

or +17/+12/+7 melee" (5d8+3/19-20 plus 5d8+3/19-20, double-bladed lightsaber) or +16/+11/+6 ranged (3d4, Sith lanvarok); SQ Enemy bonus +2, uncanny dodge (retain Dex bonus), resource access; SV Fort +16, Ref +13, Will +7; SZ M; FP 6; DSP 14; Rep 7; Str 17, Dex 19, Con 16, Int 14, Wis 11, Cha 12. Challenge Code: F.

Equipment: Double-bladed lightsaber*, lanvarok, 3 "Dark Eye" probe droids, wrist link, electrobinoculars, Sith speeder, Sith Infiltrator (*Scimitar*).

*Darth Maul has constructed his own lightsaber.

Skills: Computer Use +7, Craft (lightsaber) +7, Intimidate +10, Jump +5, Knowledge (Jedi lore) +6, Knowledge (Sith lore) +8, Read/Write Basic, Read/Write Sith, Repair +5, Speak Basic, Speak Huttese, Speak Sith, Survival +4, Tumble +15.

Force Skills: Affect Mind +3, Battlemind +13, Force Defense +11, Force Grip +13, Force Push +8, Force Stealth +5, Move Object +12, See Force +8 Feats: Armor Proficiency (light), Exotic Weapon Proficiency (double-bladed lightsaber), Exotic Weapon Proficiency (lightsaber), Expertise, Force-Sensitive, Heroic Surge, Power Attack, Two-Weapon Fighting, Weapon Finesse (double-bladed lightsaber), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (heavy weapons), Weapon Group Proficiency (simple weapons), Weapon Group Proficiency (vibro weapons).

Force Feats: Alter, Control, Deflect Blasters, Lightsaber Defense, Rage, Sense.

Note to Gamemasters

The statistics presented here differ from those presented in the *Star Wars Roleplaying Game*. While these statistics provide a much more holistic interpretation of Darth Maul's abilities, either version of Darth Maul works perfectly well for most roleplaying purposes.

Jedi Hunters

Though many of the galaxy's citizens think of Jedi as undefeatable warriors, the sad truth is that Jedi frequently fall in battle. Even more tragic is when one of them turns against the others, or when a misguided individual takes it as a personal crusade to destroy the Jedi wherever they are found. These "Jedi-hunters" are dangerous in the extreme, not only because they threaten the guardians of peace and justice in the galaxy, but because in doing so they flirt dangerously with the dark side.

Aurra Sing

Aurra Sing is a predator who hunts the most dangerous type of prey: Jedi Knights. As a freelance

bounty hunter, she accepts commissions for a variety of tasks, not all of which revolve around the Jedi. One of her most prized possessions, however, is a carrying case in which rest the lightsabers of five defeated Jedi. The case has room for two more, and she wears another lightsaber at her belt. Her most potent weapon is her hatred of the Jedi, and whenever she wields it, she draws slowly closer to the dark side.

Had Aurra Sing's life worked out differently, she might have been a Jedi herself. Born to a spice addict on Nar Shaddaa, Aurra Sing was discovered by the Jedi Master known as the Dark Woman and taken away from the smuggler's moon to be trained as a Jedi. She spent the next seven years of her life in the Jedi Temple on Coruscant. At age nine, while offworld, Aurra Sing was captured by pirates. The pirates told her that the Dark Woman had sold her to them—beginning Aurra Sing's lifelong hatred for all Jedi, and her former master in particular.

She learned piloting and astrogation—and how to stage an ambush and take a life—from the pirates, until their captain grew worried that she would someday ambush and kill him. He sold her to a Hutt named Nooga, who in turn handed her over to the Anzati, alien vampires who owed him a favor. They trained Aurra Sing as Nooga's private enforcer, altering her biomechanically to overcome the shortcomings of her "weaker" species, but were in turn stunned by how eagerly she adapted their ways: the hunt, the kill, and the amoral mentality that made both so easy. When her training was complete, the Anzati returned her to Nooga the Hutt, and Aurra Sing promptly assassinated him.

Without a master for the first time in her life, Aurra Sing was at a loss. She had trained as a Jedi. She had trained as a pirate. She had trained to become one of the finest assassins in the galaxy. Her options were nearly limitless, but she decided that what she really wanted to do was hurt the people who had hurt her the most: the Jedi.

Aurra Sing embarked on a career of paid assassinations and bounty hunting, always keeping an eye out for contracts, or even merely opportunities, to fight Jedi. Since Jedi die just like anyone else, she soon acquired a lightsaber. She accumulated a collection of them, mementos of her victories over the best warriors the galaxy had to offer. Her exploits earned her notoriety in the galaxy's underworld, and she received commissions from a number of Outer Rim luminaries, including the Hutts, Jabba and Gardulla. (She despises the dry, desert air of Tatooine, but the money is good.)

Over the years, Aurra Sing has obtained a number of tools useful to her quest, including the Rhen-Orm biocomputer that the Anzati implanted in her

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