

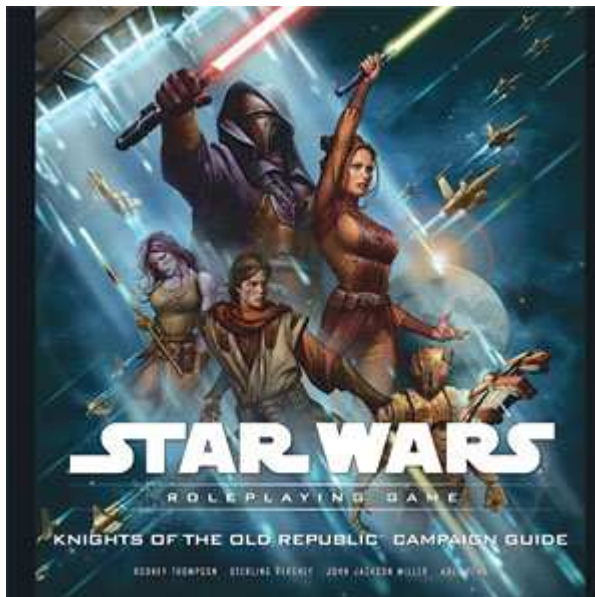
# KOTOR Campaign Guide Web Enhancement 5

## Karnak Tetsu, Sorcerer of Tund

The new *Knights of the Old Republic Campaign Guide* is crammed with material that Gamemasters and players can use to create an epic *Star Wars* roleplaying game experience during one of the most dangerous periods of galactic history. In fact, the book is so full that we had to leave out a few things that just wouldn't fit. But never fear -- we're bringing those game options to you as a series of exclusive web enhancements! Today's installment: Karnak Tetsu, Sorcerer of Tund!

### Karnak Tetsu, Sorcerer of Tund

The secret of the universe -- its professed possession is no small claim. But beyond Republic space, an entire people allege just that. Karnak Tetsu is one of these Sorcerers of Tund, descendants of the Sith race.



Even though the original Sith were steeped in sortilege, sentient sacrifices, and wars, they lived spiritually serene lives, never doubting conflict's integral role to existence. Only with their introduction to methodic Rakatan malice did these Sith truly embrace the dark side. However, Sith priests interpreted the death of their *Sith'ari* in the Rakatan conflict as a sign to reject this concept. These heretics were banished from the Sith homeworld, following their instincts to the Force-soaked world Tund.

This pureblooded Sith society combines science, ontology, and magic. Convinced by their Rakatan interactions that all sentients are Force-sensitive, the Sorcerers of Tund proclaim that the omnipresence of the Force (or "the Unity") illuminates the deception of dualities and multiplicity. Their cosmology views life as perfectly harmonious and the existence of true opposites as an illusion.

The sorcerers have interactions with early Jedi, who view them as merely another Force sect, like the Jal Shey or Zeison Sha. However, following the Restoration -- and Karnak Tetsu's reign of terror -- Jedi label the sorcerers' hermetica as unqualified heresy. Unsurprisingly, the sorcerers are reticent in accepting outlanders, believing that only true Sith can grasp their truth. On one occasion, however, they welcome the few remaining Massassi and Kissai, descended from outcasts much like themselves.

The leader of the Sorcerers of Tund during the years following the Great Sith War is the enigmatic Karnak Tetsu.

#### Karnak Tetsu (Dark Wars)

CL 15

Medium Sith noble 7/Force adept 5/Force disciple 3

**Force** 10, Force Boon; **Destiny** 2; **Dark Side** 18

**Init** +11; **Senses** Use the Force +20

**Languages** Basic, High Galactic, Huttese, Sith, Tundan

**Defenses** Ref 27 (flat-footed 28), Fort 27, Will 35

**hp** 53; **Threshold** 32

**Immune** fear effects

**Speed** 6 squares

**Melee** unarmed +8 (1d4+5)

**Ranged** blaster pistol +9 (3d6+7)

**Base Atk** +10; **Grp** +8

**Atk Options** Channel Aggression, Channel Anger

**Special Actions** Fear, Horror, Illusion, Insanity

**Force Powers Known** (Use the Force +20): *battle strike*, *dark rage*, *energy resistance*, *farseeing*, *Force*

*disarm, Force grip, Force lightning, Force resistance, Force scream, Force slam, Force stun, Force thrust, Force whirlwind, ionize, kinetic combat, mind trick, move object, negate energy, rebuke (2), sever Force, slow, surge, vital transfer, wound*

**Force Secrets** Distant Power, Multitarget Power

**Force Techniques** Dominate Mind, Force Power Mastery (wound)

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**Abilities** Str 6, Dex 8, Con 9, Int 16, Wis 18, Cha 16

**Special Qualities** Sith Offshoot, prophet

**Talents** Affliction, Channel Aggression, Fear, Force Perception, Horror, Illusion, Insanity, Power of the Dark Side, Sith Alchemy

**Feats** Force Boon, Force Sensitivity, Force Training (5), Improved Damage Threshold, Skill Focus (Deception), Skill Focus (Persuasion), Skill Focus (Use the Force), Skill Training (Knowledge [technology]), Weapon Proficiency (pistols, simple weapons)

**Skills** Deception +20, Gather Information +15, Initiative +11, Knowledge (galactic lore) +16, Knowledge (life sciences) +16, Knowledge (physical sciences) +16, Knowledge (social sciences) +16, Knowledge (technology) +16, Perception +20, Persuasion +20, Use Computer +15, Use the Force +20

**Possessions** blaster pistol, Sith talisman, Tundan robes

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**Sith Offshoot** -- As a descendant of the original Sith people, Karnak Tetsu has access to talents of the Sith tradition in the Force Disciple prestige class.

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