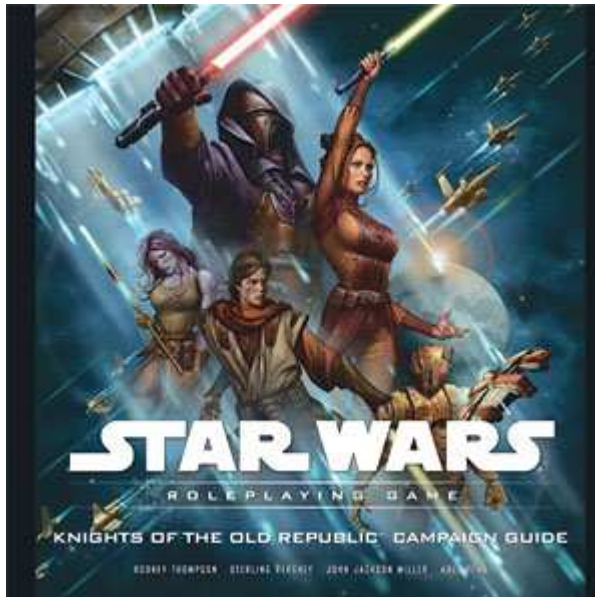


# KOTOR Campaign Guide Web Enhancement 7

## Shasa

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: Shasa, a young Selkath who was tricked into joining the Sith and later founded an order to fight their evil.



### Shasa

The Sith Empire dupe Shasa and other young Selkath as part of an effort to gain control of Manaan during the Jedi Civil War. Fortunately for her, she and the other Selkath youths are rescued by Revan during his efforts to suppress Sith activities on the planet. Having learned a valuable lesson in the ways of the galaxy, and having natural ability with the Force, she dedicates her life to the establishment of an order that will protect Manaan. This new organization quickly becomes known as the Order of Shasa, which trains Force-sensitive Selkath and survives for thousands of years.

**Shasa (Jedi Civil War)** **CL 8**

Medium Selkath noble 7/Force adept 1

**Force** 4; **Destiny** 1; **Dark Side** 1

**Init** +4; **Senses** Perception +11

**Languages** Basic, Selkath

**Defenses** Ref 17 (flat-footed 16), Fort 16, Will 20  
**hp** 44; **Threshold** 16

**Speed** 6 squares (walking); 4 squares (swimming)

**Melee** unarmed +5 (1d4+3) or

**Melee** fira sword +5 (1d6+4)

**Ranged** blaster pistol +6 (3d6+4)

**Base Atk** +6; **Grp** +6

**Atk Options** natural weapon poison, Force Power Adept (*Force whirlwind*), Inspire Confidence, Progenitor's Call, Waveform

**Force Powers Known** (Use the Force +16): *farseeing*, *Force grip*, *Force whirlwind*, *mind trick*, *move object*, *surge*

**Force Techniques** Force Point Recovery

**Abilities** Str 8, Dex 10, Con 10, Int 13, Wis 15, Cha 15

**Special Qualities** expert swimmer

**Talents** Deception Awareness, Force Power Adept (*Force whirlwind*), Inspire Confidence, Progenitor's Call, Waveform

**Feats** Force Sensitivity, Force Training (2), Linguist, Skill Focus (Use the Force), Skill Training (Swim), Skill Training (Use the Force), Weapon Proficiency (pistols, simple weapons)

**Skills** Deception +11, Gather Information +10, Knowledge (galactic lore) +10, Perception +11, Persuasion +11, Pilot +9, Swim +8 (can take 10 when distracted; can reroll, must take second result), Use Computer +10, Use the Force +16

**Possessions** fira sword, blaster pistol, datapad, comlink

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