

I wanted to write in and say thank you for dedicating an episode to discussing alternate force traditions, even if it was only to the extent of highlighting a few. I'm a huge fan of alternative force traditions, and wanted to highlight the Matukai because they're a rather interesting group. They focus on studying the force, much like the Jedi, even going as far as eschewing the Dark Side. However, this is due to their focus on physical perfection and channeling the force through their signature polearm, the Wan-Shen. In fact, Matukai training is so intensive and fosters such a strong connection to the force within the adept, that even those who the Jedi passed up as potential recruits due to being weak in The Force can become masters of the Force through their own rigorous study and honing their bodies to perfection. I also like the Matukai since it gives me an opportunity to play a force-wielding person who likes to hit things while also not being constrained to the Jedi Code and its restrictive tenets.

Fun fact, according to Wookieepedia, the Matukai were first introduced to Star Wars in an old sourcebook for the previous d20 Star Wars RPG, written by J.D. Wiker and one Rodney Thompson. I also felt the drive to make a Matukai build and pass it on to you guys after listening to the episode. You'll note that the average damage output in melee is less than that of a Jedi's, a sentiment I believed Stephen expressed in an earlier episode, but I've tried to balance it out by ensuring that the Matukai can consistently hit with their Wan-Shen as well as giving them feats and talents that I believe emphasize their training in honing their skills as a combatant and them refining their bodies and their understanding of channeling the Force to improve their physical capabilities.

Hal Drathen
Human, Soldier 7/Force Adept 5

Force Points: 12

Initiative: +14; Senses: Perception +11

Defenses

Reflex Defense: 29 (Flat-footed 26). Fortitude Defense: 25. Will Defense: 26

Hit Points: 97. Damage Threshold: 25

Immune: Disease, Poison, Radiation

Offense

Speed: 6 squares

Melee: Unarmed +13 (1d8+8)

Melee: Wan-Shen +14 (2d6+8)

Melee: Wan-Shen +14 (2d6+8), and Wan-Shen +14 (2d6+8) with Double Weapon

Base Attack Bonus: +11, **Grapple:** +13

Attack Options: Double Attack (Wan-Shen)

Force Power Suite (Use the Force +12): Battle Strike

Force Techniques: Improved Battle Strike, Force Point Recovery

Base Stats

Abilities: Strength 15, Dexterity 17, Constitution 13, Intelligence 10, Wisdom 10, Charisma 12

Talents: Damage Reduction 10, Wan-Shen Kata, Wan-Shen Mastery, Devastating Attack (Simple Weapons). Attune Weapon, Equilibrium, Fortified Body

Feats: Stock Soldier starting feats, Combat Reflexes, Dual Weapon Mastery I, Dual Weapon Mastery II, Dual Weapon Mastery III, Force Sensitivity, Force Training, Martial Arts I, Martial Arts II, Trip.