

# Bounty Postings 6: Scum and Villainy

## Regera Girawn, Force Witch

*Scum and Villainy* brings the Saga Edition rules to the fringes of society, introducing new rules and information on smugglers, bounty hunters, crime lords, and anyone else who lives outside the law. Our latest series of articles gives you a variety of targets from that walk of life to use in your adventures. You can work them into your game as scum, as villains, or as unfortunates who happen to be on the run from such types.

### History

Regera Girawn began life as a noblewoman on the backwater planet of Kruskan, located on the far Outer Rim. Long forgotten by the rest of the Galactic Republic, the inhabitants lived in ignorance of anything beyond their meager little planet. However, three thousand years before the Battle of Yavin, Sith acolytes traveled to Kruskan and hid a powerful Sith holocron in a mountain stronghold not far from what later became the capital city of the planet.

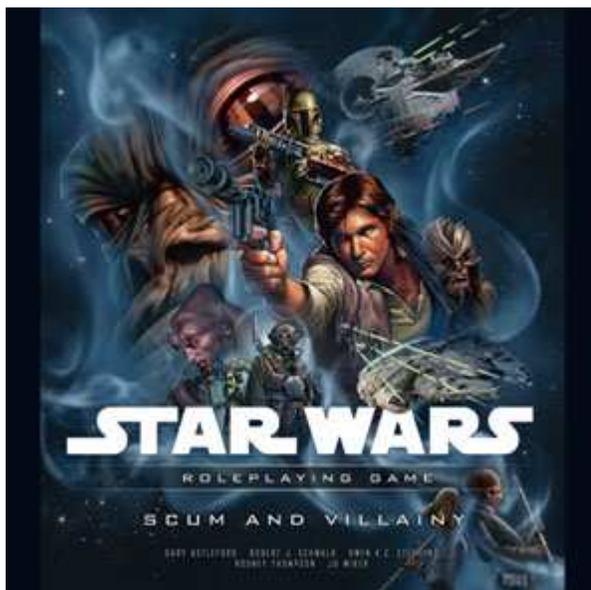
One day, Regera's servants arrived at her palace, presenting a strange artifact -- the holocron -- that they had discovered while unearthing some ruins. When Regera handled the pulsing sphere, it released a terrible blast of purplish light, burning her hands and face and destroying the holocron in the process. The holocron activated her Force potential, filling her mind with visions of the past, present, and future, in which she saw herself leading an army of dark disciples. She became overwhelmed with fits of madness and was quickly deposed by her terrified subjects.

Regera fled her land and traveled to the other side of the planet, where she disguised herself and survived by her wits and blossoming Force powers. Several years later, she received a vision of visitors arriving from the stars and traveled to the location, where a Republic exploration ship made contact with her kind. She used her powers to convince the crew to take her on board, and she quickly dominated them into submission.

Regera roamed the galaxy, heeding her visions, which told her to locate other Force-sensitive people to bring into her flock. She has been to dozens of planets and left a wake of corpses in her search for new blood. Her visions also direct her to dark side locations, where she seems to feed from their power. She has slain two Jedi and their Padawans, marking her a target of the Council. In addition, several local planetary governments and the Galactic Republic seek her capture or elimination.

### Psych Profile

Despite the power of the holocron that infused her, Regera does not claim allegiance to the Sith. She has a regal bearing and commanding presence, which can cow most individuals even without her having to use the Force.



She once was a beauty, but the damage from the exploding holocron left both her face and her mind scarred and warped. She is driven by persistent visions granted by the dark side that can overtake her at any time. Every time she receives such prophecy, she is driven to action, single-minded in her desire to achieve her goals.

Although she has been marked as a target by bounty hunters, Regera does not seem to care and takes delight in facing them in combat, often luring them in with clever traps and ruses. She surrounds herself with acolytes and bodyguards who pamper her and tend to her every need.

## Regera Girawn by Era

Depending on when your campaign takes place, you can include Regera Girawn in your adventures in a number of ways.

**Knights of the Old Republic:** Regera Girawn fits right in during this era, when all manner of individuals associated with the dark side roamed the galaxy freely. Most likely, she can be found on planets with a strong tie to the dark side, such as Korriban, seeking ways to take more of the power that she has come to crave.

**Rise of the Empire:** During this era, Regera has contacts with the Separatists, hoping to spread discontent and discord among the Republic. With the Jedi Order distracted by the Clone Wars, she gathers up Force-sensitive younglings that otherwise would have been accepted into the Order.

**Rebellion Era:** During the Rebellion Era, Regera works on the fringes, taking advantage of the chaos caused by the war between the Empire and the Rebels. While impressed with the power of the Emperor and Darth Vader, she has a different agenda that often runs up against that of the Empire.

**The New Jedi Order Era:** During this era, Regera could be the leader of one of the many dark side groups vying for control in the power vacuum left by the disintegration of the Empire and the subsequent rebirth of the Jedi. She actively hunts for the same potential candidates for her own black school of the Force that those of The New Jedi Order seek.

## Adventure Seeds

Here are some ways to incorporate Regera Girawn into your adventures.

Regera has received a vision that one of the heroes will become one of her acolytes. She arranges a trap in which the heroes are supposed to collect a bounty on a reclusive hermit (one of her minions in disguise) who lives on the edge of an enormous forest. When they arrive, the trap is sprung with the intention of capturing everyone alive.

The heroes receive a tip that Regera is back on her home planet, where she believes that more holocrons are hidden in the mountain tomb that held the one that initially triggered her power. Though the heroes know where Regera is, she's protected by a large number of minions. They quickly discover that the tomb is a dark side site that fuels her powers and makes her stronger.

## Saga Edition Statistics

**Regera Girawn**

**CL 14**

Medium near-Human noble 2/scoundrel 5/Force adept 5/Force disciple 2

**Force 8; Dark Side 16**

**Init +9; Senses** low-light vision, Perception +20

**Languages** Basic, Bocce, Huttese, Ryl, Sith, Sullustese, Zabrak

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**Defenses** Ref 29 (flat-footed 27), Fort 27, Will 33

**hp 85; Threshold 27**

**Immune** mind-affecting effects

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**Speed** 6 squares**Melee** lightsaber +11 (2d8+6)**Ranged** by weapon +10**Base Atk** +8; **Grp** +10**Atk Options** Channel Aggression, Crippling Strike**Special Actions** Dark Presence, Presence**Force Powers Known** (Use the Force +20): *farseeing*, *Force grip*, *Force lightning* (2), *Force slam*, *mind trick*, *negate energy*, *rebuke***Force Secrets** Devastating Power**Force Techniques** Improved Sense Force, Improved Telepathy**Abilities** Str 9, Dex 14, Con 10, Int 15, Wis 16, Cha 17**Special Qualities** indomitable, prophet**Talents** Channel Aggression, Crippling Strike, Dark Presence, Force Perception, Force Talisman, Power of the Dark Side, Presence, Visions**Feats** Force Sensitivity, Force Training (2), Linguist, Point Blank Shot, Skill Focus (Deception, Perception, Use the Force), Strong in the Force, Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (pistols, lightsabers, simple weapons)**Skills** Deception +20, Knowledge (galactic lore) +14, Knowledge (social sciences) +14, Perception +20, Persuasion +15, Ride +14, Treat Injury +15, Use the Force +20 (may substitute for Perception checks)**Possessions** lightsaber (Force talisman), dark robes, comlink (encrypted), Corellian corvette (the *Awakened Eye*)\*\* If you have *Starships of the Galaxy*, Regeera and her acolytes travel in a *Citadel*-class cruiser (p. 70).

### Bounty Postings/Scum and Villainy Archive

1: [Oorn Noth, Racer on the Run](#)2: [Harmo, Rogue Big Game Hunter](#)3: [Tyrnia Masak, Pit Fighter](#)4: [Dool Pundar, Pirate Lord](#)5: [Meekah Hozard, Leader of the Blood Tachs](#)Feel free to post your thoughts or questions about this article in [this message board thread](#).

## About the Author

Eric Cagle cut his teeth at Wizards of the Coast but now lives the extravagant freelancer lifestyle. Look for his name on everything from **Dungeons & Dragons** to **d20 Modern** and *Star Wars* products. Recent credits include the *Grimm* roleplaying game, *Tome of Salvation*, and *Hollow Earth Expedition*. Eric is currently the Managing Editor for *No Quarter Magazine*. He lives in Seattle, where the coffee is dark and bitter -- like his goddesses.

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