

Make one copy of this cert per session.

Garth Ezzar's Lightsaber

A Hero Seeks Not Vengeance

The above-named hero has Garth Ezzar's double-bladed lightsaber, obtained after the murderous Sith Warrior was defeated in Coruscant's Undercity.

Game effects: if the lightsaber was destroyed (Sundered or similar), it is irreparable: the Judge should check off the box marked "Broken, irreparable".

Broken, irreparable: ☐

Otherwise, the lightsaber is functional and usable. It has a terrible taint of the Dark Side associated with it, however, and cannot be attuned to a hero unless successfully cleansed. To cleanse it requires three successful applications of Force Light, DC 20. Once all three "Cleansing" boxes are checked, it may be attuned.

Cleansing boxes: ☐ ☐ ☐

The weapon does a base damage of 3d8/3d8 and uses normal rules for double weapons. The Feat "Exotic Weapon Proficiency: Double-Bladed Lightsaber" is required to use the blade without a -4 BAB penalty. Moreover, unless cleansed, there is an additional -4 BAB penalty as the Dark Side aura interferes with the wielder. Finally, there is one last danger. Since only the Sith train people how to use such weapons to their full potential, any time a non-Sith wielder rolls a natural "1" in combat, using this blade, the wielder is presumed to have made an error and takes the normal vitality damage that he or she would inflict with a lightsaber (one blade's worth). The wielder may *NOT* say "Oops".

Garth Ezzar's lightsaber should be treated as a unique item; no more than one can be in-play at any Living Force table. If more than one person at a table has Garth Ezzar's lightsaber, at the beginning of the round, all players with this cert must roll a D20 to determine who has this saber for the duration of the event.

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Garth Ezzar's Custom-built Starship

A Hero Seeks Not Vengeance

This is a Sith Infiltrator although no hero would know this. A picture can be found on page 62 of the Dark Side Sourcebook.

Class: Space transport, **Crew:** 1, **Size:** Small (26.5 meters long), **Initiative:** + 1 (+1 size), **Hyperdrive:** x1.5, **Passengers:** 6, **Defense:** 21 (+1 size, +10 armor), **Cargo Capacity:** 2.5 metric tons; **Shield Points:** 60 (DR 5); **Consumables:** 30 days, **Hull Points:** 90 (DR 5), **Maximum Speed in Space:** Ramming, **Weapon:** 6 Light Laser cannons (fire-linked); **Fire Arc:** Front; **Attack Bonus:** + 7(+1 size, +6 fire control); **Damage:** 3d10x5; **Range Modifiers:** PB +0, S -2, M/L n/a.

Garth Ezzar's starship should be treated as a unique item; no more than one can be in-play at any Living Force table. If more than one person at a table has Garth Ezzar's starship, at the beginning of the round, all players with this cert must roll a D20 to determine who has this starship for the duration of the event. Despite the ship class, this one does *not* have a cloak.

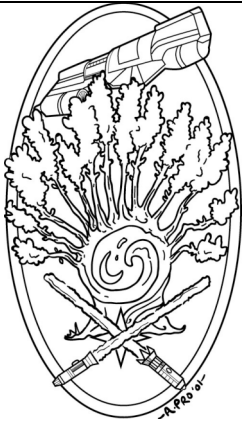
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Garth Ezzar's Custom-built Speeder Bike

A Hero Seeks Not Vengeance

This is a Sith Speeder similar in appearance to the one used by Darth Maul.

Class: Ground (Speeder), **Crew:** 1, **Passengers:** None, **Cargo Capacity:** 2 kg, **Size:** Medium (2.15 meters long), **Speed:** 210 m (max. speed 650 km/h); **Altitude:** up to 15 meters; **Defense:** 13 (+3 armor); **Hull Points:** 18 (DR 5). **Weapon:** None

Garth Ezzar's speeder bike should be treated as a unique item; no more than one can be in-play at any Living Force table. If more than one person at a table has Garth Ezzar's speeder bike, at the beginning of the round, all players with this cert must roll a D20 to determine who has this bike for the duration of the event. Heroes that did not win the roll have access to a speeder bike with identical stats, just not the bragging rights, for this scenario.

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A Garth Ezzar's Custom-built Spacesuit

A Hero Seeks Not Vengeance

A black, custom-made body suit that acts as a spacesuit. It gives the wearer a +2 to FORT saves versus heat, cold and stun effects. It comes with an integral helmet with comlink, armored gauntlets, boots and air supply. It does not look like Darth Vader's suit at all. It has a piece of metallic armor on the chest, but no controls or readouts, and the helmet is more rounded and has a featureless faceplate that includes macrobinocular properties. If the suit is slashed or punctured, it has limited self-repair capability: in vacuum, the wearer loses 10% of air before the sealant closes the tear. It also has mounts for a rocket pack on the back, not provided. This suit was customized for Ezzar's exact form and build. For anyone else to use it, the being must be humanoid or very close (e.g. Zabrak yes, Wookiee no) a Tech Specialist has to make a repair roll. Judge's decision as to level: Human or very near (e.g. Zabrak): DC18, 150 credits materials cost. Humanoid but with some major structural differences (Twilek, Cerean, Gungan): DC 23, 300 credits materials cost. A failure requires a retry with an additional 50% of the materials cost. Humanoid Hero species that are much larger or smaller than humans cannot use it. An NPC Tech Specialist can be hired to do the job for 500 credits plus materials.

Customized for hero named above? ● Judge _____ RPGA # _____

Garth Ezzar's spacesuit should be treated as a unique item; no more than one can be in-play at any Living Force table. If more than one person at a table has Garth Ezzar's spacesuit, at the beginning of the round, all players with this cert must roll a D20 to determine who has this spacesuit for the duration of the event. Heroes that did not win the roll have access to a spacesuit with identical stats and modifications, just not the bragging rights, for this scenario.

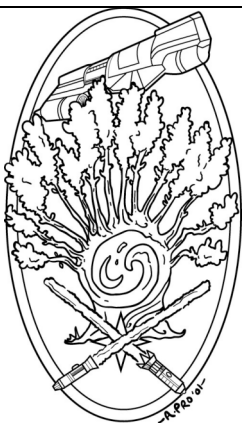
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Garth Ezzar's Custom-built Blaster

A Hero Seeks Not Vengeance

Customized BlasTech DY225 heavy blaster pistol (2 customizations: +1 damage and +50% range increment, taking it to 3d8-1 damage and 15 m increment).

Garth Ezzar's blaster should be treated as a unique item; no more than one can be in-play at any Living Force table. If more than one person at a table has Garth Ezzar's blaster, at the beginning of the round, all players with this cert must roll a D20 to determine who has this weapon for the duration of the event. Heroes that did not win the roll have access to a blaster with identical stats and modifications, just not the bragging rights, for this scenario.

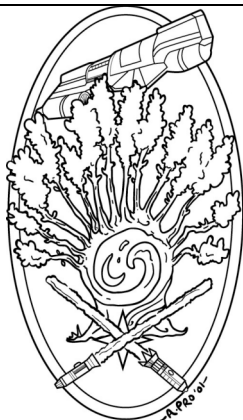
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Defender of the Light

A Hero Seeks Not Vengeance

The above-named hero has scored a significant victory for the Light Side, by defeating Garth Ezzar, the Sith Warrior who destroyed the Almas Jedi Academy.

In three times of peril and adversity, the hero may draw on the memory of this victory against seemingly insurmountable odds. Doing so provides ONE (1) of the following bonuses, specified at the time by the hero: a stackable +4 to any WIL save against Dark Side Force abilities that allow WIL saves; OR, a regular WIL save, DC 20, against the Dark Side skill "Fear" (success gives immunity for the full round); OR, an automatic success when attempting to stabilize, when at a negative wound score. If the save is made against Fear, the hero is immune to Fear from the same source for that encounter.

The hero may specify a different bonus at each time of use, or may choose the same bonus.

Used: ● ● ●

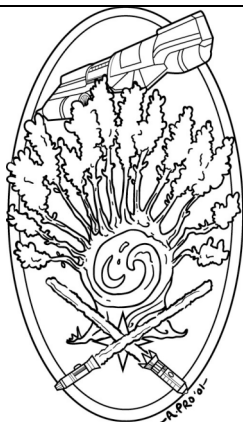
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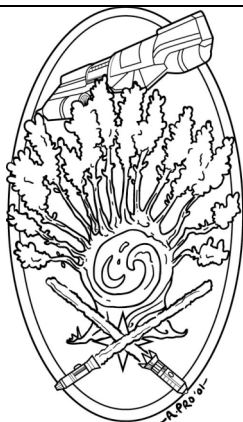
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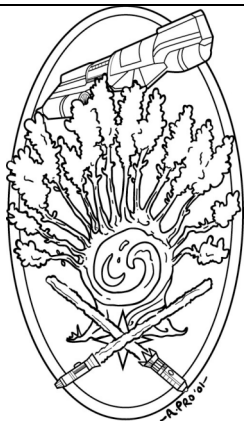
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School of Hard Knocks

A Hero Seeks Not Vengeance

Some people just live *faster* than others. They are called "heroes".

Game effect: The hero may learn one free Feat of his or her choosing, to reflect the frenetic rate at which they have been learning from events over the last year. The hero must meet any prerequisites required. The feat must be selected now and written in the blank, below, and the Judge must sign the cert. This feat may *NOT* be the feat "Force Sensitive" and may *NOT* be the feat "Exotic Weapon Proficiency: Lightsaber" or "Exotic Weapon Proficiency: Double-Bladed Lightsaber".

Feat chosen: _____

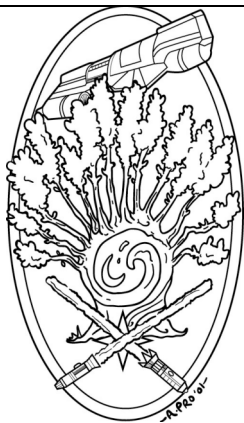
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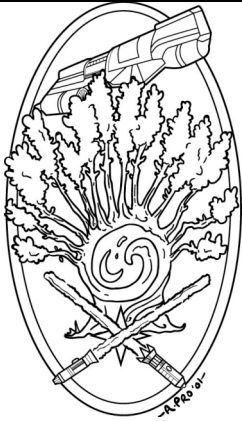
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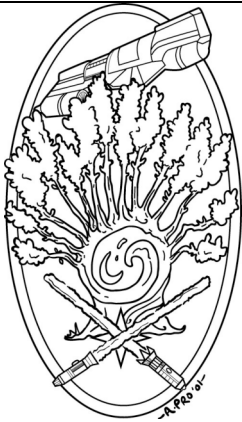
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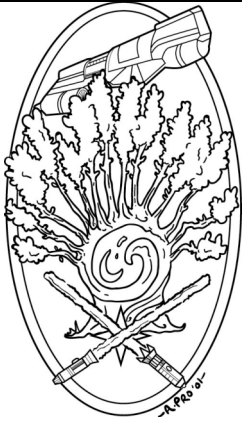
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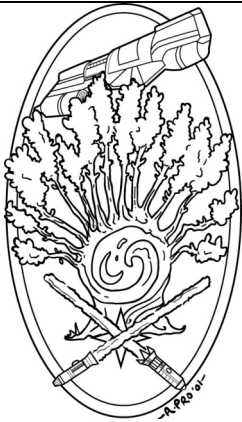
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