	113
merek (bio-engineered)	1	Endor	Merek	45-55	20%	30-40	40
minor gubbur	4	Corellia	Gubbur	110-140	24%	40-45	62
minor guf drolg	9	Talus	Guf Drolg	680-830	27%	80-90	292
minor sludge panther	10	Talus	Sludge Panther	810-990	28%	90-110	356
minor worrt	5	Tatooine	Minor Worrt	140-170	25%	45-50	85
motley kaadu	8	Naboo	Kaadu	410-500	27%	70-75	187
mott (bio-engineered)	1	Naboo	Mott	45-55	20%	30-40	30
mott bull	11	Naboo	Mott	810-990	29%	130-140	430
mott calf	4	Naboo	Mott	110-140	24%	40-45	85
mott	8	Naboo	Mott	410-500	27%	70-75	187
mound mite	9	Tatooine	Mound Mite	680-830	27%	80-90	292
murra	10	Corellia	Murra	810-990	27%	80-90	292
mutant bark mite hatchling	10	Rori	Mutant Bark Mite	1500-1900	27%	80-90	430
mutated krevol clicker	10	Corellia	Horned Krevol	810-990	28%	90-110	356
narglatch (bio-engineered)	1	Naboo	Narglatch	45-55	20%	30-40	40
narglatch cub	8	Naboo	Narglatch	410-500	27%	70-75	235
nightspider aggressor	9	Naboo	Nightspider	680-830	27%	80-90	292
nightspider poison spitter	11	Naboo	Nightspider	810-990	29%	130-140	430
nightspider	7	Naboo	Nightspider	270-330	26%	55-65	147
noxious vrelt scavenger	10	Corellia	Vrelt	810-990	28%	90-110	356
nuna	10	Naboo	Nuna	810-990	28%	90-110	292

MEAT	HIDE	BONE	MILK	NOTES
				Pack, Herd
herbivore (100)	leathery (85)	mammal (75)		Pack, Herd, Tamable, Intimidation attack
				Aggro, Pack
carnivore (5)	wooly (3)	mammal (3)		Aggro, Pack, Posture down attack
herbivore (10)	leathery (6)			Herd, Tamable
wild (2)	leathery (2)	mammal (1)		Herd, Tamable
reptilian (175)	leathery (125)	mammal (100)		Pack, Tamable, Stun attack
herbivore ()	leathery (300)	mammal (180)	milk	Herd, Tamable
wild (75)	leathery (65)	mammal (60)	milk (wild)	Herd, Tamable
herbivore (10)	bristley (15)	mammal (10)		Herd, Tamable, Stun attack
				Pack, Herd
wild (35)	wooly (20)	mammal (20)		Intimidation attack
herbivore (12)	leathery (8)	mammal (6)		Herd
				Pack, Herd
herbivore (12)	bristley (9)	mammal (9)		
				Pack
carnivore (3)	leathery (2)	mammal (2)		Herd
reptilian (300)	leathery (240)	mammal (170)		Pack, Tamable, Posture down attack
carnivore (20)	leathery (27)	mammal (27)		Pack, Tamable, Intimidation attack
reptilian (3)	leathery (3)	mammal (1)		Herd, Tamable
avian (120)	leathery (75)	avian (65)	milk	Herd
				Herd
herbivore (100)	leathery (65)	mammal (40)		Pack, Tamable, Intimidation attack
herbivore (45)	leathery (30)	mammal (15)		Pack
herbivore (85)	leathery (60)	mammal (25)		Herd, Tamable, Posture down attack
insect (3)	scaley (4)			Pack, Tamable, Stun attack
herbivore (55)	bristley (35)	mammal (32)	milk (wild)	Herd, Tamable, Posture down attack
insect (10)	bristley (8)			Aggro, Killer, Pack, Herd, Blind attack
insect (10)				Aggro, Pack, Herd, Tamable, Stun attack, Blind attack, Ranged attack (spit)
				Aggro, Stalker, Pack
carnivore (30)	bristley (25)	mammal (20)		Stalker, Pack
insect (5)				Aggro, Stalker, Pack, Herd, Posture down attack, Mild poison attack
insect (7)				Aggro, Stalker, Pack, Herd, Stun attack, Mild poison attack
insect (60)				Posture down attack, Mild poison attack
carnivore (10)	bristley (10)	mammal (10)		Aggro, Stalker, Pack, Herd, Tamable, Stun attack, Mild disease attack, Ranged attack (spit)
avian (3)	leathery (4)	avian (2)		Herd, Tamable

NAME	LVL	LOCATION	SOCIAL GROUP	HAM	TO HIT	DAMAGE	XP
paralope	6	Corellia	Paralope	180-220	25%	50-55	113
pharple	5	Lok	Pharple	140-170	25%	45-50	113
pigmy pugoriss	8	Rori	Pugoriss	180-220	27%	90-110	187
piket (bio-engineered)	1	Dantooine	Piket	45-55	20%	30-40	40
plodding falumpaset	10	Naboo	Naboo	1200-1400	28%	80-90	292
plumed rasp	7	Corellia	Rasp	140-170	26%	80-90	147
pudgy nudfuh	9	Rori	Nudfuh	680-830	27%	80-90	235
pugoriss (bio-engineered)	1	Rori	Pugoriss	45-55	20%	30-40	30
puny gackle bat	6	Yavin 4	Gacklebat	180-220	25%	50-55	147
puny stintaril	9	Yavin 4	Stinaril	680-830	27%	80-90	292
puny tanc mite	2	Yavin 4	Tancmite	68-83	21%	35-40	45
putrid decay mite hatchling (large)	7	Talus	Decay Mite	270-330	26%	55-65	147
putrid decay mite hatchling	7	Talus	Decay Mite	270-330	26%	55-65	147
rabid shaupaut	9	Naboo	Rabid Shaupaut	680-830	27%	80-90	292
rabid squall	9	Endor	Rabid Squall	680-830	27%	80-90	292
rancor (bio-engineered)	1	Dathomir	Rancor	45-55	20%	30-40	45
razor cat (bio-engineered)	1	Corellia	Sand Panther	45-55	20%	30-40	40
razor cat cub	10	Corellia	Sand Panther	810-990	28%	90-110	356
repugnant dung mite crawler	7	Talus	Decay Mite	140-170	26%	80-90	187
rill	6	Tatooine	Rill	180-220	25%	50-55	113
roba (bio-engineered)	1	Endor	Roba	45-55	20%	30-40	40
rockmite	8	Tatooine	Rockmite	410-500	27%	70-75	187
ronto (bio-engineered)	1	Tatooine	Ronto	45-55	20%	30-40	30
rot mite	11	Talus	Decay Mite	990-1200	29%	120-130	430
runty pharple	3	Lok	Pharple	90-110	23%	35-45	62
savage flewt queen	10	Naboo	Flewt	810-990	28%	90-110	356
scavenger rat	8	Corellia	Scavenger Rat	410-500	27%	70-75	187
scorched krevol	8	Rori	Krevol	410-500	27%	70-75	235
sentry hermit spider	10	Naboo	Hermit Spider	410-500	27%	70-75	430
sevorrt	7	Tatooine	Sevorrt	270-330	26%	55-65	147
sharnaff (bio-engineered)	1	Corellia	Sharnaff	45-55	20%	30-40	30
shaupaut	7	Naboo	Shaupaut	270-330	26%	55-65	187
shear mite (bio-engineered)	1	Dathomir	Shearmite	45-55	20%	30-40	40
shear mite broodling	8	Dathomir	Shearmite	410-500	27%	70-75	235
sickle rasp	8	Rori	Rasp	180-220	27%	90-110	235
skreeg infant	4	Yavin 4	Skreeg	110-140	24%	40-45	85
slice hound (bio-engineered)	1	Corellia	Slice Hound	45-55	20%	30-40	40
slice hound (warren)	9	Dantooine	Slice Hound	410-500	27%	120-130	292
slice hound	9	Corellia	Slice Hound	410-500	27%	120-130	292

MEAT	HIDE	BONE	MILK	NOTES
herbivore (5)	wooly (3)	mammal (2)	milk (wild)	Herd, Tamable
avian (18)	bristley (10)	avian (7)		Pack, Herd
carnivore (300)	leathery (350)	mammal (300)		Herd, Stun attack
			milk	Pack, Herd
domestic. (230)	leathery (130)	mammal (80)	milk	Herd, Stun attack, Ranged attack (spit)
avian (3)		avian (2)		Tamable
herbivore (900)	leathery (1000)	mammal (900)		Herd, Intimidation attack
				Herd
carnivore (2)	bristley (1)	mammal (1)		Aggro, Pack, Stun attack
carnivore (2)	bristley (1)	mammal (1)		Pack, Stun attack
insect (2)				Pack, Herd, Tamable
insect (12)				Herd, Mild disease attack
insect (4)				Herd, Mild disease attack
wild (4)	bristley (3)	mammal (3)		Stalker, Pack, Intimidation atk, Mild disease attack
herbivore ()	bristley (12)	mammal (8)		Pack, Tamable, Mild disease attack
				Aggro, Killer, Stalker, Pack
				Pack, Herd
carnivore (25)	bristley (14)	mammal (12)		Pack, Stun attack
insect (9)	scaley (6)			Aggro, Pack, Herd, Tamable, Dizzy attack
carnivore (35)	bristley (20)	mammal (15)		Tamable
				Pack
insect (3)	scaley (4)			Herd, Tamable
			milk	Herd
insect (3)	scaley (2)			Pack, Herd, Tamable, Stun attack
avian (15)	bristley (7)	avian (5)		Pack, Herd
avian (6)	leathery (6)	avian (6)		Aggro, Pack, Herd, Stun attack, Mild poison attack
wild (4)	leathery (3)	mammal (2)		
insect (10)	scaley (10)			Pack, Tamable, Stun attack
insect (9)				Aggro, Killer, Stalker, Pack, Herd, Intimidation attack, Mild poison attack
reptilian (10)	leathery (10)	mammal (4)		Aggro, Stalker, Tamable, Intimidation attack
			milk	
carnivore (6)	bristley (4)	mammal (4)		Stalker, Pack, Tamable, Stun attack
				Aggro, Stalker, Pack
insect (15)	scaley (3)			Aggro, Stalker, Pack, Tamable, Posture down attack
avian (15)		avian (5)		Pack, Herd, Mild poison attack, Posture down attack
herbivore (15)	bristley (9)	mammal (7)		Aggro, Pack
				Pack, Herd
carnivore (65)	bristley (35)	mammal (30)		Pack, Herd, Intimidation attack, Can't be harmed
carnivore (65)	bristley (35)	mammal (30)		Pack, Herd, Tamable, Intimidation attack

NAME	LVL	LOCATION	SOCIAL GROUP	HAM	TO HIT	DAMAGE	XP
slum rat	6	Tatooine	Lesser Desert Womprat	180–220	25%	50–55	113
snorbal (bio-engineered)	1	Lok	Snorbal	45–55	20%	30–40	40
song rasp	10	Talus	Rasp	810–990	28%	90–110	356
spiked krevol	10	Naboo	Horned Krevol	810–990	28%	90–110	356
spineflap gatherer	9	Naboo	Capper Spineflap	680–830	27%	80–90	292
squall (bio-engineered)	1	Endor	Squall	45–55	20%	30–40	40
squall	6	Endor	Squall	180–220	25%	50–55	147
stintaril scavenger	11	Yavin 4	Stinaril	990–1200	29%	120–130	430
stout ikopi buck	9	Naboo	Ikopi	680–830	27%	80–90	292
stunted huf dun	9	Talus	Huf Dun	680–830	27%	90–110	235
swarming kliknik	10	Yavin 4	Kliknik	680–830	27%	170–180	356
swirl prong (bio-engineered)	1	Endor	Swirl Prong	45–55	20%	30–40	40
tabage	11	Corellia	Tabage	990–1200	29%	120–130	356
tamed gurrcat	7	anywhere	Rebel	270–330	26%	55–65	187
tamed slice hound	7	anywhere	Rebel	270–330	26%	55–65	187
tanc mite	9	Yavin 4	Tancmite	680–830	27%	80–90	292
Tatooine mynock	3	Tatooine	Tatooine Mynock	90–110	23%	35–45	45
tempest rill	9	Tatooine	Rill	270–330	28%	90–110	292
thune (bio-engineered)	1	Dantooine	Thune	45–55	20%	30–40	40
timid vir vur	8	Rori	Vir Vur	410–500	27%	70–75	187
torton (bio-engineered)	1	Rori	Torton	45–55	20%	30–40	40
tybis (bio-engineered)	1	Yavin 4	Tybis	45–55	20%	30–40	40
veermok (bio-engineered)	1	Naboo	Veermok	45–55	20%	30–40	40
veermok sentry (cave)	9	Naboo	Veermok	410–500	27%	70–75	292
veermok sentry	9	Naboo	Veermok	410–500	27%	70–75	292
vehement warrior	9	Corellia	Durni	680–830	26%	80–90	292
verne (bio-engineered)	1	Dathomir	Verne	45–55	20%	30–40	40
vesp (bio-engineered)	1	Lok	Vesp	45–55	20%	30–40	40
vir vur (bio-engineered)	1	Rori	Vir Vur	45–55	20%	30–40	30
vir vur	10	Rori	Vir Vur	810–990	28%	90–110	292
vrelt	6	Corellia	Vrelt	180–220	25%	50–55	113
vrobalet	8	Rori	Vrobal	410–500	27%	70–75	235
vynock	9	Corellia	Vynock	680–830	27%	80–90	235
whisper bird hatchling	7	Yavin 4	Whisperbird	270–330	26%	55–65	187
womp rat	10	Tatooine	Womprat	810–990	28%	90–110	356
wooded paralope	7	Corellia	Wooded Paralope	270–330	26%	55–65	147
woolamander (bio-engineered)	1	Yavin 4	Woolamander	45–55	20%	30–40	40
wormed vrobal	11	Rori	Wormed Vrobal	990–1200	29%	120–130	356

MEAT	HIDE	BONE	MILK	NOTES
wild (7)	leathery (7)	mammal (3)		Herd, Tamable
			milk	Pack, Herd
avian (10)		avian (3)		Pack
reptilian (25)	scaley (15)	mammal (7)		Pack, Tamable, Posture down attack
insect ()	scaley (5)	avian (3)		Pack, Tamable
				Pack, Herd
herbivore ()	bristley (12)	mammal (8)		Pack, Herd, Tamable
carnivore (5)	bristley (3)	mammal (2)		Pack, Tamable, Posture down attack
wild (70)	bristley (60)	mammal (45)		Aggro, Pack, Herd, Tamable, Stun attack, Posture down attack
herbivore (775)	leathery (800)	mammal (775)		Herd, Intimidation attack
carnivore (5)	scaley (4)			Aggro, Pack, Tamable, Posture down attack, Ranged attack (spit)
			milk	Pack
carnivore (18)	bristley (24)	mammal (7)		Aggro, Tamable, Posture down attack
carnivore (65)	bristley (35)	mammal (30)		Stalker, Pack, Intimidation attack, Rebel (PvP)
carnivore (65)	bristley (35)	mammal (30)		Pack, Posture down attack, Rebel (PvP)
insect (4)				Pack, Herd, Tamable, Intimidation attack
herbivore (50)	leathery (70)	mammal (20)		Stalker, Tamable
carnivore (35)	bristley (20)	mammal (15)		Aggro, Pack, Tamable
			milk	Pack, Herd
avian (6)	wooly ()	mammal (1)		Tamable, Stun attack
				Pack, Herd
			milk	Pack, Herd
				Pack
carnivore (150)	bristley (150)	mammal (60)		Aggro, Pack, Tamable, Stun attack
carnivore (150)	bristley (150)	mammal (60)		Pack, Tamable, Stun attack
herbivore (5)	wooly (3)	mammal (2)		Pack, Tamable, Intimidation attack
			milk	Pack, Herd
				Aggro, Pack
				Stalker, Herd
avian (10)	wooly ()	mammal (4)		Stalker, Herd, Tamable
wild (4)	leathery (3)	mammal (2)		
carnivore (10)	leathery (17)	mammal (11)		Pack, Tamable, Posture down attack
herbivore (50)	leathery (70)	mammal (20)		Tamable, Stun attack
avian (55)		avian (30)		Pack, Herd
wild (4)	leathery (3)	mammal (2)		Pack, Herd, Tamable, Intimidation attack
herbivore (5)	wooly (3)	mammal (2)		Herd, Tamable
				Aggro, Pack, Herd
carnivore (13)	leathery (20)	mammal (15)		Aggro, Tamable, Intimidation attack

NAME	LVL	LOCATION	SOCIAL GROUP	HAM	TO HIT	DAMAGE	XP
worrt	6	Tatooine	Worrt	180–220	25%	50–55	113
young borgle gruntling	6	Rori	Borgle	140–170	25%	45–50	147
young borgle	6	Rori	Borgle	140–170	25%	45–50	147
young mountain squill	10	Tatooine	Mountain Squill	810–990	28%	90–110	356
young reptilian flier	10	Dathomir	Reptilian Flier	990–1200	28%	90–110	356
young spined snake	11	Lok	Spinesnake	990–1200	29%	120–130	430
zucca boar (bio-engineered)	1	Tatooine	Zucca Boar	45–55	20%	30–40	40
zucca boar	10	Tatooine	Zucca Boar	680–830	28%	120–130	356

Androids & Droids

NAME	LVL	LOCATION	SOCIAL GROUP	HAM	TO HIT	DAMAGE	XP
Crackdown Dark Trooper (android)	1	anywhere	Imperial	8600–10500	40%	305–320	45
Crackdown Elite Dk. Troop. (android)	1	anywhere	Imperial	11K–14K	64%	465–640	45
2-1B surgical droid	1	anywhere	Surgicaldroid	45–55	20%	30–40	30
3PO protocol droid	1	anywhere	Protocoldroid	45–55	20%	30–40	30
3PO protocol droid (crafted)	1	anywhere	Protocoldroid	45–55	20%	30–40	30
3PO protocol droid (red)	1	anywhere	Protocoldroid	45–55	20%	30–40	30
3PO protocol droid (silver)	1	anywhere	Protocoldroid	45–55	20%	30–40	30
astromech waiter	7	anywhere	Astromech	270–330	26%	55–65	147
Bomarr monk	3	Tatooine	Spiderdroid	90–110	23%	35–45	62
Bomarr monk healer	5	Tatooine	Spiderdroid	140–170	25%	45–50	85
Bomarr monk initiate	2	Tatooine	Spiderdroid	68–83	21%	35–40	40
Darth Maul probe droid	1	anywhere	Maul Probe Droid	45–55	20%	30–40	30
EG-6 power droid	1	anywhere	Powerdroid	45–55	20%	30–40	30
EG-6 power droid (crafted)	1	anywhere	Powerdroid	45–55	20%	30–40	30
EV-9D9	6	anywhere	Ev 9D9	180–220	25%	50–55	113
helper R2 unit	7	anywhere	Astromech	270–330	26%	55–65	147
ITO interrogator	4	anywhere	Interrogator	110–140	24%	40–45	62
LIN demolition mech	5	anywhere	Demolitionmech	140–170	25%	45–50	85
MSE-6 "Mouse" droid	1	anywhere	Mousedroid	45–55	20%	30–40	30
MSE-6 "Mouse" droid (crafted)	1	anywhere	Mousedroid	45–55	20%	30–40	30
probot drone	8	anywhere	Imperial	680–830	27%	70–75	235
probot seeker	9	anywhere	Imperial	680–830	27%	80–90	292
R2 unit	7	anywhere	Astromech	270–330	26%	55–65	147
R2D2	7	anywhere	Astromech	270–330	26%	55–65	147
R3 unit	7	anywhere	Astromech	270–330	26%	55–65	147
R4 unit	7	anywhere	Astromech	270–330	26%	55–65	147
R5 unit	7	anywhere	Astromech	270–330	26%	55–65	147

MEAT	HIDE	BONE	MILK	NOTES
reptilian (5)	leathery (5)	mammal (2)		Tamable
carnivore (10)	leathery (10)	avian (10)		Pack, Posture down attack
carnivore (5)	leathery (5)	avian (5)		Pack, Posture down attack
carnivore (2)	leathery (2)	mammal (1)		Aggro, Pack, Herd
avian (120)	leathery (75)	avian (70)		Aggro, Pack, Intimidation attack
reptilian (7)	leathery (2)			Aggro, Pack, Mild poison attack
				Pack
herbivore (65)	leathery (40)	mammal (25)		Pack, Tamable, Stun attack

PVP FACTION	WEAPONS	NOTES
Imperial	Stormtrooper weapons	Killer, Pack
Imperial	Stormtrooper weapons	Killer, Pack
		Pack
		Herd
		Herd
		Stalker
		Can't be harmed
		Can't be harmed
Imperial	Droid ranged weapons	Stalker, Pack
Imperial	Droid ranged weapons	Stalker, Pack

NAME	LVL	LOCATION	SOCIAL GROUP	HAM	TO HIT	DAMAGE	XP
RA-7 "Bug" droid	5	anywhere	Bugdroid	140–170	25%	45–50	85
Robo bartender	5	anywhere	Bartenderdroid	140–170	25%	45–50	85
training remote	1	anywhere	Jeditrainer	45–55	20%	30–40	30
TT8L "Tattletale" droid	3	anywhere	Tattletaledroid	90–110	23%	35–45	45
TT8L-Y7 "Tattletale" droid	6	anywhere	Doordroid	180–220	25%	50–55	113
WED Treadwell droid	1	anywhere	Treadwell	45–55	20%	30–40	30

NPCs

NAME	LVL	LOCATION	SOCIAL GROUP	HAM	TO HIT	DAMAGE	XP
Aa'kuan follower	11	Talus	Aakuans	990–1200	29%	120–130	430
Aaph Koden	10	Tatooine	Townsperson	810–990	28%	90–110	356
Afarathu brute	11	Corellia	Afarathu	810–990	28%	90–110	514
Afarathu cult follower	5	Corellia	Afarathu	140–170	25%	45–50	113
Afarathu ruffian	5	Corellia	Afarathu	140–170	25%	45–50	113
Afarathu savage	7	Corellia	Afarathu	180–220	26%	70–75	187
agriculturalist	10	anywhere	Townsperson	810–990	28%	90–110	292
Ankura Gungan	8	Naboo	Gungan	410–500	27%	70–75	235
Ankura gungan (mission)	8	Naboo	Gungan	410–500	27%	70–75	235
artisan	4	anywhere	Townsperson	110–140	24%	40–45	62
bandit	8	anywhere	Bandit	410–500	27%	70–75	235
Barada	5		Jabba	140–170	25%	45–50	113
bartender	4	anywhere	Townsperson	110–140	24%	40–45	62
Binayre hooligan	9	Talus	Binayre	680–830	27%	80–90	292
Binayre scalawag	11	Talus	Binayre	990–1200	29%	120–130	430
Binna Jode	10	Tatooine	Townsperson	810–990	28%	90–110	356
Bith musician	10	Tatooine	Townsperson	810–990	28%	90–110	356
Bith sniper	9	anywhere	Bith	410–500	27%	90–110	292
Blerx Tango	10	Tatooine	Townsperson	810–990	28%	90–110	356
bodyguard	7	anywhere	Mercenary	270–330	26%	55–65	187
Borvos soldier	10	Naboo	Borvo	810–990	28%	90–110	356
Boshek	10	Tatooine	Townsperson	810–990	28%	90–110	356
Bothan diplomat	3	anywhere	Spynet	90–110	23%	35–45	45
Bothan information broker	3	anywhere	Spynet	90–110	23%	35–45	45
brawler	6	anywhere	Mercenary	180–220	25%	50–55	147
Brea Tonnika	10	Tatooine	Townsperson	810–990	28%	90–110	356
brigand	4	anywhere	Brigand	110–140	24%	40–45	85
businessman	4	anywhere	Townsperson	110–140	24%	40–45	62
cannibal	7	Tatooine	Cannibal	270–330	26%	55–65	147

PVP FACTION	WEAPONS	NOTES

PVP FACTION	WEAPONS	NOTES
Aakuans	general melee weapons	Pack
	Pirate weapons (medium)	Pack, Can't be harmed
Afarathu	Pirate weapons (medium)	Aggro, Killer, Pack
Afarathu	Pirate weapons (light)	Aggro, Pack
Afarathu	Pirate weapons (light)	Aggro, Pack
Afarathu	Pirate weapons (light)	Aggro, Pack
Townsperson	Rebel weapons (light)	Herd, Offers missions
Gungan	Rebel weapons (light)	Pack, Offers missions
Gungan	Rebel weapons (light)	Pack
Townsperson	Rebel weapons (light)	Offers missions
Bandit	Pirate weapons (light)	Stalker, Pack
Jabba		Pack, Can't be harmed
Townsperson	Rebel weapons (light)	Offers missions
Binayre	Pirate weapons (light)	Aggro, Pack
Binayre	Pirate weapons (light)	Aggro, Pack
	Pirate weapons (medium)	Pack, Can't be harmed
		Pack, Can't be harmed, Offers missions
	ranged weapons	Pack
	Pirate weapons (medium)	Pack, Can't be harmed
	Rebel weapons (light)	Pack
Borvo	ranged weapons	Stalker, Pack
	Pirate weapons (medium)	Pack, Can't be harmed
	Rebel weapons (light)	Offers missions
	Rebel weapons (light)	Stalker, Offers missions
	Pirate weapons (light)	Stalker, Pack
	Pirate weapons (medium)	Pack, Can't be harmed
	Pirate weapons (light)	Aggro, Stalker, Pack
Townsperson	Rebel weapons (light)	Offers missions
		Stalker

NAME	LVL	LOCATION	SOCIAL GROUP	HAM	TO HIT	DAMAGE	XP
cannibal (mission)	6	Tatooine	Cannibal	180–220	25%	50–55	113
Capt Loftus	10	Tatooine	Townsperson	680–830	28%	120–130	356
Chadra Fan female	6	Nowhere	Chadra Fan	180–220	25%	50–55	113
Chadra Fan male	6	Nowhere	Chadra Fan	180–220	25%	50–55	113
Chadra Fan thief	8	anywhere	Chadra Fan	410–500	27%	70–75	187
Chunker braggart	8	Talus	Chunker Gang	410–500	27%	70–75	235
Chunker bruiser	11	Talus	Chunker Gang	990–1200	29%	120–130	514
Chunker bully	10	Talus	Chunker Gang	810–990	28%	90–110	356
Chunker creep	9	Talus	Chunker Gang	680–830	27%	80–90	292
Chunker goon	7	Talus	Chunker Gang	270–330	26%	55–65	147
Chunker mooch	7	Talus	Chunker Gang	270–330	26%	55–65	187
Chunker nitwit	5	Talus	Chunker Gang	140–170	25%	45–50	85
Chunker pest	6	Talus	Chunker Gang	180–220	25%	50–55	147
Chunker punk	6	Talus	Chunker Gang	180–220	25%	50–55	113
Chunker swindler	8	Talus	Chunker Gang	410–500	27%	70–75	235
civil patrol captain	9	anywhere	Imperial	680–830	27%	80–90	292
civil patrol commander	10	anywhere	Imperial	810–990	28%	90–110	356
civil patrol corporal	7	anywhere	Imperial	270–330	26%	55–65	187
civil patrol sergeant	8	anywhere	Imperial	410–500	27%	70–75	235
civilian patrolman	6	anywhere	Imperial	180–220	25%	50–55	147
Coa2 Imperial slicer gang	11	anywhere	Rebel	990–1200	29%	120–130	514
Coa2 Lyda thugs	11	anywhere	Thug	990–1200	29%	120–130	514
Cobral hooligan	10	Rori	Cobral	810–990	28%	90–110	356
Cobral mugger	9	Rori	Cobral	680–830	27%	80–90	235
common thief	11	anywhere	Thug	990–1200	29%	120–130	356
commoner	4	anywhere	Townsperson	110–140	24%	40–45	62
Corellia Times investigator	10	Corellia	Corellia Times	810–990	28%	90–110	356
Corellia Times reporter	7	Corellia	Corellia Times	270–330	26%	55–65	187
CorSec deserter	9	Corellia	Rogue Corsec	680–830	27%	80–90	292
Crackdown Comm Operator	1	anywhere	Imperial	2000–2400	30%	150–160	40
Crackdown Command Security Guard	1	anywhere	Imperial	2400–3000	31%	160–170	40
Crackdown Elite Sand Trooper	1	anywhere	Imperial	9700–11900	47%	370–450	45
Crackdown Imperial Army Captain	1	anywhere	Imperial	5400–6600	34%	200–210	45
Crackdown Imperial Colonel	1	anywhere	Imperial	6300–7700	35%	220–230	45
Crackdown Imperial Corporal	1	anywhere	Imperial	2900–3500	31%	170–180	40
Crackdown Imperial Exterminator	1	Naboo	Imperial	7700–9400	37%	290–300	45
Crackdown Imperial First Lieutenant	1	anywhere	Imperial	5000–6100	33%	190–200	45
Crackdown Imperial Master Sergeant	1	anywhere	Imperial	4100–5000	32%	170–180	45
Crackdown Imperial Medic	1	anywhere	Imperial	2900–3500	31%	170–180	40
Crackdown Imperial Noncom	1	anywhere	Imperial	2000–2400	30%	150–160	40

PVP FACTION	WEAPONS	NOTES
	Pirate weapons (hard)	Pack, Can't be harmed
	Rebel weapons (light)	
	Rebel weapons (light)	
	Pirate weapons (medium)	Stalker
	Pirate weapons (light)	Aggro, Pack
	ranged weapons	Aggro, Killer, Pack
	ranged weapons	Stalker, Pack
	Pirate weapons (light)	Aggro, Pack
	Pirate weapons (light)	Aggro
	Pirate weapons (light)	Pack
	Pirate weapons (light)	
	Pirate weapons (light)	Stalker, Pack
	Pirate weapons (light)	
	Pirate weapons (light)	Pack
Imperial	ranged weapons	Pack
Imperial	ranged weapons	Pack
Imperial	Imperial weapons (light)	Pack
Imperial	Imperial weapons (light)	Pack
Imperial	Imperial weapons (light)	Pack
	Pirate weapons (hard)	Killer, Pack
	Pirate weapons (medium)	Aggro, Killer, Pack
Cobral	Pirate weapons (light)	Pack
Cobral	Pirate weapons (light)	
Thug	Pirate weapons (medium)	
Townsperson	Rebel weapons (light)	Herd, Offers missions
	Pirate weapons (light)	Pack, Offers missions
	Pirate weapons (light)	Pack, Offers missions
Rogue CorSec	ranged weapons	Aggro, Pack
Imperial	Imperial weapons (light)	Pack
Imperial	Imperial weapons (light)	Pack
Imperial	Stormtrooper weapons	Killer, Pack
Imperial	Imperial weapons (hard)	Killer, Pack
Imperial	Imperial weapons (hard)	Killer, Pack
Imperial	Imperial weapons (medium)	Pack
Imperial	Imperial weapons (hard)	Killer, Pack
Imperial	Imperial weapons (medium)	Killer, Pack
Imperial	Imperial weapons (medium)	Killer, Stalker, Pack
Imperial	Imperial weapons (hard)	Pack, Healer
Imperial	Imperial weapons (light)	Stalker, Pack

NAME	LVL	LOCATION	SOCIAL GROUP	HAM	TO HIT	DAMAGE	XP
Crackdown Imperial Sergeant	1	anywhere	Imperial	2900-3500	31%	170-180	40
Crackdown Imperial Sharpshooter	1	anywhere	Imperial	3500-4300	32%	160-170	40
Crackdown Imperial Warrant Officer Ii	1	anywhere	Imperial	4100-5000	32%	170-180	45
Crackdown Rebel Commando	1	anywhere	Rebel	7200-8800	36%	240-250	45
Crackdown Sand Trooper	1	anywhere	Imperial	7200-8800	36%	240-250	45
Crackdown Scout Trooper	1	anywhere	Imperial	6300-7700	35%	220-230	30
Crackdown Specialist Noncom	1	anywhere	Imperial	1500-1900	30%	140-150	40
Crackdown Storm Commando	1	anywhere	Imperial	8300-10100	38%	280-290	45
Crackdown Stormtrooper	1	anywhere	Imperial	7200-8800	36%	240-250	45
Crackd. Stormtrooper Bombardier	1	anywhere	Imperial	5900-7200	36%	270-280	45
Crackdown Stormtrooper Captain	1	anywhere	Imperial	8300-10100	38%	280-290	45
Crackdown Stormtrooper Medic	1	anywhere	Imperial	7200-8800	36%	240-250	45
Crackdown Stormtrooper Rifleman	1	anywhere	Imperial	7200-8800	36%	240-250	45
Crackdown Stormtrooper Sniper	1	anywhere	Imperial	6800-8300	36%	250-260	45
Crackd. Stormtrooper Squad Leader	1	anywhere	Imperial	8100-9900	37%	260-270	45
Crackdown Swamp Trooper	1	Naboo	Imperial	7200-8800	36%	240-250	45
crazed scientist	10	Dantooine	Warren Imperial Worker Crazed	810-990	28%	90-110	292
criminal	7	anywhere	Thug	270-330	26%	55-65	187
criminal (mission)	7	anywhere	Thug	270-330	26%	55-65	187
Darklighter guard	9	anywhere	Darklighter	680-830	27%	80-90	292
dervish	9	Tatooine	Dervish	270-330	27%	90-110	292
Desert Demon	9	Tatooine	Desert Demon	680-830	27%	80-90	292
desert swooper	6	Tatooine	Swoop	180-220	25%	50-55	113
desert swooper leader	7	Tatooine	Swoop	270-330	26%	55-65	147
Dim-U abbot	11	Tatooine	Dim-U	990-1200	29%	120-130	356
Dim-U cleric	9	Tatooine	Dim-U	680-830	27%	80-90	292
Dim-U monastery nun	6	Tatooine	Dim-U	180-220	25%	50-55	113
Dim-U monk	6	Tatooine	Dim-U	180-220	25%	50-55	113
Dim-U preacher	8	Tatooine	Dim-U	410-500	27%	70-75	187
Dim-U priestess	8	Tatooine	Dim-U	410-500	27%	70-75	187
Drall guard	11	Corellia	Drall	990-1200	29%	120-130	430
Drall patriot	11	Corellia	Drall	990-1200	29%	120-130	430
Drall sentry	8	Corellia	Drall	410-500	27%	70-75	235
droid corps junior technician	10	anywhere	Imperial	810-990	28%	90-110	356
Dune Stalker	8	Tatooine	Dune Stalker	410-500	27%	70-75	235
Dune Stalker scavenger	10	Tatooine	Dune Stalker	810-990	28%	90-110	356
eerie Pubam spiritmaster	10	Endor	Pubam	680-830	28%	130-140	430
enraged Pubam	10	Endor	Pubam	680-830	28%	130-140	430
entertainer	4	anywhere	Townsperson	110-140	24%	40-45	62

PVP FACTION	WEAPONS	NOTES
Imperial	Imperial weapons (medium)	Pack
Imperial	ranged weapons	Pack
Imperial	Imperial weapons (medium)	Killer, Pack
Rebel	Rebel weapons (hard)	Killer, Pack
Imperial	Stormtrooper weapons	Killer, Pack
Imperial	Imperial weapons (hard)	
Imperial	Imperial weapons (light)	Pack
Imperial	Stormtrooper weapons	Killer, Stalker, Pack
Imperial	Stormtrooper weapons	Killer, Pack
Imperial	Stormtrooper bombardier	Killer, Pack
Imperial	Stormtrooper weapons	Killer, Pack
Imperial	Stormtrooper weapons	Killer, Pack, Healer
Imperial	Stormtrooper rifleman	Killer, Pack
Imperial	Stormtrooper sniper	Killer, Pack
Imperial	Stormtrooper weapons	Killer, Pack
Imperial	Stormtrooper weapons	Killer, Pack
		Aggro
Thug	Pirate weapons (light)	Stalker, Pack, Offers missions
Thug	Pirate weapons (light)	Stalker, Pack
	Rebel weapons (light)	Pack
	Pirate weapons (medium)	Aggro, Stalker, Pack
Desert Demon	Pirate weapons (light)	Pack
Swoop	Pirate weapons (light)	Stalker, Herd
Swoop	Pirate weapons (light)	Stalker
		Herd
		Pack
		Herd
		Herd
		Herd
		Herd, Healer
Drall	Pirate weapons (medium)	Pack
Drall	Pirate weapons (medium)	Pack
Drall	Rebel weapons (medium)	Pack
Imperial	Imperial weapons (light)	Stalker, Pack
	Tusken weapons	Aggro, Stalker, Pack
	Tusken weapons	Aggro, Stalker, Pack
Pubam		Aggro, Killer, Pack
Pubam		Aggro, Killer, Pack
Townsperson	Rebel weapons (light)	Herd, Offers missions

NAME	LVL	LOCATION	SOCIAL GROUP	HAM	TO HIT	DAMAGE	XP
evil hermit	6	Tatooine	Evil	180-220	25%	50-55	147
evil nomad	7	Tatooine	Evil	270-330	26%	55-65	187
evil settler	5	Tatooine	Evil	140-170	25%	45-50	113
explorer	7	anywhere	Mercenary	270-330	26%	55-65	147
Farious Gletch	10	Tatooine	Townsperson	810-990	28%	90-110	356
farmer	4	anywhere	Townsperson	110-140	24%	40-45	62
farmer (moisture)	4	Tatooine	Townsperson	110-140	24%	40-45	62
Fed-Dub patrolman	9	Talus	Fed Dub	680-830	27%	80-90	292
Fed-Dub supporter	8	Talus	Fed Dub	410-500	27%	70-75	235
Figrin Dan	10	Tatooine	Townsperson	810-990	28%	90-110	356
First Brigade gunner	9	Rori	Restuss	680-830	27%	80-90	292
First Brigade scout	7	Rori	Restuss	270-330	26%	55-65	187
First Brigade sergeant	10	Rori	Restuss	810-990	28%	90-110	356
First Brigade technician	11	Rori	Restuss	990-1200	29%	120-130	430
First Brigade trooper	6	Rori	Restuss	180-220	25%	50-55	147
fixer	10	Tatooine	Townsperson	810-990	28%	90-110	356
foot of Solitude	9	Corellia	Solitude	680-830	27%	80-90	292
fringer	7	anywhere	Mercenary	270-330	26%	55-65	147
fugitive	7	Tatooine	Thug	270-330	26%	55-65	147
gambler	7	anywhere	Mercenary	270-330	26%	55-65	147
gambler (mission)	8	anywhere	Thug	410-500	27%	70-75	187
Gamorrean guard	10	Tatooine	Jabba	810-990	28%	90-110	430
Garyn prowler	11	Rori	Garyn	990-1200	29%	120-130	356
Gondula cub	5	Endor	Gondula Tribe	140-170	25%	45-50	113
Gondula tribesman	11	Endor	Gondula Tribe	810-990	28%	90-110	430
governor	9	Naboo	Naboo	680-830	27%	80-90	235
Greck's assassin	11	Corellia	Olag Greck	680-830	29%	140-150	514
Greck's henchman	6	Corellia	Olag Greck	180-220	25%	50-55	147
Greck's mugger	9	Corellia	Olag Greck	680-830	27%	80-90	292
Greck's smuggler	7	Corellia	Olag Greck	270-330	26%	55-65	187
Gundark desperado	8	Rori	Gundark Gang	410-500	27%	70-75	187
Gundark hooligan	6	Rori	Gundark Gang	180-220	25%	50-55	113
Gundark raider	9	Rori	Gundark Gang	680-830	27%	80-90	292
Gundark rogue	7	Rori	Gundark Gang	270-330	26%	55-65	187
Gundark ruffian	9	Rori	Gundark Gang	680-830	27%	80-90	292
Gundarkcrook	5	Rori	Gundark Gang	140-170	25%	45-50	85
Gungan hermit	7	Naboo	Gungan	270-330	26%	55-65	147
Gungan outcast	9	Naboo	Gungan Outcast	680-830	27%	80-90	292
Gungan priest	9	Naboo	Gungan	680-830	27%	80-90	235
gunrunner (mission)	10	Tatooine	Mercenary	810-990	28%	90-110	292

PVP FACTION	WEAPONS	NOTES
	Rebel weapons (light)	Aggro, Pack
	Rebel weapons (light)	Aggro, Pack
	Rebel weapons (light)	Aggro, Pack
	Rebel weapons (light)	Offers missions
		Pack, Can't be harmed
Townsperson	Rebel weapons (light)	Herd, Offers missions
Townsperson	Rebel weapons (light)	Offers missions
Fed Dub	Rebel weapons (medium)	Pack, Herd
Fed Dub	Rebel weapons (medium)	Pack, Herd
		Pack, Can't be harmed
Restuss	Rebel weapons (medium)	Pack, Herd
Restuss	Rebel weapons (medium)	Pack, Herd
Restuss	Rebel weapons (medium)	Pack, Herd
Restuss	Rebel weapons (light)	Pack, Herd
Restuss	Rebel weapons (medium)	Pack, Herd
		Pack, Can't be harmed
Rebel	Rebel weapons (medium)	Pack
	Pirate weapons (light)	
Thug	Pirate weapons (light)	
	Pirate weapons (light)	Stalker, Offers missions
Thug	Pirate weapons (light)	Stalker, Offers missions
Jabba	Pirate weapons (light)	Killer, Pack, Can't be harmed
Garyn	Pirate weapons (light)	Aggro
Gondula Tribe	Ewok weapons	Pack
Gondula Tribe	Ewok weapons	Pack
Naboo	Imperial weapons (medium)	Herd, Offers missions
Olag Greck	ranged weapons	Killer, Pack
Olag Greck	Pirate weapons (medium)	Pack
Olag Greck	Pirate weapons (medium)	Pack
Olag Greck	ranged weapons	Pack
Thug	Pirate weapons (light)	Stalker
Thug	Pirate weapons (light)	
Thug	Pirate weapons (medium)	Pack
Thug	Pirate weapons (light)	Pack
Thug	Pirate weapons (light)	Pack
Thug	Pirate weapons (light)	
Gungan	Rebel weapons (medium)	
	Rebel weapons (medium)	Aggro, Killer, Stalker
Gungan	Rebel weapons (medium)	Herd
	Pirate weapons (medium)	

NAME	LVL	LOCATION	SOCIAL GROUP	HAM	TO HIT	DAMAGE	XP
Hedon Istee	10	Tatooine	Townsperson	810–990	28%	90–110	356
hermit	4	Tatooine	Townsperson	110–140	24%	40–45	62
Hidden Daggers activist	9	Corellia	Hidden Daggers	680–830	27%	80–90	292
Hidden Daggers dissident	11	Corellia	Hidden Daggers	990–1200	29%	120–130	430
highwayman	10	anywhere	Brigand	810–990	28%	90–110	430
hunter	9	anywhere	Mercenary	680–830	27%	80–90	292
hunter (mission)	8	anywhere	Mercenary	410–500	27%	70–75	235
Ikka Gesul	10	Tatooine	Townsperson	810–990	28%	90–110	356
Imperial cadet	9	anywhere	Imperial	680–830	27%	80–90	292
Imperial cadet squadleader	11	anywhere	Imperial	990–1200	29%	120–130	430
Imperial senior cadet	10	anywhere	Imperial	810–990	28%	90–110	356
industrial spy	9	anywhere	Mercenary	680–830	27%	80–90	292
industrial spy (mission)	8	anywhere	Mercenary	410–500	27%	70–75	235
information broker	5	anywhere	Mercenary	140–170	25%	45–50	85
insane kitonak	4	Tatooine	Insane Kitonak	110–140	24%	40–45	62
Insane Miner	9	Rori	Enraged Miner	680–830	27%	80–90	356
Ithorian musician	10	Tatooine	Townsperson	810–990	28%	90–110	356
Jabba's henchman	10	Tatooine	Jabba	810–990	28%	90–110	356
Jabba's scout	8	Tatooine	Jabba	410–500	27%	70–75	187
Jabba's scout (mission)	8	Tatooine	Jabba	410–500	27%	70–75	235
Jabba's swooper	8	Tatooine	Jabba	410–500	27%	70–75	187
Jabba's swooper (mission)	8	Tatooine	Jabba	410–500	27%	70–75	235
Jabba's swooper leader	8	Tatooine	Jabba	410–500	27%	70–75	235
Jabba's swooper leader (mission)	8	Tatooine	Jabba	410–500	27%	70–75	235
Jabba's thief	9	Tatooine	Jabba	680–830	27%	80–90	292
Jabba's thug	9	Tatooine	Jabba	680–830	27%	80–90	292
Jawa	6	Tatooine	Jawa	180–220	25%	50–55	147
Jawa engineer	10	Tatooine	Jawa	810–990	28%	90–110	292
Jawa healer	10	Tatooine	Jawa	810–990	28%	90–110	356
Jawa henchman	6	Tatooine	Jawa	180–220	25%	50–55	147
Jawa leader	10	Tatooine	Jawa	680–830	28%	90–110	356
Jawa smuggler	6	Tatooine	Jawa	180–220	25%	50–55	147
Jawa thief	9	Tatooine	Jawa	680–830	27%	80–90	235
Jilljoo Jab	10	Tatooine	Townsperson	810–990	28%	90–110	356
Jinda cub	5	Endor	Jinda Tribe	140–170	25%	45–50	113
Junk Dealer	4	anywhere	Townsperson	110–140	24%	40–45	62
Kaeline Ungasan	10	Tatooine	Townsperson	810–990	28%	90–110	356
kahmurra bio engineer	5	Talus	Kahmurra	140–170	25%	45–50	85
Kitster Banai	10	Tatooine	Townsperson	810–990	28%	90–110	356
Kobola miner	8	Rori	Kobola	410–500	27%	70–75	187

PVP FACTION	WEAPONS	NOTES
		Pack, Can't be harmed
Townsperson	Rebel weapons (light)	
Hidden Daggers	Rebel weapons (light)	Pack
Hidden Daggers	Pirate weapons (medium)	Pack
	Pirate weapons (light)	Aggro, Killer, Pack
	Rebel weapons (light)	Stalker, Pack
	Rebel weapons (light)	Stalker, Pack
		Pack, Can't be harmed
Imperial	ranged weapons	Pack
Imperial	ranged weapons	Pack
Imperial	ranged weapons	Pack
	Rebel weapons (light)	Pack
	Rebel weapons (light)	Pack
	Rebel weapons (light)	Stalker, Offers missions
	Rebel weapons (light)	Stalker
	Pirate weapons (medium)	Aggro, Killer, Pack, Herd
		Pack
Jabba	Pirate weapons (medium)	Stalker, Pack
Jabba	Pirate weapons (light)	
Jabba	Pirate weapons (light)	Pack
Jabba	Pirate weapons (light)	Stalker
Jabba	Pirate weapons (light)	Stalker, Pack
Jabba	ranged weapons	Stalker, Pack
Jabba	Pirate weapons (light)	Stalker, Pack
Jabba	Pirate weapons (light)	Pack
Jabba	Pirate weapons (light)	Pack
Jawa	Rebel weapons (light)	Stalker, Pack
Jawa	Rebel weapons (light)	Herd
Jawa	Rebel weapons (light)	Pack, Herd, Healer
Jawa	Pirate weapons (light)	Stalker, Pack
Jawa	Rebel weapons (medium)	Stalker, Pack
Jawa	Pirate weapons (light)	Pack
Jawa	Pirate weapons (light)	Herd
		Pack, Can't be harmed
Jinda Tribe		Stalker, Pack
Townsperson	Rebel weapons (light)	Herd
		Pack, Can't be harmed
	Rebel weapons (light)	
		Pack, Can't be harmed
Kobola	Pirate weapons (medium)	Herd

NAME	LVL	LOCATION	SOCIAL GROUP	HAM	TO HIT	DAMAGE	XP
Kobola smuggler	10	Rori	Kobola	810-990	28%	90-110	356
Kobola thief	9	Rori	Kobola	410-500	27%	90-110	292
Korga adept	10	Endor	Korga Tribe	680-830	28%	120-130	430
Korga cub	5	Endor	Korga Tribe	140-170	25%	45-50	113
Kormund Thrylle	10	Tatooine	Townsperson	810-990	28%	90-110	356
Librarian	6	anywhere	Townsperson	180-220	25%	50-55	113
Lilas Dinhint	10	Tatooine	Townsperson	810-990	28%	90-110	356
Lost Aqualish lookout	10	Talus	Lost Aqualish Regiment	810-990	28%	90-110	356
Lost Aqualish scout	9	Talus	Lost Aqualish Regiment	680-830	27%	80-90	292
Lost Aqualish soldier	11	Talus	Lost Aqualish Regiment	990-1200	29%	120-130	430
Lt Harburik	10	Tatooine	Townsperson	810-990	28%	90-110	356
masterful Ewok warrior	11	Endor	Gondula Tribe	810-990	28%	90-110	514
Mat Rags	10	Tatooine	Townsperson	810-990	28%	90-110	356
Mauler apprentice	11	Naboo	Mauler	810-990	29%	130-140	514
mayor	7	Naboo	Naboo	270-330	26%	55-65	147
mayor (mission)	7	Naboo	Naboo	270-330	26%	55-65	147
Meatlump buffoon	5	Corellia	Meatlump	140-170	25%	45-50	85
Meatlump clod	8	Corellia	Meatlump	410-500	27%	70-75	235
Meatlump cretin	9	Corellia	Meatlump	680-830	27%	80-90	292
Meatlump fool	6	Corellia	Meatlump	180-220	25%	50-55	113
Meatlump loon	10	Corellia	Meatlump	810-990	28%	90-110	356
Meatlump oaf	9	Corellia	Meatlump	680-830	27%	80-90	292
Meatlump stooge	7	Corellia	Meatlump	270-330	26%	55-65	187
medic	7	anywhere	Townsperson	270-330	26%	55-65	147
Melios Purl	10	Tatooine	Townsperson	810-990	28%	90-110	356
Mikos Denari	10	Tatooine	Townsperson	810-990	28%	90-110	356
miner	5	anywhere	Townsperson	140-170	25%	45-50	85
moisture farmer (mission)	4	Tatooine	Townsperson	110-140	24%	40-45	62
moisture thief (mission)	6	Tatooine	Thug	180-220	25%	50-55	113
Monumenter bandit	11	Corellia	Monumenter	990-1200	29%	120-130	430
mountain vesp (mission)	4	Naboo	Mountain Villager	110-140	24%	40-45	62
mountain villager	4	Naboo	Mountain Villager	110-140	24%	40-45	62
Mummer bully	8	Naboo	Mummer Gang	410-500	27%	70-75	187
Mummer punk	8	Naboo	Mummer Gang	410-500	27%	70-75	235
Mummer ruffian	9	Naboo	Mummer Gang	680-830	27%	80-90	292
Mummer thug	7	Naboo	Mummer Gang	270-330	26%	55-65	147
Naboo dissident	7	Naboo	Thug	270-330	26%	55-65	147
Naboo dissident (mission)	7	Naboo	Thug	270-330	26%	55-65	147
Naboo gunrunner	11	Naboo	Mercenary	990-1200	29%	120-130	356
Naboo holy man	5	Naboo	Naboo	140-170	25%	45-50	85

PVP FACTION	WEAPONS	NOTES
Kobola	Pirate weapons (medium)	Stalker, Pack
Kobola	Pirate weapons (medium)	Stalker, Pack
Korga Tribe		Aggro, Killer, Pack
Korga Tribe		Aggro, Pack
		Pack, Can't be harmed
Townsperson	Rebel weapons (light)	Herd, Offers missions
		Pack, Can't be harmed
Lost Aqualish	Pirate weapons (medium)	Aggro, Pack, Herd
Lost Aqualish	Pirate weapons (medium)	Aggro, Pack, Herd
Lost Aqualish	Pirate weapons (medium)	Aggro, Pack, Herd
		Pack, Can't be harmed
Gondula Tribe	Ewok weapons	Killer, Pack
		Pack, Can't be harmed
	Pirate weapons (light)	Aggro, Killer, Pack
Naboo	Pirate weapons (medium)	Herd, Offers missions
Naboo	Imperial weapons (medium)	Herd, Offers missions
Meatlump	Pirate weapons (light)	Herd
Meatlump	Pirate weapons (light)	Pack
Meatlump	Pirate weapons (light)	Pack
Meatlump	Pirate weapons (light)	Herd
Meatlump	Pirate weapons (light)	Pack
Meatlump	Pirate weapons (light)	Pack
Meatlump	Pirate weapons (light)	Pack
Townsperson	Rebel weapons (light)	Herd, Healer, Offers missions
		Pack, Can't be harmed
		Pack, Can't be harmed
Townsperson	Rebel weapons (light)	Offers missions
Townsperson	Rebel weapons (light)	Offers missions
Thug	Rebel weapons (light)	
Monumenter	Pirate weapons (medium)	Pack
	Rebel weapons (light)	
	Rebel weapons (light)	
Thug	Pirate weapons (light)	Herd
Thug	Pirate weapons (light)	Pack
Thug	Pirate weapons (light)	Pack, Herd
Thug	Pirate weapons (light)	Herd
Thug	Pirate weapons (light)	Herd
Thug	Rebel weapons (medium)	Herd
	ranged weapons	Aggro
Naboo	Rebel weapons (light)	Herd

NAME	LVL	LOCATION	SOCIAL GROUP	HAM	TO HIT	DAMAGE	XP
Naboo monk	4	Naboo	Naboo Religious	110-140	24%	40-45	62
Naboo nomad	6	Naboo	Naboo Nomad	180-220	25%	50-55	147
Naboo pirate crewman	10	Naboo	Naboo Pirates	680-830	28%	90-110	356
naboo pirate cuttroat	11	Naboo	Naboo Pirates	990-1200	29%	120-130	430
Naboo police (mission)	8	Naboo	RSF	410-500	27%	70-75	235
Naboo police chief	10	Naboo	RSF	810-990	28%	90-110	356
Naboo police chief (mission)	10	Naboo	RSF	810-990	28%	90-110	356
Naboo police officer	8	Naboo	RSF	410-500	27%	70-75	235
naive Gondula workling	9	Endor	Gondula Tribe	410-500	27%	70-75	292
naive Jinda workling	10	Endor	Jinda Tribe	810-990	28%	90-110	356
naive Panshee workling	10	Endor	Panshee Tribe	680-830	27%	80-90	356
Narmle Militia Ensign	5	Rori	Narmle	140-170	25%	45-50	113
Narmle Militia grenadier	11	Rori	Narmle	990-1200	29%	120-130	430
Narmle Militia guard	7	Rori	Narmle	270-330	26%	55-65	187
Narmle Militia Lieutenant	9	Rori	Narmle	680-830	27%	80-90	292
Nightsister slave	10	Dathomir	Nightsister	410-500	28%	130-140	292
Nitra Vendallan	10	Tatooine	Townsperson	810-990	28%	90-110	356
noble	6	anywhere	Townsperson	180-220	25%	50-55	113
nomad	5	Tatooine	Townsperson	140-170	25%	45-50	113
nomad chief	8	Naboo	Naboo Nomad	410-500	27%	70-75	235
novice creature handler	8	anywhere	Rebel	410-500	27%	70-75	235
Nym's guard	9	anywhere	Nym	680-830	27%	80-90	356
official	5	Naboo	Naboo	140-170	25%	45-50	85
Om Aynat	10	Tatooine	Townsperson	810-990	28%	90-110	356
Otolla gungan	10	Naboo	Gungan	810-990	28%	90-110	356
outlaw	7	anywhere	Thug	270-330	26%	55-65	187
Outrider	10	anywhere	Wilder	810-990	28%	90-110	356
Panshee cub	5	Endor	Panshee Tribe	140-170	25%	45-50	113
Pfilbee Jhorn	10	Tatooine	Townsperson	810-990	28%	90-110	356
philosopher	4	Naboo	Townsperson	110-140	24%	40-45	62
philosopher (mission)	4	Naboo	Townsperson	110-140	24%	40-45	62
Phinea Shantee	10	Tatooine	Townsperson	810-990	28%	90-110	356
pilot	9	anywhere	Mercenary	680-830	27%	80-90	292
pirate crewman	6	anywhere	Pirate	180-220	25%	50-55	147
pirate cutthroat	8	anywhere	Pirate	410-500	27%	70-75	292
pirate privateer	10	anywhere	Pirate	810-990	28%	90-110	430
pirate squab	4	anywhere	Pirate	110-140	24%	40-45	85
plague victim	6	Tatooine	Townsperson	180-220	25%	50-55	113
plainsfolk	5	Naboo	Townsperson	140-170	25%	45-50	113
plasma bandit	8	Naboo	Plasma Theif	410-500	27%	70-75	235

PVP FACTION	WEAPONS	NOTES
		Herd
	Pirate weapons (light)	Pack
Naboo Pirate	Pirate weapons (hard)	Aggro, Pack
Naboo Pirate	Pirate weapons (hard)	Aggro, Stalker, Pack
Naboo Security Force	Rebel weapons (medium)	Pack
Naboo Security Force	Rebel weapons (hard)	Pack
Naboo Security Force	Imperial weapons (medium)	Pack
Naboo Security Force	Rebel weapons (medium)	Pack
Gondula Tribe	Ewok weapons	Pack
Jinda Tribe		Pack
Panshee Tribe	Ewok weapons	Pack
Narmle	Rebel weapons (medium)	Pack, Herd
Narmle	Rebel weapons (medium)	Pack, Herd
Narmle	Rebel weapons (medium)	Pack, Herd
Narmle	Rebel weapons (medium)	Pack, Herd
Nightsister		Aggro
		Pack, Can't be harmed
Townsperson	Rebel weapons (light)	Herd, Offers missions
Townsperson	Rebel weapons (light)	Pack
	Rebel weapons (medium)	Stalker, Pack
Rebel	Rebel weapons (light)	Pack
	Pirate weapons (medium)	Killer, Pack
Naboo	Pirate weapons (medium)	Herd, Offers missions
		Pack, Can't be harmed
Gungan	Rebel weapons (light)	Pack
Thug	Pirate weapons (light)	Stalker, Pack
	Rebel weapons (medium)	Pack
Panshee Tribe	Ewok weapons	Pack
		Pack, Can't be harmed
Townsperson	Pirate weapons (light)	Herd, Offers missions
Townsperson	Rebel weapons (light)	Herd, Offers missions
		Pack, Can't be harmed
	Rebel weapons (light)	Pack
	Pirate weapons (light)	Pack
	Pirate weapons (light)	Killer, Stalker, Pack
	ranged weapons	Killer, Pack
	Pirate weapons (light)	Stalker, Pack
Townsperson	Rebel weapons (light)	
Townsperson	Pirate weapons (light)	Pack, Offers missions
Bandit	Pirate weapons (light)	Pack

NAME	LVL	LOCATION	SOCIAL GROUP	HAM	TO HIT	DAMAGE	XP
plasma thief	7	Naboo	Plasma Thief	270–330	26%	55–65	187
plasma thief (mission)	3	Naboo	Plasma Thief	90–110	23%	35–45	62
plasma thief leader	9	Naboo	Plasma Thief	680–830	27%	80–90	292
Pubam cub	5	Endor	Pubam	140–170	25%	45–50	113
Pubam spiritmaster	5	Endor	Pubam	140–170	25%	45–50	113
Ragtag kook	5	Corellia	Ragtag Gang	140–170	25%	45–50	85
Ragtag loon	6	Corellia	Ragtag Gang	180–220	25%	50–55	113
Ragtag lunatic	7	Corellia	Ragtag Gang	270–330	26%	55–65	187
Ragtag maniac	8	Corellia	Ragtag Gang	410–500	27%	70–75	235
Rakir Banai	10	Tatooine	Townsperson	810–990	28%	90–110	356
Rebel resistance agitator	7	anywhere	Rebel	270–330	26%	55–65	187
Rebel resistance anarchist	9	anywhere	Rebel	680–830	27%	80–90	292
Rebel resistance dissident	6	anywhere	Rebel	180–220	25%	50–55	147
Rebel resistance leader	10	anywhere	Rebel	810–990	28%	90–110	356
Rebel resistance separatist	8	anywhere	Rebel	410–500	27%	70–75	235
Ris inventor	4	anywhere	Townsperson	110–140	24%	40–45	62
Rodian clan captain	11	Tatooine	Rodian	990–1200	29%	120–130	514
Rodian clan medic	7	Tatooine	Rodian	270–330	26%	55–65	147
Rodian gladiator	6	Tatooine	Rodian	180–220	25%	50–55	147
Rodian thug	3	anywhere	Rodian	90–110	23%	35–45	62
rogue	9	anywhere	Thug	680–830	27%	80–90	235
rogue CorSec trooper	7	Corellia	Rogue Corsec	270–330	26%	55–65	187
roughneck	7	anywhere	Thug	270–330	26%	55–65	187
RSF security guard	8	Naboo	RSF	410–500	27%	70–75	235
RSF security guard (mission)	8	Naboo	RSF	410–500	27%	70–75	235
scavenger	7	Tatooine	Thug	270–330	26%	55–65	147
scientist	4	anywhere	Townsperson	110–140	24%	40–45	62
scientist (warren)	10	Dantooine	Warren Scientist	810–990	28%	90–110	292
scoundrel	7	anywhere	Thug	270–330	26%	55–65	147
Scrib Leras	4	Tatooine	Townsperson	110–140	24%	40–45	62
Selonian assassin	9	Corellia	Selonian	270–330	27%	120–130	356
Selonian healer	7	Corellia	Selonian	410–500	26%	55–65	187
Selonian hunter	8	Corellia	Selonian	680–830	27%	70–75	235
Selonian raider	11	Corellia	Selonian	990–1200	29%	120–130	514
Selonian scout	5	Corellia	Selonian	140–170	25%	45–50	113
Selonian sentinel	9	Corellia	Selonian	810–990	27%	70–75	356
Selonian separatist	7	Corellia	Selonian	270–330	26%	70–75	187
Selonian Separatist recruit	6	Corellia	Selonian	180–220	25%	50–55	147
Selonian Separatist soldier	10	Corellia	Selonian	810–990	28%	90–110	430
Selonian thief	6	Corellia	Selonian	180–220	25%	50–55	113

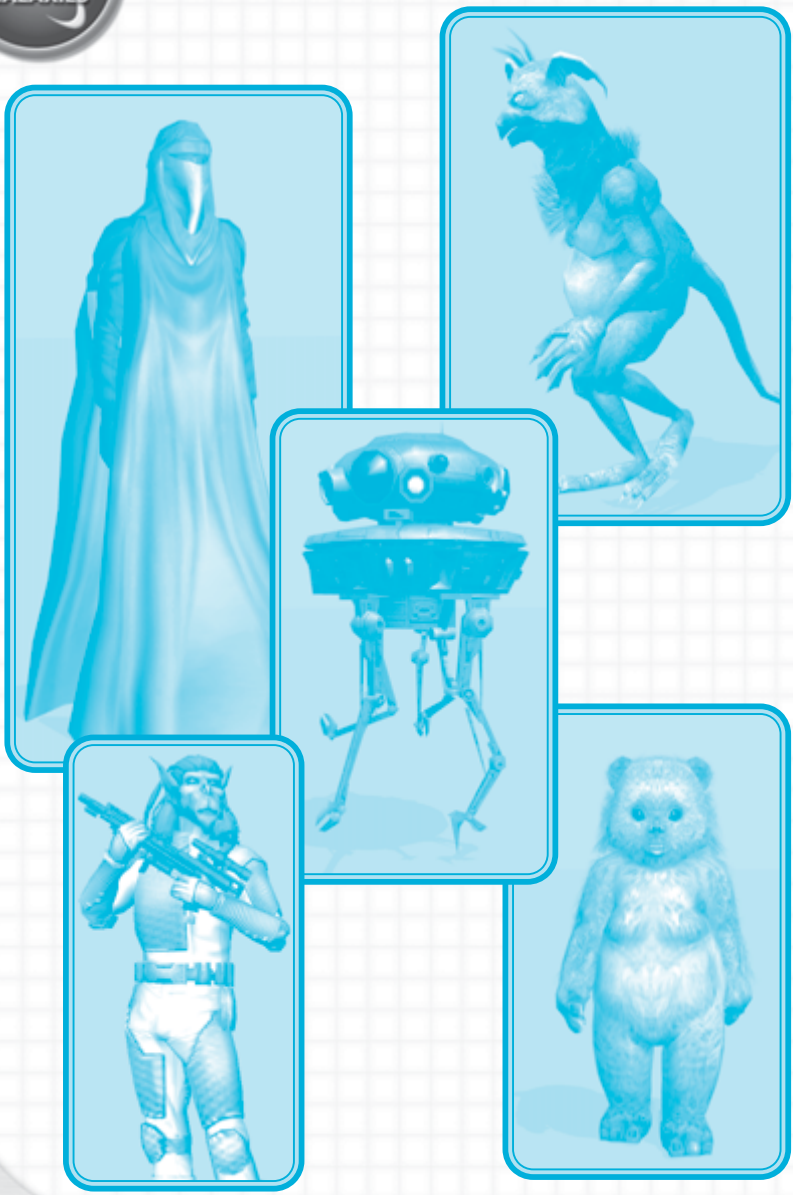
PVP FACTION	WEAPONS	NOTES
Plasma Thief	Pirate weapons (light)	Pack
Plasma Thief	Pirate weapons (light)	Pack
Plasma Thief	ranged weapons	Pack
Pubam		Aggro, Pack
Pubam		Aggro, Pack
Thug	Pirate weapons (light)	Herd
Thug	Pirate weapons (light)	Stalker
Thug	Pirate weapons (medium)	Pack
Thug	Pirate weapons (medium)	Pack
		Pack, Can't be harmed
Rebel	Rebel weapons (light)	Pack
Rebel	Rebel weapons (light)	Pack
Rebel	Rebel weapons (light)	Pack
Rebel	Rebel weapons (light)	Pack
Rebel	Rebel weapons (light)	Pack
		Can't be harmed
	Rebel weapons (hard)	Killer, Pack
	Rebel weapons (medium)	Herd, Healer
	Pirate weapons (medium)	Pack
	Pirate weapons (light)	Pack
Thug	Pirate weapons (light)	Stalker
Rogue CorSec	ranged weapons	Aggro, Pack
Thug	Pirate weapons (light)	Pack
Naboo Security Force	Rebel weapons (light)	Pack
Naboo Security Force	Imperial weapons (medium)	Pack
Thug	Rebel weapons (light)	
Townsperson	Rebel weapons (light)	Offers missions
Warren Scientist		Herd
Thug	Pirate weapons (light)	Stalker
Townsperson	Pirate weapons (light)	Stalker
	Pirate weapons (medium)	Killer, Stalker, Pack
	Rebel weapons (light)	Pack, Healer
	Imperial weapons (medium)	Pack
	Rebel weapons (hard)	Killer, Pack
	Rebel weapons (medium)	Pack
	Pirate weapons (medium)	Killer, Pack
	Rebel weapons (medium)	Pack
	Pirate weapons (medium)	Pack
	Rebel weapons (medium)	Killer, Pack
	Pirate weapons (medium)	

NAME	LVL	LOCATION	SOCIAL GROUP	HAM	TO HIT	DAMAGE	XP
Senni Tonnika	10	Tatooine	Townsperson	810-990	28%	90-110	356
servant of Lord Nyax	8	Corellia	Followers Of Lord Nyax	410-500	27%	70-75	235
settler	4	Tatooine	Townsperson	110-140	24%	40-45	62
settler (mission)	6	Tatooine	Thug	180-220	25%	50-55	113
Shaggy Pubam youth	5	Endor	Pubam	140-170	25%	45-50	113
Singing Mountain clan slave	10	Dathomir	Mtn Clan	410-500	28%	130-140	292
Skaak Tipper bandit	8	Naboo	Skaak Tipper Gang	410-500	27%	70-75	187
Skaak Tipper crook	10	Naboo	Skaak Tipper Gang	810-990	28%	90-110	356
Skaak Tipper mugger	6	Naboo	Skaak Tipper Gang	180-220	25%	50-55	113
Skaak Tipper prowler	5	Naboo	Skaak Tipper Gang	140-170	25%	45-50	85
Skaak Tipper swindler	11	Naboo	Skaak Tipper Gang	990-1200	29%	120-130	430
slave	4	anywhere	Townsperson	110-140	24%	40-45	62
slavemaster	4	anywhere	Slaver	110-140	24%	40-45	62
slaver	4	Tatooine	Slaver	110-140	24%	40-45	85
Sleemo delinquent	7	Talus	Sleemo Gang	270-330	26%	55-65	187
Sleemo hoodlum	6	Talus	Sleemo Gang	180-220	25%	50-55	113
Sleemo punk	6	Talus	Sleemo Gang	180-220	25%	50-55	113
Sleemo scamp	8	Talus	Sleemo Gang	410-500	27%	70-75	235
Sleemo vandal	9	Talus	Sleemo Gang	680-830	27%	80-90	292
slicer	6	anywhere	Thug	180-220	25%	50-55	113
slicer (Jabba)	6	anywhere	Jabba	180-220	25%	50-55	113
smashball bully	7	Corellia	Smashball	180-220	26%	70-75	187
smashball degenerate	9	Corellia	Smashball	410-500	27%	90-110	292
smashball thug	5	Corellia	Smashball	140-170	25%	45-50	113
spacer	7	anywhere	Thug	270-330	26%	55-65	187
Spice Collective courier	10	Rori	Spice Collective	810-990	28%	90-110	356
Spice Collective miner	9	Rori	Spice Collective	680-830	27%	80-90	292
Spice Collective workchief	11	Rori	Spice Collective	990-1200	29%	120-130	430
spice fiend (mission)	8	Tatooine	Thug	410-500	27%	70-75	187
squatter	4	Tatooine	Townsperson	110-140	24%	40-45	62
Sulfur Lake Pirate Crewman	6	anywhere	Pirate	180-220	25%	50-55	147
Sulfur Lake Pirate Cutthroat	8	anywhere	Pirate	410-500	27%	70-75	292
Sulfur Lake Pirate Initiate	4	anywhere	Pirate	110-140	24%	40-45	85
Sulfur Lake Pirate Lieutenant	10	anywhere	Pirate	810-990	28%	90-110	430
swamp rat	10	Naboo	Swamp Rat	680-830	27%	90-110	430
swamp villager	7	Naboo	Swamp Villager	270-330	26%	55-65	187
swooper	8	Corellia	Swoop	410-500	27%	70-75	187
swooper (mission)	2	Tatooine	Swoop	68-83	21%	35-40	45
swooper gangmember	9	Corellia	Swoop	680-830	27%	80-90	235
swooper leader (mission)	2	Tatooine	Swoop	68-83	21%	35-40	45

PVP FACTION	WEAPONS	NOTES
		Pack, Can't be harmed
Followers Of Lord Nyax	Pirate weapons (medium)	Aggro, Pack
Townsperson	Rebel weapons (light)	Offers missions
Thug	Rebel weapons (light)	Offers missions
Pubam		Aggro, Pack
Mtn Clan		Aggro
Thug	Pirate weapons (light)	Herd
Thug	Pirate weapons (light)	Stalker, Pack
Thug	Pirate weapons (light)	
Thug	Pirate weapons (light)	
Thug	Pirate weapons (medium)	Stalker, Pack, Herd
Townsperson	Rebel weapons (light)	
	Pirate weapons (light)	
	Pirate weapons (light)	Pack
	Pirate weapons (light)	Pack, Herd
	Pirate weapons (light)	Herd
	Pirate weapons (light)	Stalker, Herd
	Pirate weapons (light)	Pack, Herd
	Pirate weapons (medium)	Pack, Herd
Thug	Pirate weapons (light)	Stalker
Jabba	Pirate weapons (light)	Stalker
Smashball	Pirate weapons (medium)	Pack
Smashball	Pirate weapons (hard)	Pack
Smashball	Pirate weapons (light)	Pack
Thug	Pirate weapons (light)	Pack
Spice Collective	Pirate weapons (medium)	Pack
Spice Collective	Pirate weapons (medium)	Pack, Herd
Spice Collective	ranged weapons	Pack, Herd
Thug	Pirate weapons (light)	Stalker
Townsperson	Rebel weapons (light)	
	Pirate weapons (light)	Aggro, Pack
	Pirate weapons (light)	Aggro, Killer, Stalker, Pack
	Pirate weapons (light)	Aggro, Stalker, Pack
	ranged weapons	Aggro, Killer, Pack
Swamp Rat	Pirate weapons (medium)	Aggro, Killer, Stalker, Pack
	Pirate weapons (medium)	Pack
Cor Swoop	Pirate weapons (light)	
Swoop	Pirate weapons (light)	Stalker, Pack
Cor Swoop	Pirate weapons (light)	Stalker
Swoop	Pirate weapons (light)	Stalker, Pack

NAME	LVL	LOCATION	SOCIAL GROUP	HAM	TO HIT	DAMAGE	XP
Talus Liberation Party loyalist	9	Talus	Liberation Party	680–830	27%	80–90	292
Talus Liberation Party volunteer	8	Talus	Liberation Party	410–500	27%	70–75	235
Tatooine militiaman	5	Tatooine	Townsperson	140–170	25%	45–50	113
technician	5	anywhere	Townsperson	140–170	25%	45–50	113
Tekil Barje	10	Tatooine	Townsperson	810–990	28%	90–110	356
thief (moisture)	10	Tatooine	Thug	810–990	28%	90–110	292
thug	7	anywhere	Thug	270–330	26%	55–65	187
Tiem Rutnar	4	anywhere	Townsperson	110–140	24%	40–45	62
Tour Aryon	10	Tatooine	Townsperson	810–990	28%	90–110	356
trade federation pirate	10	Naboo	Trade Federation	810–990	28%	90–110	356
Trandosian slavemaster	11	Tatooine	Slaver	990–1200	29%	120–130	430
Trandosian slavemaster (mission)	7	Tatooine	Slaver	270–330	26%	55–65	187
Trandosian slaver	9	Tatooine	Slaver	680–830	27%	80–90	292
Trandosian slaver (mission)	5	Tatooine	Slaver	140–170	25%	45–50	113
traveller	4	anywhere	Wilder	110–140	24%	40–45	85
Twi'lek slave	7	anywhere	Townsperson	270–330	26%	55–65	147
Valarian's henchman	9	Tatooine	Valarian	680–830	27%	80–90	292
Valarian's scout	9	Tatooine	Valarian	680–830	27%	80–90	235
Valarian's scout (mission)	9	Tatooine	Valarian	680–830	27%	80–90	292
Valarian's swooper	10	Tatooine	Valarian	810–990	28%	90–110	292
Valarian's swooper (mission)	10	Tatooine	Valarian	810–990	28%	90–110	356
Valarian's thief	10	Tatooine	Valarian	810–990	28%	90–110	356
Valarian's thief (mission)	10	Tatooine	Valarian	810–990	28%	90–110	356
Valarian's thug	11	Tatooine	Valarian	990–1200	29%	120–130	430
Vardias Tyne	10	Tatooine	Townsperson	810–990	28%	90–110	356
vendor	4	anywhere	Townsperson	110–140	24%	40–45	62
Vetran explorer	8	anywhere	Wilder	410–500	27%	70–75	235
wandering kitonak	6	Tatooine	Kitonak	180–220	25%	50–55	147
wastrel	6	anywhere	Thug	180–220	25%	50–55	113
water bug	7	Tatooine	Thug	270–330	26%	55–65	147
Weequay soldier	10	Tatooine	Weequay	810–990	28%	90–110	430
Weequay thug	9	Tatooine	Weequay	680–830	27%	80–90	356
Weequay zealot	11	Tatooine	Weequay	680–830	29%	140–150	514
Wilhalm Skrim	10	Tatooine	Townsperson	810–990	28%	90–110	356
Windom Starkiller	10	Tatooine	Townsperson	810–990	28%	90–110	356
Wookiee brawler	7	anywhere	Mercenary	270–330	26%	55–65	147
Wuher	10	Tatooine	Townsperson	810–990	28%	90–110	356

PVP FACTION	WEAPONS	NOTES
Liberation Party	Pirate weapons (light)	Pack, Herd
Liberation Party	Pirate weapons (light)	Pack, Herd
Townsperson	Rebel weapons (light)	Pack
Townsperson	Rebel weapons (light)	Pack, Offers missions
		Pack, Can't be harmed
Thug	Rebel weapons (light)	
Thug	Pirate weapons (light)	Pack
Townsperson	Rebel weapons (light)	Offers missions
		Pack, Can't be harmed
Trade Federation	Pirate weapons (light)	Aggro, Pack
	Pirate weapons (medium)	Pack
	Pirate weapons (medium)	Pack
	Pirate weapons (light)	Pack
	Pirate weapons (light)	Pack
	Rebel weapons (medium)	Stalker, Pack, Offers missions
Townsperson	Rebel weapons (light)	
Valarian	Pirate weapons (light)	Pack
Valarian	Pirate weapons (light)	Herd
Valarian	Pirate weapons (light)	Pack
Valarian	Pirate weapons (light)	
Valarian	Pirate weapons (light)	Pack
Valarian	Pirate weapons (light)	Stalker, Pack
Valarian	Pirate weapons (light)	Pack
Valarian	Pirate weapons (light)	Pack
		Pack, Can't be harmed
Townsperson	Rebel weapons (light)	Herd
	Rebel weapons (medium)	Stalker, Pack, Offers missions
		Stalker, Pack
Thug	Pirate weapons (light)	
Thug	Pirate weapons (light)	
	Rebel weapons (medium)	Killer, Pack
	Pirate weapons (medium)	Killer, Pack
	Rebel weapons (hard)	Killer, Stalker, Pack
		Pack, Can't be harmed
		Pack, Can't be harmed
	Pirate weapons (light)	
		Pack, Can't be harmed



Stats: Crafting Schematics

There are four starting professions that allow you to make your own items and equipment; Artisan, Entertainer, Medic, and Scout.

As you raise in skill level, you'll be awarded different schematics for items you can use the Generic Crafting Tool to create. You must have the right resources to create an item, of course.

Making Sense of the Schematics Tables

Schematic Name: This is the item's generic name.

Skill Level: The skill level at which you will be awarded the schematic for that item.

Type: What kind of item it is. For example, the survival knife is a "melee weapon," the casual pants are "pants."

Complexity: This number rates how difficult the item is to create. This can affect the quality of the item you produce.

Resource Requirements: All the components (and amounts of those components) you'll need to create the item.

Color Change: "Yes" indicates that you can change the item's color. Some have several color choices which will be indicated with a number after the "Yes" entry.

NOTE *Not all the tables have all the columns.*

Artisan Schematics

Name	Skill Level	Type	Complexity	Resource Requirements	Color Change
Survival Knife	Novice Artisan	Melee Weapon	3	Metal:6, Metal:4, Metal:2, Mineral:2	No
Chance Cube	Novice Artisan	Generic Item	2	Metal:2, Inorganic:2, Metal:1, Chemical:1	No
Six-Sided Dice Set	Novice Artisan	Generic Item	2	Metal:4, Chemical:2	No
Ten-Sided Dice Set	Novice Artisan	Generic Item	2	Metal:4, Chemical:2	No
CDEF Pistol	Novice Artisan	Ranged Weapon	8	Metal:12, Chemical:6, Metal:3	No
CDEF Carbine	Novice Artisan	Ranged Weapon	8	Metal:12, Chemical:6, Metal:3	No
CDEF Rifle	Novice Artisan	Ranged Weapon	8	Metal:12, Chemical:6, Metal:3	No
Generic Crafting Tool	Novice Artisan	Crafting Tool	10	Metal:12, Mineral:4, Chemical:4	No
Fishing Pole	Novice Artisan	Fishing Pole	8	Inorganic:7, Metal:2, Chemical:4, Metal:5	No
Type 1 Firework	Novice Artisan	Firework	11	Mineral:6, Chemical:4, Chemical:2, Gas:2	No
Type 2 Firework	Novice Artisan	Firework	11	Mineral:6, Chemical:4, Chemical:2, Gas:2	No
Type 3 Firework	Novice Artisan	Firework	11	Mineral:6, Chemical:4, Chemical:2, Gas:2	No
Barrel	Novice Artisan	Ranged Weapon Powerup	5	Mineral:6, Chemical:4	No
Grip	Novice Artisan	Ranged Weapon Powerup	9	Mineral:6, Chemical:4	No
Generic Melee Weapon Kit	Novice Artisan	Melee Weapon Powerup	5	Mineral:6, Chemical:4	No
Bofa Treat	Novice Artisan	Food	3	Organic:3, Cereal:8	No
Travel Biscuits	Novice Artisan	Food	3	Cereal:3, Hide:8	No
Spiced Tea	Novice Artisan	Drink	3	Water:5, Organic:2, Mineral:4	No
Simple Shirt	Novice Artisan	Shirt	4	Fiberplast:16, Metal:4	Yes
Casual Shoes	Novice Artisan	Footwear	4	Fiberplast:8, Inert Petrochem:4, Hide:8	Yes
Casual Pants	Novice Artisan	Pants	4	Fiberplast:16, Metal:4	Yes
Wookiee Hide Jerkin	Novice Artisan	Shirt	4	Fiberplast:18, Polymer:2	Yes
Gas Pocket Survey Device	Novice Artisan	Survey Tool	7	Metal:8, Metal:8, Metal:3, Mineral:8	No
Chemical Survey Device	Novice Artisan	Survey Tool	7	Metal:8, Metal:8, Metal:3, Mineral:8	No
Mineral Survey Device	Novice Artisan	Survey Tool	7	Metal:8, Metal:8, Metal:3, Mineral:8	No
Water Survey Device	Novice Artisan	Survey Tool	7	Metal:8, Metal:8, Metal:3, Mineral:8	No
Flora Survey Tool	Novice Artisan	Survey Tool	7	Metal:8, Metal:8, Metal:3, Mineral:8	No
Ambient Solar Energy Surveying Tool	Novice Artisan	Survey Tool	5	Metal:8, Metal:5, Metal:3	No
Wind Current Surveying Tool	Novice Artisan	Survey Tool	8	Metal:8, Metal:5, Metal:3	No

Name	Skill Level	Type	Complexity	Resource Requirements	Color Change
Twelve-Sided Dice Set	Engineering I: Tinkering	Generic Item	4	Metal:6, Inert Petrochem:6	No
Twenty-Sided Dice Set	Engineering I: Tinkering	Generic Item	4	Metal:6, Inert Petrochem:6	No
One Hundred-Sided Dice Set	Engineering I: Tinkering	Generic Item	4	Metal:6, Inert Petrochem:6	No
Wood Staff	Engineering I: Tinkering	Melee Weapon	2	Wood:16	No
A Droid Battery	Engineering I: Tinkering	Misc	7	Metal:8, Metal:5, Low-Grade Ore:5	No
Muzzle	Engineering I: Tinkering	Ranged Weapon Power Up	14	Mineral:6, Chemical:4	No
Coupler	Engineering I: Tinkering	Ranged Weapon Powerup	5	Mineral:6, Chemical:4	No
Type 4 Firework	Engineering I: Tinkering	Firework	11	Mineral:6, Chemical:4, Chemical:2, Gas:2	No
Type 5 Firework	Engineering I: Tinkering	Firework	11	Mineral:6, Chemical:4, Chemical:2, Gas:2	No
Creature Habitat	Engineering I: Tinkering	Generic Item	14	Metal:20, Chemical:10, Live Creature Sample:1	No
Food and Chemical Crafting Tool	Engineering I: Tinkering	Crafting Tool	10	Metal:16, Mineral:8, Chemical:10	No
Clothing and Armor Crafting Tool	Engineering I: Tinkering	Crafting Tool	11	Metal:16, Mineral:8, Chemical:10	No
Structure and Furniture Crafting Tool	Engineering I: Tinkering	Crafting Tool	11	Metal:16, Mineral:8, Chemical:10	No
Weapon, Droid and General Item Crafting Tool	Engineering I: Tinkering	Crafting Tool	11	Metal:16, Mineral:8, Chemical:10	No
Weapon Repair Tool	Engineering II: Hardware Design	Repair Tool	7	Metal:10, Metal:5, (opt) Control Unit:1, (opt) Micro Sensor Suite:1, (opt) Droid Storage Compartment:1	No
Armor Repair Tool	Engineering II: Hardware Design	Repair Tool	7	Metal:10, Metal:5, (opt) Control Unit:1, (opt) Micro Sensor Suite:1, (opt) Droid Storage Compartment:1	No
Configurable Dice	Engineering II: Hardware Design	Generic Item	6	Metal:6, Polymer:5, Metal:2, Polymer:2, Polymer:2, Polymer:1, Non-Ferrous Metal:2	No
Reinforced Combat Staff	Engineering II: Hardware Design	Melee Weapon	5	Wood:15, Metal:10, Mineral:10, Ferrous Metal:5	No

Name	Skill Level	Type	Complexity	Resource Requirements	Color Change
Bone Armor Segment	Engineering II: Hardware Design	Armor Component	8	Bone:14, Metal:3, (opt) Armor Segment Enhancement:1	No
Bone Armor Gloves	Engineering II: Hardware Design	Hand Armor	12	Bone:10, Hide:10, Hide:10, Metal:5, Inert Petrochemical:3, Hide:5, Fiberplast Panel:1, Bone Armor Segment:1, Fiberplast Panel:1, Fiberplast Panel:1	Yes
Bone Armor Boots	Engineering II: Hardware Design	Foot Armor	12	Bone:15, Hide:15, Hide:15, Metal:10, Inert Petrochemical:5, Hide:5, Fiberplast Panel:1, Bone Armor Segment:1, Fiberplast Panel:1, Fiberplast Panel:1	Yes
Grenade Wiring Kit	Engineering II: Hardware Design	Thrown Weapon Powerup	9	Mineral:6, Chemical:4	No
Type 10 Firework	Engineering II: Hardware Design	Firework	11	Mineral:6, Chemical:4, Chemical:2, Gas:2	No
Scope	Engineering II: Hardware Design	Ranged Weapon Powerup	9	Mineral:6, Chemical:4	No
Dagger	Engineering III: Advanced Concepts	Melee Weapon	9	Steel:9, Ferrous Metal:4, Inert Petrochemical:7	No
Bone Armor Left Bicep	Engineering III: Advanced Concepts	Arm Armor	14	Bone:15, Hide:15, Hide:15, Metal:10, Inert Petrochemical:5, Hide:5, Bone Armor Segment:, Fiberplast Panel:1, Fiberplast Panel:1	Yes
Bone Armor Right Bicep	Engineering III: Advanced Concepts	Arm Armor	14	Bone:15, Hide:15, Hide:15, Metal:10, Inert Petrochemical:5, Hide:5, Bone Armor Segment:, Fiberplast Panel:1, Fiberplast Panel:1	Yes
Bone Armor Leggings	Engineering III: Advanced Concepts	Leg Armor	15	Bone:30, Hide:30, Hide:30, Metal:20, Inert Petrochemical:10, Hide:10, Fiberplast Panel:1, Bone Armor Segment:1, Fiberplast Panel:1, Fiberplast Panel:1	YesX2
Bone Armor Helmet	Engineering III: Advanced Concepts	Head Armor	16	Bone:30, Hide:30, Hide:30, Metal:20, Inert Petrochemical:10, Hide:10, Fiberplast Panel:1, Bone Armor Segment:1, Fiberplast Panel:1, Fiberplast Panel:1	Yes
Deed for: Wind Power Generator	Engineering III: Advanced Concepts	Deed	15	Metal:145, Steel:45, Low-Grade Ore:40, Non-Ferrous Metal:20, Aluminum:10	No

Name	Skill Level	Type	Complexity	Resource Requirements	Color Change
Deed for: Personal Mineral Extractor	Engineering III: Advanced Concepts	Deed	18	Metal:110, Steel:60, Low-Grade Ore:50, Non-Ferrous Metal:15, Aluminum:15	No
Deed for: Micro Flora Farm	Engineering III: Advanced Concepts	Deed	18	Metal:110, Steel:60, Low-Grade Ore:50, Non-Ferrous Metal:15, Aluminum:15	No
Type 11 Firework	Engineering III: Advanced Concepts	Firework	11	Mineral:6, Chemical:4, Chemical:2, Gas:2	No
Mine Explosives Kit	Engineering III: Advanced Concepts	Mine Powerup	14	Mineral:6, Chemical:4	No
Fireworks Show Package	Engineering III: Advanced Concepts	Firework	15	Mineral:6, Chemical:4, Chemical:2, Gas:2, Firework:1, Firework:1	
Heavy Axe	Engineering IV: Complex Systems	Melee Weapon	12	Metal:15, Wood:20, Steel:6	No
Bone Armor Left Bracer	Engineering IV: Complex Systems	Arm Armor	14	Bone:15, Hide:15, Hide:15, Metal:10, Inert Petrochemical:5, Hide:5, Fiberplast Panel:1, Bone Armor Segment:1, Fiberplast Panel:1, Fiberplast Panel:1	Yes
Bone Armor Right Bracer	Engineering IV: Complex Systems	Arm Armor	14	Bone:15, Hide:15, Hide:15, Metal:10, Inert Petrochemical:5, Hide:5, Fiberplast Panel:1, Bone Armor Segment:1, Fiberplast Panel:1, Fiberplast Panel:1	Yes
Bone Armor Chest Plate	Engineering IV: Complex Systems	Body Armor	17	Bone:40, Hide:40, Hide:40, Metal:25, Inert Petrochemical:25, Hide:25, Fiberplast Panel:1, Bone Armor Segment:1, Fiberplast Panel:1, Fiberplast Panel:1	Yes
Deed for: Personal Natural Gas Processor	Engineering IV: Complex Systems	Deed	18	Metal:110, Steel:60, Low-Grade Ore:50, Non-Ferrous Metal:15, Aluminum:15	No
Deed for: Personal Chemical Extractor	Engineering IV: Complex Systems	Deed	18	Metal:110, Steel:60, Low-Grade Ore:50, Non-Ferrous Metal:15, Aluminum:15	No
Deed for: Personal Moisture Vaporator	Engineering IV: Complex Systems	Deed	15	Metal:110, Steel:60, Low-Grade Ore:50, Non-Ferrous Metal:15, Aluminum:15	No
Stock	Engineering IV: Complex Systems	Ranged Weapon Powerup	14	Mineral:6, Chemical:4	No
Grenade Explosives Kit	Engineering IV: Complex Systems	Thrown Weapon Powerup	14	Mineral:6, Chemical:4	No
Type 18 Firework	Engineering IV: Complex Systems	Firework	11	Mineral:6, Chemical:4, Chemical:2, Gas:2	No

Name	Skill Level	Type	Complexity	Resource Requirements	Color Change
Carbosyrup	Domestic I: Simple Cooking	Food	3	Flora Food:6	No
Blob Candy	Domestic I: Simple Cooking	Food	4	Carbosyrup:1, Fruit:5	No
Exo-Protein Wafers	Domestic I: Simple Cooking	Food	5	Meat:8, Hide:7	No
Aitha	Domestic I: Simple Cooking	Drink	4	Water:4, Meat:4, Mineral:3	No
Fiberplast Panel	Domestic I: Simple Cooking	Component	5	Fiberplat:8, Metal:2	No
Shorts	Domestic I: Simple Cooking	Pants	6	Fiberplast:15, Metal:4	Yes
Wrinkly Pants	Domestic I: Simple Cooking	Pants	6	Inert Petrochemical:13, Fiberplast Panel:1	Yes
Headwrap	Domestic I: Simple Cooking	Headwear	6	Fiberplast:10, Inert Petrochemical:6, Fiberplast:6	Yes
Plain robe	Domestic I: Simple Cooking	Dress	6	Fiberplast:25, Fiberplast Panel:1	Yes
Clothing Repair Tool	Domestic I: Simple Cooking	Repair Tool	7	Metal:8, Metal:5, (opt) Control Unit:1, (opt) Micro Sensor Suite:1, (opt) Droid Storage Compartment:1	No
Wookiee Arm Wraps	Domestic I: Simple Cooking	Handwear	4	Hide:10, Inert Petrochemical:3, Inert Petrochemical:2	Yes
Simple Waist Wrap	Domestic I: Simple Cooking	Misc Clothing	6	Hide:15, Inert Petrochemical:5	Yes
Dough	Domestic II: Simple Tailoring	Food	5	Wheat:10	No
Air Cake	Domestic II: Simple Tailoring	Food	7	Carbosyrup:1, Dough:1, Fruit:8	No
K-18 Rations	Domestic II: Simple Tailoring	Food	6	Meat:15, Fruit:5, Hide:5	No
Crispic	Domestic II: Simple Tailoring	Food	6	Cereal:15, Meat:10	No
Caf	Domestic II: Simple Tailoring	Drink	6	Water:10, Cereal:5, Mineral:8	No
Metal Fasteners	Domestic II: Simple Tailoring	Component	6	Metal:5, Metal:10	No

Name	Skill Level	Type	Complexity	Resource Requirements	Color Change
Hide Boots	Domestic II: Simple Tailoring	Footwear	7	Fiberplast:20, Inert Petrochemical:10, Inert Petrochemical:15	Yes
Plain short Robe	Domestic II: Simple Tailoring	Dress	8	Fiberplast:15, Hide:5, Metal Fasteners:1	Yes X2
Tree-Dweller's Hood	Domestic II: Simple Tailoring	Headwear	9	Hide:12, Polymer:6	Yes
Shortsleeve Jacket	Domestic II: Simple Tailoring	Jacket	7	Inert Petrochemical:15, Fiberplast:15, Fiberplast Panel:1	Yes
Wrapped Skirt	Domestic II: Simple Tailoring	Misc Clothing	9	Fiberplast:10, Metal:5, Fiberplast:15	Yes X2
Shortsleeve shirt	Domestic II: Simple Tailoring	Shirt	9	Fiberplast:25, Polymer:5	Yes X2
Caramelized Pkneb	Domestic III: Basic Desserts	Food	8	Carbosyrup:1, Meat:20, Bone:20	No
Kanali Wafers	Domestic III: Basic Desserts	Drink	8	Carbosyrup:1, Fruit:20, Hide:20	No
Ruby Bliel	Domestic III: Basic Desserts	Drink	7	Water:10, Fruit:15, Mineral:10	No
Jawa Beer	Domestic III: Basic Desserts	Food	9	Cereal:10, Wooly Hide:15 Mineral:10	No
Pocketed Workpants	Domestic III: Basic Desserts	Pants	10	Fiberplast:20, Polymer:10, Metal Fasteners:1, Fiberplast Panel:1	Yes
Work Slacks	Domestic III: Basic Desserts	Pants	10	Fiberplast:20, Polymer:10, Metal Fasteners:1, Fiberplast Panel:1	Yes
Multipocket Belt	Domestic III: Basic Desserts	Belt	8	Fiberplast:10, Polymer:10, Metal Fasteners:1	Yes
Two Pocket Belt	Domestic III: Basic Desserts	Belt	8	Fiberplast:10, Metal:10, Metal Fasteners:1	Yes
Soft Undershirt	Domestic III: Basic Desserts	Shirt	9	Fiberplast:30, Polymer:15	Yes X2
Leather Gloves	Domestic III: Basic Desserts	Handwear	11	Hide:10, Fiberplast:10, Polymer:10	Yes
Casual Jacket	Domestic III: Basic Desserts	Jacket	7	Inert Petrochemical:15, Fiberplast:30, Fiberplast Panel:1	Yes
Weighted Wookiee Pullover	Domestic III: Basic Desserts	Shirt	8	Hide:35, Polymer:5	Yes
Jaar	Domestic IV: Clothing Repair	Drink	13	Milk:15, Fruit:10, Mineral:10	No

Name	Skill Level	Type	Complexity	Resource Requirements	Color Change
Starshine Surprise	Domestic IV: Clothing Repair	Drink	16	Cereal:15, Reactive Gas:15, Mineral:10	No
Dustcrepe	Domestic IV: Clothing Repair	Food	14	Wheat:5, Herbivore Meat:10	No
Teltier Noodles	Domestic IV: Clothing Repair	Food	16	Hide:20, Vegetables:20, Dough:1	No
Administrator's Robe	Domestic IV: Clothing Repair	Dress	16	Fiberplast:15, Fiberplast Panel:1, Metal Fasteners:1, Fiberplast Panel:1, Fiberplast Panel:1	Yes X2
Frock	Domestic IV: Clothing Repair	Dress	16	Fiberplast:15, Fiberplast Panel:1, Metal Fasteners:1, Fiberplast Panel:1, Fiberplast Panel:1	Yes X2
Wrapped Boots	Domestic IV: Clothing Repair	Footwear	14	Fiberplast:25, Metal Fasteners:1, Wooly Hide:10, Polymer:10, Fiberplast Panel:1	Yes X2
Labour Jacket	Domestic IV: Clothing Repair	Jacket	15	Fiberplast:30, Polymer:20, Metal Fasteners:1, Fiberplast Panel:1	Yes
Shoulder Strap	Domestic IV: Clothing Repair	Bandolier	13	Metal Fasteners:1, Fiberplast:15, Fiberplast Panel:1	Yes
Maiden's Dress	Domestic IV: Clothing Repair	Dress	20	Hide:30, Fiberplast Panel:1, Metal Fasteners:1, Fiberplast Panel:1, Fiberplast Panel:1	X2
Travel pack	Domestic IV: Clothing Repair	Wearable Container	17	Fiberplast:50, Polymer:10, Hide:5, Metal:5	No
Weighted Wookiee Hood	Domestic IV: Clothing Repair	Headwear	15	Hide:15, Hide:10	Yes
Nemoidian Bird Cage	Master Artisan	Generic Item	6	Mineral:10, Metal:5, Mineral:10, Metal:4	No
Micro Sensor Suite	Master Artisan	Electronics Component	17	Steel:10, Metal:6, Low-Grade Ore:3, Inert Gas:15, Metal:3, Electronics GP Module:1, Control Unit:1, Energy Distributor:1	No
Electronics Memory Module	Master Artisan	Electronics Component	12	Metal:8, Polymer:5, Low-Grade Ore:2, Copper:3, Inert Gas:2	No
Electronics GP Module	Master Artisan	Electronics Component	15	Metal:10, Polymer:7, Low-Grade Ore:3, Copper:3, Inert Gas:3	No
Power Conditioner	Master Artisan	Electronics Component	15	Metal:12, Polymer:6, Low-Grade Ore:5, Copper:2, Copper:2, Inert Gas:3, Amorphous Gemstone:2	No

Name	Skill Level	Type	Complexity	Resource Requirements	Color Change
Energy Distributor	Master Artisan	Electronics Component	19	Metal:12, Inert Gas:4, Steel:4, Metal:2, Polymer:2, Low-Grade Ore:3	No
Control Unit	Master Artisan	Electronics Component	15	Metal:10, Polymer:5, Low-Grade Ore:5, Copper:3, Inert Gas:3, Polymer:5	No

Entertainer Schematics

Name	Skill Level	Type	Complexity	Resource Requirements
A Fizzz	Advanced Musicianship	Instrument	18	Wood:30, Metal:15
A Slitherhorn	Novice Entertainer	Instrument	18	Metal:30, Metal:15

Medic Schematics

Name	Skill Level	Type	Complexity	Resource Requirements
Biological Effect Controller	Novice Medic	Chemistry Component	15	Organic:6, Inorganic:6
Liquid Suspension	Novice Medic	Chemistry Component	18	Organic:6, Water:6
Food and Chemical Crafting Tool	Novice Medic	Crafting Tool	15	Metal:16, Mineral:8, Chemical:10
Small Stimpack - A	Novice Medic	Pharmaceutical	10	Organic:8, Inorganic:8
Action Wound Medpack - A	Organic Chemistry I	Pharmaceutical	10	Organic:8, Inorganic:8
Health Wound Medpack - A	Organic Chemistry I	Pharmaceutical	10	Organic:8, Inorganic:8
Chemical Release Duration Mechanism	Organic Chemistry II	Chemistry Component	17	Organic:8, Chemical:8
Solid Delivery Shell	Organic Chemistry II	Chemistry Component	18	Organic:8, Metal:8
Small Stimpack - B	Organic Chemistry II	Pharmaceutical	18	Organic:12, Inorganic:12, Liquid Suspension:1, Chemical Release Duration Mechanism:1, Biological Effect Controller:1
Dispersal Mechanism	Organic Chemistry III	Chemistry Component	15	Liquid Petrochem Fuel:12, Inert Petrochemical:12
Infection Amplifier	Organic Chemistry III	Chemistry Component	15	Reactive Gas:14, Aluminum:14
Resilience Compound	Organic Chemistry III	Chemistry Component	15	Reactive Gas:12, Radioactive:12
Quickness Wound Medpack - A	Organic Chemistry III	Pharmaceutical	16	Organic:8, Inorganic:8
Stamina Wound Medpack - A	Organic Chemistry III	Pharmaceutical	16	Organic:8, Inorganic:8
Strength Wound Medpack - A	Organic Chemistry III	Pharmaceutical	16	Organic:8, Inorganic:8
Constitution Medpack - A	Organic Chemistry III	Pharmaceutical	16	Organic:8, Inorganic:8

Name	Skill Level	Type	Complexity	Resource Requirements
Action Wound Medpack - B	Organic Chemistry III	Pharmaceutical	23	Organic:14, Inorganic:14, Solid Delivery Shell:1, Chemical Release Duration Mechanism:1, Biological Effect Controller:1
Health Wound Medpack - B	Organic Chemistry III	Pharmaceutical	23	Organic:14, Inorganic:14, Solid Delivery Shell:1, Chemical Release Duration Mechanism:1, Biological Effect Controller:1
Advanced Biological Effect Controller	Organic Chemistry IV	Chemistry Component	15	Lokian Wild Wheat:18, Tatooinian Fiberplast:18
Advanced Liquid Suspension	Organic Chemistry IV	Chemistry Component	18	Dantooine Berry Fruit:6, Talusian Water Vapor:6
Advanced Chemical Release Duration Mechanism	Organic Chemistry IV	Chemistry Component	17	Endorian Herbivore Meat:16, Class 4 Liquid Petro Fuel:16
Advanced Solid Delivery Shell	Organic Chemistry IV	Chemistry Component	18	Domesticated Oats:16, Dolovite Iron:16
Small Stimpack - C	Organic Chemistry IV	Pharmaceutical	24	Organic:14, Inorganic:14, Liquid Suspension:1, Chemical Release Duration Mechanism:1, Biological Effect Controller:1
Quickness Wound Medpack - B	Organic Chemistry IV	Pharmaceutical	22	Organic:14, Inorganic:14, Solid Delivery Shell:1, Chemical Release Duration Mechanism:1, Biological Effect Controller:1
Stamina Wound Medpack - B	Organic Chemistry IV	Pharmaceutical	22	Organic:14, Inorganic:14, Solid Delivery Shell:1, Chemical Release Duration Mechanism:1, Biological Effect Controller:1
Strength Wound Medpack - B	Organic Chemistry IV	Pharmaceutical	22	Organic:14, Inorganic:14, Solid Delivery Shell:1, Chemical Release Duration Mechanism:1, Biological Effect Controller:1
Constitution Medpack - B	Organic Chemistry IV	Pharmaceutical	22	Organic:14, Inorganic:14, Solid Delivery Shell:1, Chemical Release Duration Mechanism:1, Biological Effect Controller:1
Advanced Chemical Dispersal Mechanism	Master Medic	Chemistry Component	15	Class 2 Liquid Petro Fuel:25, fiberplast_yavin:25
Advanced Infection Amplifier	Master Medic	Chemistry Component	15	Eleton Reactive Gas:28, Titanium Aluminum:28

Name	Skill Level	Type	Complexity	Resource Requirements
Advanced Resilience Compound	Master Medic	Chemistry Component	15	Tolium Reactive Gas:24, Class 1 Radioactive:24
Small Stimpack - D	Master Medic	Pharmaceutical	28	Organic:18, Fiberplast:14, Liquid Suspension:1, Chemical Release Duration Mechanism:1, Identical Biological Effect Controllers from a Factory Crate:2

Scout Schematics

Name	Skill Level	Type	Complexity	Resource Requirements
Basic Camp	Novice Scout	Camp Kit	4	Hide:4, Bone:2
Lecepanine Dart	Novice Scout	Trap	4	Hide:3, Bone:3
Wire Mesh Trap	Novice Scout	Trap	2	Bone:3, Hide:3
Sharp Bone Spur	Trapping I: Makeshift Design	Trap	6	Bone:2, Hide:4, Bone:2
Glow-Juice Trap	Trapping I: Makeshift Design	Trap	4	Bone:2, Organic:4, Organic:2
Noise Maker	Trapping II: Refined Design	Trap	5	Hide:10, Bone:5
Stink Bomb	Trapping II: Refined Design	Trap	7	Bone:10, Meat:5
Phecnacine Dart	Trapping III: Martial Design	Trap	4	Bone:7, Hide:10, Metal:3
Glow-Wire Traps	Trapping III: Martial Design	Trap	12	Bone:7, Hide:10, Organic:3
Adhesive Mesh	Trapping IV: Elite Martial Design	Trap	7	Bone:15, Metal:7, Chemical:13
Multiperson Camp Kit	Survival II: Advanced Techniques	Camp Kit	4	Hide:8, Bone:4
Improved Camp Kit	Survival IV: Special Techniques	Camp Kit	5	Hide:16, Bone:8

Customer Service FAQ

Here we have a unique feature. This FAQ has been gleaned from actual LucasArts customer service questions. These questions come from real players of *Star Wars* Galaxies, just like you.

Read through them. Even if you don't have a problem yet, knowing what has stymied other players may help you avoid the same frustrations.

The Star Wars Galaxies FAQ

Q: What events are there in the game?

A: There are several types of events that can be found in the game. Some of them are hosted by players and some are hosted by the game (designers, developers, etc). The events include character weddings, mission quests, and "Mall Openings." Some players have been very inventive in regards to these events. The player events can be more interesting and exciting than the game-hosted events. You can check the website at *www.StarWarsGalaxies.com* for more information on some of these events.

Q: Why do the servers go down every day in the morning?

A: The servers have daily maintenance scheduled at around 4 a.m. Pacific Standard Time. The servers are brought down at this time for maintenance and to be reset. This helps the game run more smoothly. Customer Service Representatives (CSRs) will announce in the game when the servers are going down. Once the announcement is made, use the /logout command to lower the risk of suffering from a rollback or any other issues that may be encountered while the server is reset.

Q: Why do I have to log out when the CSRs announce the server is coming down?

A: Using the /logout command when the CSRs announce that the server is coming down lowers the risk of your character being rolled back. Additionally, any other bugs that could possibly be encountered while the server is being brought down are less likely to occur if you use the /logout command immediately after the CSRs announce that the servers will be coming down.

Q: Do CSRs always announce when the server is coming down?

A: We warn players in chat and in-game when a server is going down. Many times, we are aware that the servers will be going down for maintenance or "hot fixes." The CSRs will then announce that the servers will go down. When the CSRs have further information, they will relay that information in the chat room. More information regarding server status is on the website at *www.StarWarsGalaxies.com*. There are times when a server comes down unexpectedly. These times the CSRs will not have ample time to announce the server downtime. However, once more information is gathered, that information can be found at the website.

Q: My crafting tool won't start because it says I'm crafting already. What should I do?

A: Use the command /stopcraft. This should allow you to start crafting again. You can also try logging out for 20 minutes and then use the command.

Q: How do I make suggestions?

A: You can submit ideas, suggestions, and feedback by emailing *swgsupport@soe.sony.com*. You can also post them on the message boards at *www.StarWarsGalaxies.com*. There is also an input form that goes directly to the development team. It is at *http://StarWars-Galaxies.station.sony.com/submit_feedback.jsp?page=Submit%20Feedback*.

Q: How do I lodge a complaint?

A: Please e-mail complaints to *swgsupport@soe.sony.com* or post them in the appropriate forum on *www.StarWarsGalaxies.com*.

Q: I can't find any of a particular resource I need. Where can I find it?

A: Not all resources exist at all times. The rarer resources only last for a short time before they are depleted. We recommend checking all of the planets in the galaxy until you can find it. Just because it wasn't there yesterday doesn't mean it hasn't appeared today.

Q: I am having some technical problems with the game. What can I do to fix them?

A: For issues relating to hardware problems, you will want to contact Technical Support at 1-858-790-STAR or 1-858-790-7827. The phone lines are open from Monday to Friday from 9 a.m. to 6 p.m. Pacific Time. Also, you can request technical assistance on the website at *www.StarWarsGalaxies.com/support*.

Q: I have some questions regarding my account. Who do I call?

A: For billing and account questions, please contact our Account and Billing Department at 1-858-790-STAR or 1-858-790-7827. The phone lines are open from Monday to Friday from 9 a.m. to 6 p.m. Pacific Time.

Q: I have been playing on this server for a while and my character is pretty skilled right now. But my friends are all playing on another server. How can I transfer my character from this server to the other server?

A: We do not have a service available that can allow players to transfer characters from server to server, though in the future if such a service becomes available it will be posted at *www.StarWarsGalaxies.com*.

Q: How do I take a screenshot? Where are screenshots saved?

A: To take a screenshot, use print screen. You may want to adjust some of the visuals on your screen to make the screenshot look as pure as possible. To remove the chat box, type control + enter. To light up the screen, you can use your personal light with control + L. To remove everything from your screen (all the toolbars, the ham bars, the emails, the chat box, etc), use shift + control + H. Once you take your screenshot, it can be found in your *Star Wars* Galaxies folder on your computer. You can send a screenshot to us in hopes that we put it up for everyone to view as the Player Screenshot of the Day on the website at *www.StarWarsGalaxies.com*.

Q: I used the **/dance** command and I dance around a little but it's nothing like what I see other players doing in the cantinas. How can I dance like they do?

A: The command **/dance** is a command that all players have. It's just like an emote. In order to dance like others in the cantina, you will need to get the Novice Entertainer skill. This will give you the dance skill. You will get two types of dances. The more Entertainer and dance skills you earn, the more dances you will be able to do. To make your dance a little fancier, you can use the command **/flourish [1-8]**. There are eight different types of flourishes that add a different type of feel to your dance.

Q: I'm a dancer. Is there a way I can choose which players I want to heal?

A: Target the player you do not want to heal and use the command **/deny**. They will still be able to watch you, but they will not be able to reap the benefits of doing so.

Q: I bought a pet in the bazaar, but I can't do anything with it. Can you help me?

A: Pets created by Bio-Engineers still need to be trained by a Creature Handler if they're to be able to learn to do anything.

Q: How can I heal my pet's mind wounds?

A: A pet needs to be taught to do tricks, which will heal mind wounds.

Q: My pet is healing too slowly. What do I do?

A: Use a stimpack on it. Pet stimpacks in particular can be used by anyone and require no medical knowledge.

Q: I am an Entertainer and I see there are some skills called "image design." What is that and what good can come from it?

A: Image design is the skill to change the look of characters. To change another character's look, you must be in a group with them. Target the character and choose the option "Image Design" on their radial menu. A menu will pop up with options like "Hair," "Face," and "Eyes." Choose one of these and another menu will pop up. It will be the different ways you can change the character's look. Once you decide what to change, the other character must accept the suggestions. If the other character accepts, then you will have successfully changed their look. Certain players find in the game that the look they chose in character creation is not the one that they actually want. The higher the skills you get in the image design skill tree, the more options you will get. It is the *Star Wars* Galaxies version of cosmetic surgery.

Q: I lost the waypoint to my structure in my data pad, how do I get it back?

A: There is no way to retrieve a waypoint after it's been deleted from the data pad. It's recommended that you write down the waypoints to each structure on a separate piece of paper so you'll have a backup in case the waypoints get deleted.

Q: How can I join chat channels?

A: To join a chat channel, click on any of the tabs (Spatial, Combat, etc). A menu will appear that includes "Create Chat Tab," "Join Chat Channel," and "Delete Chat Tab." Click on "Join Chat Channel." Upon doing so, another menu will appear of all the chat channels available. You can click on any of them and click "Join." You can also create your own chat room using this method.

Q: I logged into game and saw that my name has changed. What happened?

A: It is possible that your name may have been in violation of our naming policy. A CSR more than likely attempted to contact you regarding your name. When you did not respond, the CSR proceeded to change your name. If you do not like the name they gave you, you have seven days to contact the CS department using a CSR ticket to request a new name.

Q: How do I get married in-game? How do I get the last name of my spouse in-game?

A: To get married, you must get a unity ring. These rings are player-crafted items. Using the radial menu on the ring, you can propose "Unity" to another player. The player can then accept the proposal. There isn't much in ceremony regarding marriages in the game. However, players can get inventive and roleplay to create wonderful weddings. Unfortunately, there is no way for married couples in-game to have the same name, unless they have already chosen the name when they created their characters. CSR will not change last names for players at will.

Q: I cannot create or delete any waypoints. What do I do?

A: This is a common bug that can be fixed with a simple workaround. The most effective way with the least amount of drawbacks is logging out of the game for 20 minutes. Any waypoints you attempted to delete before will be gone and you'll be able to make new ones. The second most effective way is to clear out your profile (found in your SWG folder on your computer). However, clearing out your profile can lead to the deletion of macros, UI settings, and your friend lists.

Q: My stats are not showing up correctly. It says I'm at full health and yet I've just died. What happened?

A: This is merely a case of lag. The servers are not communicating with one another. A quick fix is to simply log out of the game for 20 minutes to allow the servers to get back in sync.

Q: My stats are really low. I can't do anything. Please help!

A: If you are suffering from permanent stat loss, you must remove all armor, enhancements, mods, and buffs. Then log out of the game for 20 minutes. This usually resets your character back to normal.

Q: I just used stat migration on my stats and I do not see any changes. What do I do now?

A: Stat migration can take awhile to take affect. Drugs, spices, food, armor, enhancements, mods, and buffs can actually hinder the progress of your stat migration. Try to avoid using these items while your stats migrate. Please be aware that there are minimums and maximums for each stat. If you attempt to migrate your

stats below the minimum or above the maximum, your stats might not migrate properly. Each race has different minimums and maximums for their stats.

Q: What are sockets and how do I use them?

A: Sockets are extra spaces that can be found on certain items, usually those crafted by a skilled creator. These spaces hold power ups, which are also known as "jewels" or "eggs." Once the power ups have been put into the item's socket, they will confer special attributes (usually in the form of boosted stats) to the item. Putting a power up into an item's socket is a lot like installing a suped-up engine part in a standard factory model car.

Q: What is a TEF? How do I get a TEF? What can I do with a TEF?

A: TEF stands for Temporary Enemy Flag. This is an alert to you and other players. Players of an opposite faction can attack you in regular PvP combat when you have a TEF. You can get TEFs when you attack certain people or NPCs. You can get TEFs when you declare a faction. TEFs last as long as you need them. As long as you are in combat, you will retain a TEF.

Q: There is a person who keeps harassing me. How do I get him to stop?

A: To report players who are using foul language, or who are exploiting or harassing other players, use the command **/report [PLAYER NAME]**. This will record the last 100 lines of your chat box. If you are getting the message "The name is invalid," use your own name. Fill out a CSR ticket to accommodate your player report. Be as detailed as possible in your CSR ticket. If a player sends you unwanted e-mails, the CSR team will want a copy of them. So, do not delete them. When a CSR asks, forward it to them. You can use the command **/ignore [PLAYER NAME]** to prevent getting messages or e-mails from a player who is harassing you.

Q: I am stuck and I cannot move. What can I do?

A: If you are stuck in a place, try the command **/unstuck**. If that doesn't work, try **/eject**. If neither of these works, your best bet is to get into live chat. Go to your launchpad and click on "Chat." Tell the CSR in the chat room that you are stuck. Provide your character name, server, the planet, and the coordinates of where you are stuck. When the CSR says he will send someone, log back into the game and wait. Be patient, as it can take awhile for a CSR to log into the game. A CSR will then teleport you to a safe location.

Q: I keep talking to the CSR in the chat room, but he or she is not responding. Why won't he or she help me?

A: The CSRs in the chat room will do what they can to assist you. Some CSRs will ask for you to send them private messages. Others will discourage them. Many times, the CSRs are fielding questions from all sides and are trying hard to answer all the questions they can. Spamming the room, using profanity, or being disruptive in the chat room will not get you help any faster. Please be patient and when the CSR has a chance, he or she will answer your question.

Q: How much experience can I gain in a skill?

A: There is a limit to how much of one type of experience you can gain. The limit is twice what it takes to get the next skill that requires the most experience. For example, a Novice Artisan can store up to 1,000 points of General Crafting Experience. An Artisan with Engineering I and Domestic Arts I will be able to store up to 2,000—twice what it takes to get to Engineering II or Domestic Arts II. If that Artisan only had Domestic Arts I, the cap would still be Domestic Arts II. This is still in place when you surrender a skill...so if that Artisan had Domestic Arts I and 2,000 experience points, then surrendered Domestic Arts I, the stored experience would drop to 1,000—the newly adjusted cap.

Q: How do I become a Jedi?

A: Each individual player has the chance to become a Jedi in the game. Additionally, individual players have their own paths they must follow to become Jedi. What one player must do to become a Jedi will be different from what another player must do. For more information or updates, please go to the official website at *www.StarWarsGalaxies.com*.

REVISED & EXPANDED EGUIDE

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