

# Jedi Explorer

In any era, there are entire systems and sectors that remain untouched by galactic civilization. During the height of the Old Republic, brave Jedi ventured to these uncharted worlds, leading teams of Republic scouts on peaceful expansion missions. Some Jedi explorers sought knowledge of ancient cultures or undiscovered Force traditions, while others focused on cataloging new flora and fauna. Above all, Jedi explorers embrace the opportunity to study a remote planet's ecosystems and meditate on their connection to the Living Force.

The Jedi explorer is a master of the natural world with a knack for navigating even the most alien wilderness. Jedi explorers may begin their careers as relative novices at wilderness survival, but they quickly learn how to make themselves at home in even the harshest environments.

## Requirements

**Skills:** Survival 4 ranks, Climb 3 ranks, Knowledge (Wilderness Lore or Nature) 6 ranks.

**Feats:** Force-Sensitive, Sense, Control, Alter.  
Jedi Explorer is available only to characters with Jedi levels.

## Game Rule Information

**Vitality:** Jedi explorers gain 1d8 vitality points per level. The Constitution modifier applies.

## Class Skills

The Jedi explorer's class skills, and the key ability for each skill, are as follows:

Balance (Dex), Climb (Str), Craft\* (Int), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge\* (Int), Listen (Wis), Move Silently (Dex), Pilot (Dex), Profession\* (Wis), Read/Write Language, Ride (Dex), Speak Language, Survival (Wis), Swim (Str), Tumble (Dex). All Force skills for which the Jedi explorer meets the prerequisites are considered class skills.

**Skill points at each level:** 6 + Intelligence modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+1	Bonus feat, Trailblazing	+1	+0
2nd	+1	+2	+1	+1	Deflect (defense)	+2	+1
3rd	+2	+2	+2	+2	Nature Secret, Deflect (attack)	+2	+1
4th	+3	+3	+2	+2	Bonus Feat, Nature Secret	+2	+2
5th	+3	+3	+3	+3	Nature Affinity, Increase saber damage +1d8	+3	+2

## Class Features

The following are the features of the Jedi explorer prestige class.

### Bonus Feat

At levels 1 and 4, the Jedi explorer gains a feat selected from the following list:

Animal Affinity, Athletic, Attuned, Aware, Beast Language, Endurance, Great Fortitude, Rugged, Sharp-Eyed, Skill Emphasis (Survival), Track and Worldwise.



### **Trailblazing**

At 1st level, the Explorer becomes particularly skilled at finding the best route through unfamiliar or obstructed areas. When traveling in poor conditions or difficult terrain, he may make a Survival check to reduce travel time. With a check result of 15 or better, the Explorer reduces the total travel time by 25%. With a 25 or better, the time is reduced by 50%. The Explorer can guide a group of three individuals with no penalty. However, for each additional three in the group apply a -2 penalty to the trailblazing check. The Explorer can take 10 on this check, but he can't take 20.

### **Nature Secret**

At levels 3 and 4, the Jedi Explorer gains a Nature Secret embodying his powerful knowledge of the role of the Force in natural life. He chooses one of the following effects: a +1 increase to the bonus provided by either Enhance Senses or Enhance Ability, or a +2 increase to the bonus provided by Empathy to Handle Animal checks. The same Nature Secret may be taken twice, in which case the bonuses stack.

### **Nature Affinity**

At 5<sup>th</sup> level, the Jedi Explorer is deeply attuned to nature through the medium of the Force. He is able to use terrain to his advantage in combat and draw strength and resilience from nature. While in the wilderness (i.e., any area where one must make a Survival roll to travel safely or gather food) he gains a +1 Force bonus to all saving throws, Hide, Move Silently and Survival rolls, and an additional +1 Force bonus to his Defense when he is in cover.

### **Jedi Knight**

When a Jedi explorer's total Jedi class levels (Jedi explorer levels plus any other Jedi class or Jedi prestige class levels) equal 7, the character becomes a full Jedi Knight and gains a bonus knight feat (this replaces the Jedi Knight class feature of the Jedi consular, Jedi guardian and Jedi sentinel). This bonus knight feat must be drawn from the following list, and the Jedi ace must meet any prerequisites:

Force Mastery, Force Mind, Knight Defense, Knight Mind, Lightsaber Defense, Skill Emphasis (Pilot).