

STAR WARS[®]

R O L E P L A Y I N G G A M E

GRAND ARMY OF THE REPUBLIC

CLONE WARS FAN SOURCEBOOK

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CHAPTER VII GRAND ARMY OF THE REPUBLIC





CUY'VAL DAR

Hand selected by Jango Fett, the *Cuy'val Dar* were a collection of seventy-five Mandalorian warriors and twenty-five other deadly warriors with expert skills in over a dozen specialties. Each *Cuy'val Dar* training sergeant was specifically brought in to train over two dozen four-man commando squads. Many took on additional duties, training specialized skills to other trainers' squads, or even giving specialized skills to ARC troopers, Commanders, and other specialized troopers. Not all of the *Cuy'val Dar* got along, often leading to infighting between different cliques. After the Battle of Geonosis, most of these warriors returned to a mercenary lifestyle, eager to leave rain-soaked Kamino. While some of those individuals fought for the Confederacy against the very troops they trained, a handful of the *Cuy'val Dar* remained with their trainees acting as special advisers for the Republic's Special Operations Brigade.

B'ARIN APMA

A well-respected Mandalorian mercenary, B'Arin Apma placed an emphasis on teamwork during his training sessions where other *Cuy'val Dar* did not. He claimed brotherhood, stamina, and loyalty were the three most important qualities a soldier could possess, and his trainees were tireless and unwavering in their dedication and the pursuit of their objectives. After the Battle of Geonosis, B'Arin Apma, like many of his fellow *Cuy'val Dar*, accepted a formal position in the Grand Army of the Republic. Apma was often assigned to Republic Commando units for operations that required experienced leadership in the field. However, he sometimes teamed with fellow former trainers Rav Bralor and Llats Ward for covert operations, including at least one deployment with Omega Squad.

B'Arin Apma (Battle of Geonosis)

CL 16

Medium Human Male Soldier 5/Scout 3/Gunslinger 3/Pathfinder 5
Force 12

Init +15; **Senses** low-light vision; Perception +17

Languages Basic, Bocce, Dadita, Huttese, Mando'a, Military



Sign, (1 unselected)

Defenses Ref 36 (flat-footed 34), Fort 35 Will 30

Hp 137; **Threshold** 35

Speed 4 squares

Melee unarmed +14 (1d4+9) or

Ranged blaster pistol +16 (3d6+9) or

Ranged blaster pistol +13/13 (3d6+9) or

Ranged jetpack missile +10 (6d6+8) or

Ranged wrist rocket launcher +10 (varies) or

Ranged wrist rocket launcher +5/5 (varies) or

Ranged by weapon +15

Base Atk +13; **Grp** +15

Atk Options Charging Fire, Mobile Attack (pistols), Point Blank Shot

Special Actions Conditioning, Escort Fighter, Extreme Effort, Ghost Assailant, Jet Pack Training, Quick Draw, Safe Passage, Safe Zone, Shake It Off

Abilities Str 13, Dex 15, Con 16, Int 14, Wis 14, Cha 12

Special Qualities Create Cover (2 squares), Trusty Sidearm +1

Talents Armored Defense, Escort Fighter, Extreme Effort, Ghost Assailant, Improved Armored Defense, Jet Pack Training,

Mobile Attack (pistols), Multiattack Proficiency (pistols), Safe Passage, Safe Zone

Feats Armor Proficiency (light, medium), Charging Fire, Conditioning, Dual Weapon Mastery I, Linguist, Mandalorian Training, Point Blank Shot, Precise Shot, Quick Draw, Shake It Off, Skill Training (Stealth), Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +16, Initiative +15, Knowledge (tactics) +15, Perception +17, Treat Injury +15, Stealth +15, Survival +15

Possessions Medium beskar'gam (+8 armor, +2 equipment; integrated helmet package, jetpack [with missile], range-finder and [3] wrist rocket launchers), utility belt, Westar-34 blaster pistols (2, as blaster pistols)

Organization Score (Grand Army of the Republic) – X

Homeworld (Mandalore) – B'Arin Apma hails from Mandalore, and as such speaks Mando'a, and Endurance and Mechanics are always considered class skills for him.

BRIC & EL-LES

Having staked a reputation as a deadly duo that went after high-profile bounties, Bric and El-Les were two of the few non-Mandalorians brought to Kamino to train clone troopers for the Republic. Three months into the Clone Wars, with the success of the ARC troopers evident, the Republic demanded more of the highly capable troops. Unfortunately, with Jango Fett's genetic material unavailable, Kamino was forced to turn to the existing clones in training. Sergeants Bric and El-Les were elevated to Master Chiefs, and given the cream of the crop to cross-train as ARC troopers.

Among their first batch of clones were the top performing Bravo Squad and the seemingly sub-standard Domino Squad. Bric was extra hard on Domino Squad, hoping to push them to either excel or flunk out of the program. His partner, El-Les, was a bit more compassionate, understanding that Domino Squad's failure was just as much their failure as trainers. When Domino Squad failed their final test, Bric advised Shaak Ti to send them to maintenance, while El-Les requested they be allowed to retest.

Unwilling to put more troops at risk by depending on a squad he thought unfit for combat duty, Bric sabotaged their final test



by swiping their ascension cables. However, Bric had to admit he was wrong when Domino Squad was able to pass their exam despite their disadvantage. All four of Bric and El-Les' clone cadet squads were successfully deployed as troops, to be promoted to ARC troopers after their first tour.

Bric (Battle of Geonosis)

CL 15

Medium Siniteen Male Scout 3/Soldier 7/Bounty Hunter 5

Force 9; **Dark Side** 3

Init +14; **Senses** Perception +14

Languages Basic, Huttese, Siniteen

Defenses Ref 31 (flat-footed 29), Fort 31, Will 27; Seen It All

Hp 122 Threshold: 31

Speed 6 squares

Melee unarmed +16 (1d4+9) or

Ranged heavy blaster rifle +16 (3d10+7) or

Ranged heavy blaster rifle +11 (5d10+7) with Burst Fire or

Ranged heavy blaster rifle +11/+11 (3d10+7) with Double Attack or

Ranged heavy blaster rifle +6/+6 (5d10+7) with Burst Fire and Double attack or

Ranged heavy blaster pistol +16 (3d8+7) or

Ranged by weapon +16

Base Atk +14; **Grp** +16

Atk Options Autofire Sweep, Blaster Geometry, Burst Fire, Double Attack (rifles), Hunter's Target, Point Blank Shot

Special Actions Dive for Cover, Grizzled Warrior, Shake It Off

Abilities Str 15, Dex 15, Con 14, Int 16, Wis 14, Cha 10

Special Qualities Familiar Foe +2, Intimidating Intelligence, Scientific Mind

Talents Acute Senses, Armored Defense, Familiar Enemies, Grizzled Warrior, Hunter's Mark, Hunter's Target, Keen Shot, Seen It All, Tested In Battle

Feats Armor Proficiency (light), Autofire Assault, Autofire Sweep, Blaster Geometry, Burst Fire, Deadeye, Dive For Cover, Double Attack (rifles), Point Blank Shot, Precise Shot, Savage Attack, Shake It Off, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +14, Initiative +14, Jump +14, Knowledge

WEARING INCOMPLETE ARMOR

Many bounty hunters and mercenaries wear suits of armor scavenged from other sources, but do not quite have a complete set. Other times, a warrior may be ambushed without all of his armor on. In cases where no chest plate is worn, using armor as equipment (see the equipment chapter of the *Clone Wars Saga Edition fan Sourcebook* for details on gauntlets, kamas, shin and shoulder plates) is typically sufficient. However, in cases where there is a chest plate, consider the following rules.

If you are still wearing a full suit of armor that provides full coverage, you increase the gaps in coverage, but increase the ability to customize the suit. Treat your armor as if it were the same type your chest-plate is from. Your piecemeal armor loses 1 point from your armor bonus to Reflex Defense, but gains an additional emplacement point.

If you are only wearing choice selections of what is normally a suit of armor that provides full coverage, you lose some protection, but regain some lost mobility. Treat the character as if wearing the full suit of selected armor, with the following exceptions:

If you remove the leg armor, reduce your armor bonus to Reflex Defense by 2 (minimum 1), and your equipment bonus to Fortitude defense by 1 (minimum 0), but increase your speed by 1 square (up to character's base speed), and your maximum Dexterity bonus by 2.

If you remove the helmet, you lose any integrated comlink, helmet package, or rangefinder associated with the armor, and reduce your armor bonus to Reflex Defense by 1 (minimum 1). You also take a -2 penalty to attack on all armor-mounted weaponry, but no longer suffer an armor check penalty to your attack rolls.

These effects can stack if you forgo both the leg armor and helmet. In addition, when not wearing the helmet or leg armor, you also reduce your Armor Check penalty by half (round up), and can move four times your speed when running in heavy armor (instead of 3).

SINITEEN

Siniteen are humanoids with large, pupilless eyes and soft, hairless, fleshy heads that give the appearance of their brain being outside their skull. Their skin runs from pale to dark in orange, green, grey or brown tones. They were known for their brilliance and arrogance. However, their brilliance was rarely recognized by others, and their unseemly appearance forced many of them into more physical lines of work.

All Siniteen share the following species traits

Ability Modifiers: -2 Con, +4 Int, -2 Cha. Siniteen are brilliant, but their large heads are sensitive and unattractive.

Medium Size: As Medium creatures, Siniteen have no special bonuses or penalties due to their size.

Speed: Siniteen base speed is 6 squares.

Intimidating Intelligence: Siniteen feel a need to use their superior intelligence to control others. You may substitute your Intelligence modifier for your Charisma modifier for the purpose of all Persuasion skill checks. Persuasion is always considered a class skill for you.

Scientific Mind: A Siniteen may choose to reroll any Knowledge (physical sciences) check, keeping the better of the two results.

Automatic Languages: Basic and Siniteen.

(tactics) +15, Perception +14 (may reroll, keeping second result), Persuasion +15, Pilot +14, Survival +14

Possessions Customized Mk II Cold Assault Clone Trooper Armor (*CWSEFSB: Equipment*) (+5 armor, +2 equipment; no helmet; integrated portable computer, cold-weather environmental system [SV 45], and neck guard), heavy blaster pistol, heavy blaster rifle

Organization Score (Grand Army of the Republic) – X

EI-Les (Battle of Geonosis)

CL 15

Medium Arcona* Male Scout 9/Bounty Hunter 3/Vanguard 3

Force 10

Init +15; Senses Perception +13

SINITEEN SPECIES FEATS

Blaster Geometry

Siniteen are capable of calculating the geometry of blaster fire in their heads with ease.

Prerequisite: Siniteen Species.

Benefit: Once per encounter, you may add your Intelligence Modifier to a single ranged attack and damage roll.

Dominating Intelligence

Siniteen can use their gigantic brains as an intimidation tool.

Prerequisite: Siniteen Species.

Benefit: Upon successfully intimidating a target, you gain a temporary Force point that must be used by the end of the next round, or else it is lost.

Navicomputer Brain

Siniteen are famous for being able to calculate hyperspace jumps in their head.

Prerequisite: Siniteen Species.

Benefit: You do not take a -10 penalty to your Use Computer check for calculating a jump as a full round action. Further, to plot a jump with no data, it takes the Siniteen only one minute to calculate coordinates and vectors before attempted the DC 30 Check.

Languages Arconese, Basic, High Galactic, Huttese

Defenses Ref 32 (flat-footed 29), Fort 32 Will 26; Advantageous Cover, Great Fortitude, Maximize Cover

Hp 101; **Threshold** 32

Speed 6 squares

Melee unarmed +13 (1d4+8) or

Ranged sporting blaster rifle +15 (3d6+7) or

Ranged sporting blaster rifle +17 (4d6+7) when aiming or

Ranged blaster pistol +15 (3d6+7) or

Ranged by weapon +15

Base Atk +12; **Grp** +15

Atk Options Crossfire, Deadly Sniper, Piercing Hit, Point Blank Shot

Special Actions Hunter's Target, Shake it Off

Abilities Str 12, Dex 16, Con 13, Int 14, Wis 12, Cha 13

Special Qualities Scent

Talents Acute Senses, Expert Tracker, Hunter's Mark, Hunter's Target, Improved Stealth, Invisible Attacker, Keen Shot, Maximize Cover, Piercing Hit

Feats Advantageous Cover, Careful Shot, Crossfire, Deadeye, Deadly Sniper, Far Shot, Point Blank Shot, Precise Shot, Shake It Off, Sport Hunter, Sniper, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Climb +13, Endurance +13, Initiative +15, Knowledge (tactics) +14, Perception +13 (may reroll, keeping second result), Stealth +15 (may reroll, keeping second result), Survival +13

Possessions Bandolier, bracer computer, comlink, sporting blaster rifle (with scope), utility belt.

Organization Score (Grand Army of the Republic) – X

*See *Planet Hoppers* for *Arcona* statistics.

CORT DAVIN

A former Journeyman Protector of Concord Dawn, Cort Davin was one of only twenty-five non-Mandalorians amongst Jango Fett's *Cuy'val Dar*. On Kamino, Davin trained Clone Commandos, Commanders, and some specialized troops, including Commander Bacara. His men all inherited his Concordian accent, and his sense of duty. Davin's commandos and commanders, thanks to the investigative training given by Cort, were unfazed by the Separatists' more subtle attempts at disguising and concealing their assets.

Sixteen months into the Clone Wars, Cort Davin was among many *Cuy'val Dar* recruited by the Republic to cross-train veteran troopers in other disciplines. Davin taught non-lethal combat and instructed clones how to police the populace. Davin inspired one of his trainees, Sergeant Fox, to dream of becoming a Journeyman Protector himself after Order 66.

Cort Davin (Battle of Geonosis)

Medium Human Male Scout 5/Soldier 5/Enforcer 5
Force 10

CL 15

NEW ENFORCER TALENT TREE

The following talents are intended for use with the enforcer prestige class (FU 43).

LAW ENFORCEMENT AGENCIES

Law enforcement agencies exist across the galaxy, some dating back thousands of years. Over time, many police units develop cultures, specialties and eccentricities unique to their jurisdictions.

Corellian Security Force: CorSec excels at tracking down suspects in urban environments. You may use Gather Information instead of Survival for the purposes of using the Track feature of Survival. If you are entitled to a Survival re-roll, you may re-roll your Gather Information check.

Prerequisite: Must be a member of CorSec.

Journeyman Protector: Journeyman Protectors administer a kind of frontier justice. If the target of your Targeted Suspect ability has killed a sentient in your jurisdiction, your Targeted Suspect bonus also applies to damage on attacks made against that target.

Prerequisite: Must be a member of the Journeyman Protectors.

Sector Rangers: Sector Rangers often deputize locals to help navigate worlds that are new to them, or with some other specific knowledge they need for a case. You attract a loyal deputy for the length of the pursuit of a single target (spanning multiple encounters, if necessary). You may only have one deputy at a time, though a new one can be acquired upon the dismissal or death of an old one. The deputy is a nonheroic character (SE 277) with a class level equal to three-quarters of your character level, rounded down. Your deputy is entitled to an equal share of the total experience points earned for an adventure. For example, a deputy accompanies a party of five heroes on an adventure receives one-sixth of the XP that the group earns.

Prerequisite: Must be a member of the Sector Rangers.

Init +15; **Senses** Perception +14

Languages Basic, Concordian, High Galactic, Huttese

Defenses Ref 33 (flat-footed 29), Fort 28, Will 29

Hp 100; **Threshold** 28

Speed 6 squares; Sprint

Melee unarmed +13 (1d6+9) or

Ranged heavy blaster pistol +15 (3d8+7) or

Ranged heavy blaster pistol +16 (3d8+7 stun) or

Ranged by weapon +14

Base Atk +11; **Grp** +14

Atk Options Disarm and Engage, Point Blank Shot, Rapid Strike, Trip

Special Actions Dedicated Protector, Harm's Way, Hunt the Hunter, Quick Draw, Shake It Off, Surveillance

Abilities Str 14, Dex 16, Con 13, Int 16, Wis 14, Cha 12

Special Qualities Resources, Targeted Suspect +2

Talents Dedicated Protector, Disarm and Engage, Harm's Way, Hunt the Hunter, Journeyman Protector, Nonlethal Tactics, Pursuit, Sprint, Surveillance

Feats Armor Proficiency (light), Bad Feeling, Duck and Cover, Halt, Martial Arts I, Pistoleer, Point Blank Shot, Precise Shot, Quick Draw, Rapid Strike, Shake It Off, Trip, Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Climb +14, Endurance +13 (may reroll, keeping the better result when running), Gather Information +13, Initiative +15, Knowledge (tactics) +15, Perception +14, Pilot +15, Stealth +15, Survival +14

Possessions Binders, comlink, datapad, heavy blaster pistol, Journeyman Protector Sash.

Organization Score (Grand Army of the Republic) – X

Occupation (Law Enforcement) – A former Journeyman

Protector, Cort Davin had been involved in law enforcement all his life. As such Gather Information is always considered a class skill for him, and he gains a +2 bonus to all untrained Acrobatics and Knowledge (bureaucracy) skill checks.

DRED PRIEST & ISABET REAU

Members of Jango Fett's *Cuy'val Dar*, Dred Priest and Isabet Reau were best known for their violent re-creation of battlefield situations. Priest was notorious for using battle circles in training, an exercise where recruits formed a circle and two troopers would mercilessly beat on each other until the first major injury. Fellow *Cuy'val Dar* Mandalorian Mij Gilamar filed a complaint, and Jango Fett eventually put a quick and violent end to Priest's battle circle training sessions. Isabet was an ideologue obsessed with the revival of the Mandalorian Death Watch, and a return to galaxy-conquering glory for the Mandalorian culture.

After the contract to train clones ended, Dred and Isabet returned to Mandalore. Though they did odd jobs throughout the Clone Wars, and allied themselves with Pre Vizsla's Death Watch, they didn't fully begin to back the movement until it was led by Lorka Gedyc, after the Clone Wars. The Death Watch had allied with the Empire, and Dred Priest and Isabet were in Keldabe recruiting warriors to the Death Watch banner. While briefly separated from Isabet, Dred ran into old rival Mij Gilamar, and tried to recruit him. Dred knew Gilamar's view on the Death Watch, but didn't expect the man to slice his femoral artery open because of it. Dred bled out in moments, and his body was tossed into Keldabe's Kelita River. While Isabet never located the body, she had an idea who might be responsible.

Dred Priest

Medium Human Male Scoundrel 3/Soldier 7/Assassin 5

Force 8; Dark Side 7

Init +14; Senses low-light vision; Perception +16

Languages Basic, Huttese, Mando'a

Defenses Ref 33 (flat-footed 29), Fort 29, Will 28

Hp 84; Threshold 29

Speed 6 squares

Melee unarmed +16 (1d8+10) or

Melee unarmed +11/+11 (1d8+10) with Double Attack or

Melee unarmed +14/+14 (1d8+10) with Dual Weapon Mastery II or

Melee unarmed +9/+9/+9 (1d8+10) with Double Attack and Dual Weapon Mastery II or

CL 15

DRED PRIEST



Ranged blaster pistol +16 (3d6+7) or

Ranged heavy blaster rifle +16 (3d10+7) or

Ranged flamethrower +11 (3d6+7, 6-square cone) or

Ranged wrist rocket +11 (varies) or

Ranged jetpack missile +11 (6d6+7) or

Ranged by weapon +16

Base Atk +14; Grp +16

Atk Options Double Attack (simple weapons), Point Blank Shot

Special Actions Mark +2

Abilities Str 14, Dex 14, Con 11, Int 13, Wis 14, Cha 13

Talents Armored Defense, Dastardly Strike, Jet Pack Training, Melee Smash, Murderous Arts I, Murderous Arts II, Ruthless, Sneak Attack, Stunning Strike

Feats Armor Proficiency (light, medium), Deadly Sniper, Double Attack (simple weapons), Dual Weapon Mastery I, Dual Weapon Mastery II, Martial Arts I, Marital Arts II, Point Blank Shot, Precise Shot, Savage Attack, Sniper, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +13, Initiative +14, Knowledge (tactics) +13, Perception +16, Persuasion +13, Stealth +14



Possessions DC-15A blaster rifle (as heavy blaster rifle), light beskar'gam (+5 armor, +2 equipment, integrated flame-thrower, helmet package, jetpack with missile, rangefinder and rocket darts)

Organization Score (Death Watch) – 15

Homeworld (Mandalore) – Dred Priest hails from Mandalore, and as such speaks Mando'a, and Endurance and Mechanics are always considered class skills for him.

Isabet Reau

CL 15

Medium Human Female Soldier 10/Gunslinger 5

Force 9; **Dark Side** 6

Init +15; **Senses** Perception +13

Languages Basic, High Galactic, Huttese, Mando'a

Defenses Ref 38 (flat-footed 33), Fort 30, Will 28

Hp 115; **Threshold** 30

Speed 4 squares

Melee unarmed +16 (1d8+8) or

Melee vibroknucklers +11 (1d8+11) or

Ranged blaster pistol +18 (3d6+9) or

Ranged blaster pistols +16/+16 (3d6+9) or

Ranged blaster pistol +16 (4d6+9) with Rapid Shot or

Ranged blaster pistols +14/+14 (4d6+11) with Rapid Shot or

Ranged wrist rocket +13 (varies) or

Ranged jetpack missile +13 (6d6+7) or

Ranged whipcord +18 (grab) or

Ranged by weapon +18

Base Atk +15; **Grp** +18

Atk Options Burning Assault, Charging Fire, Flanking Fire, Hailfire, Point Blank Shot, Rapid Shot

Special Actions Jet Pack Withdraw, Quick Draw

Abilities Str 13, Dex 16, Con 12, Int 14, Wis 12, Cha 12

Special Qualities Trusty Sidearm +2

Talents Armored Defense, Burning Assault, Flanking Fire, Hailfire, Improved Armored Defense, Jet Pack Training, Jet Pack Withdraw, Twin Shot

Feats Armor Proficiency (light, medium), Charging Fire, Dual Weapon Mastery I, Dual Weapon Mastery II, Mandalorian Training, Martial Arts I, Martial Arts II, Pistoleer, Point Blank Shot, Precise Shot, Rapid Shot, Quick Draw, Weapon Proficiency (pistols, rifles, simple weapons), Zero Range

Skills Initiative +15, Jump +13, Knowledge (tactics) +14, Mechanics +14, Perception +13, Pilot +15

Possessions Blaster pistols (2), comlink, datapad, medium

beskar'gam (+8 armor, +2 equipment; integrated jetpack, vibroknuckers [feet], wrist rocket launcher, kama [CWSEFSB: Equipment], and rangefinder)

Organization Score (Death Watch) – 17

Homeworld (Mandalore) – Isabet hails from Mandalore, and as such speaks Mando'a, and Endurance and Mechanics are always considered class skills for her.

KAL SKIRATA

Originally born Falin Mattran of Kuat City, Kuat, Falin's family was killed during a local conflict after moving to Sucaris, forcing Falin to survive with only his father's three-sided blade at six years old. He was eventually taken in by Munin Skirata, a Mandalorian mercenary who was impressed with the boy's fighting spirit. Falin was officially adopted into the clan and given the name Kal, which means "blade" in Mando'a. Despite a harsh training regimen imposed by his adopted father, Kal took to his new identity with relish, eager to gain the power to exact vengeance on those that killed his original parents. Kal thrived in the warrior culture and developed a reputation as a fearless warrior. When Kal earned his suit of beskar'gam, he painted it a dull sand-gold to signify his quest for vengeance.

Despite a war injury that gave him a distinctive limp at age twenty, Kal worked as an enforcer for a variety of underworld characters. Shortly after Kal's marriage to Corellian waitress Illipi Jiro, the couple had two sons and a daughter. Kal attempted to limit his deployments into battle at Illipi's request, but refused to give up his mercenary ways entirely. An argument over taking his son to a live battlefield at the age of eight led to a quick divorce. Kal sent every spare credit to his ex-wife and children on Corellia, living a destitute mercenary lifestyle for nearly twenty years.

Kal's considerable array of combat skills, and his dedication to the Mandalorian ideals garnered him respect throughout his community, and eight years before the Clone Wars began, he was approached by Jango Fett and offered a long-term contract. Skirata accepted, and became one of the *Cuy'val Dar* – those who no longer exist – a group of one hundred elite warriors to train Kamino's clone army on behalf of the Galactic Republic. Five days into his contract, Skirata accompanied Fett to a quality control

KAL SKIRATA



meeting with Master Cloner Orun Wa, where he witnessed the Kaminoans' inhumane treatment of children clone specimens. Rather than allow the "Null" batch, six allegedly untrainable children, to be "reconditioned", Skirata took them into his private quarters, vowing to raise and train them as Mandalorians.

In addition to the Null-ARCs, Kal was responsible for the training of one hundred six clone commandos, and over eight years Skirata transformed the men into an elite cadre of Mandalorian-cultured warriors. Kal considered his boys to be true Mandalorians, and often reacted with violence against the Kaminoans and other *Cuy'val Dar* whose methods seemed unnecessarily cruel. More than once, Skirata attacked fellow training sergeant Walon Vau over his brutal training methods. Three years into his contract, Kal received word that his ex-wife had died, and that his children had formally disowned him, which wounded Skirata deeply, and caused him to throw all of his dedication into training Jango's clones. This dedication led to devastation when Skirata learned that due to improper deployment, six of his squads had suffered

heavy losses during the Battle of Geonosis, each left with only a single survivor.

Five days after the battle, Kal was detained by Coruscant Security Force by orders of Jedi General Iri Camas, who hoped Skirata would be able to diffuse a siege of Arca Barracks initiated by the "Null" ARC troopers in response to being ordered into cyro-freeze. Kal agreed under the stipulation that he be given command of the Nulls, and a Sergeant's rank in the GAR with special advisory status. Based out of Coruscant's Arca Barracks under the Special Operations Brigade, Skirata and his Nulls functioned as an Intelligence agency independent of both Director Isard's Senate Bureau of Intelligence, and Master Tholme's Jedi Intelligence network.

Four months into the Clone Wars, a hostage crisis at Galactic City Spaceport reunited Kal with Omega Squad. Kal's gutsy tactics averted the death of the Corporate Sector Authority's Direx Board Member N'zaet Nir and created a bond with Captain Jaller Obrim of the CSF. Nine months later, a series of terrorist bombings within the capital prompted SOB to sanction Skirata to assemble a counter-terrorism unit to root out and end the threat to public safety. Kal assembled a team comprised of fellow former *Cuy'val Dar* Walon Vau, Wookiee procurement specialist Enacca, Jedi Generals Bardan Jusik and Etain Tur-Mukan, and Republic Commando squads Delta and Omega, and set up shop in a room above Qibbu the Hutt's cafe.

Working with Senate head of Public Relations Mars Rugeyan and CSF Chief Jaller Obrim, Kal and his team posed as a group of Mandalorian arms dealers looking to sell thermal plastoid explosives, which the terrorists were interested in buying. During the exchange, Kal and his team, in concert with CSF, eliminated the terrorist group and thoroughly dismantled its hideouts and storehouses. Skirata secured four million credits of terrorists' funds, which he used to start a sort of retirement plan for his clones after the war was over. Kal was shocked to learn that Etain had become pregnant by Darman of Omega Squad, who remained unaware of his impending fatherhood. Afraid a child was a distraction Darman couldn't afford, Kal kept the pregnancy secret, and arranged for Etain to be sent to Qiilura for the duration of her pregnancy.

By the sixteenth month of the Clone Wars, Kal had made it his personal mission to secure natural lifespans for the clones to whom he had grown so attached. Kal and the Nulls made tracking down Ko Sai and acquiring a master database of both cloning and aging research for Ko Sai to work with. Kal's first step was supporting Mereel's infiltration of Kamino to strip the Kaminoan mainframe for genetics data and clues to Ko Sai's whereabouts, only to stumble upon a transmission between Lama Su and Chancellor Palpatine that threw Palpatine's plans for the future of the clones into question.

After the purchase of a submersible freighter and a quick stop to rescue sergeant Vau and his fifty-three million credit donation to the clone retirement fund, Kal, along with Mereel and



KAL SKIRATA

Vau, took flight to the oceanic world of Dorumaa to search for Ko Sai. The three found Sai's underwater lair and overcame her Mandalorian guard, capturing the Kaminoan cloner and her data before their presence could be discovered by any of the other factions searching for her. Not entirely sure where to take Sai, Kal called in a favor with former *Cuy'val Dar* Rav Bralor, who he had purchased and refit a clan home on Mandalore called *Kyrimorut*.

Eighteen months after the Battle of Geonosis, Kal took responsibility for raising his grandson shortly after returning to Mandalore, when Etain gave birth to Venku Skirata. Unfortunately, the celebration was cut short when Ko Sai was found to have committed suicide, forcing Kal to pursue other top geneticists in the field to further his objective. After dealing with the crisis and reformulating his plan to guarantee his boys a full lifespan, Kal relocated to Coruscant, where he shared an apartment with Atin's girlfriend Laseema and Bardan Jusik, who had resigned his commission and left the Jedi Order. Together, the trio cared for Venku, renamed Kad Skirata at Darman's suggestion.

Kal's mission to find a geneticist to work on the clone aging problem was interrupted just after the second anniversary of the Battle of Geonosis, when Skirata's oldest son Tor contacted him to find his missing sister Ruusaan. Over the course of the next few weeks, Skirata vowed to find and rescue his daughter, capture former Separatist geneticist Ovolot Qail Uthan, and organize a timetable to get everyone safely to *Kyrimorut* when the Clone Wars came to a close. A year later, Kal was able to organize near-simultaneous extractions of his daughter and Jilka Zan Zetis while personally extracting Uthan and, unexpectedly, the sister of Jango, Arla Fett. When Order 66 was declared, only Jedi-General Etain-Tur Mukan was not where she belonged. Kal, Ordo, Darman and Niner all gathered to ensure Etain passed through a checkpoint without incident. Unfortunately, a number of disguised Jedi chose that same moment to attack, and during the struggle, Etain was mortally wounded by a lightsaber blade. Enraged, Kal sprang into action, killing two Jedi in moments before Jaller Obrim shot him with a stun blaster at point-blank range so Ordo could remove him from the scene.

The somber tone upon returning to *Kyrimorut* remained with Kal for months. Ny Vollen, a smuggler that had been helping Kal's family of clones, returned with Etain's body. Just before

the funeral pyre, Kal was convinced by Ny to provide temporary asylum for two Jedi: Kina Ha, a Kaminoan with an extended lifespan, and a young girl named Scout who reminded her of Etain. Over the next several months, Kal and his family faced countless trials. As they worked toward creating a serum to restore the clones their natural life spans, they also dealt with trying to reunite estranged commando Darman with his son Kad, an Imperial Garrison on Mandalore, the resurgence of the Mandalorian Death Watch, and finding a way to safely allow Jedi Kina Ha and Arligan Zey to leave without compromising *Kyrimorut's* location.

NEW LANGUAGE: DADITA

Not a traditional language, dadita is a binary code consisting of long and short taps or tones. Varying combinations produce different letters, eventually spelling out entire words. Saying or tapping out something in binary takes twice as long as it would to speak verbally in any other language, but reduces the DC to convey a secret message via the Innuendo function of the Deception skill by 5 assuming the recipient also speaks Dadita.

Kal Skirata (Battle of Geonosis)

CL 18

Medium Middle-aged Human Male Noble 5/Scout 1/Soldier 7/
Elite Trooper 5

Destiny 4; **Force** 12; **Dark Side** 2

Init +11; **Senses** Perception +17

Languages Basic, Dadita, Huttese, Military Sign, Mando'a,
Shyriiwook, (2 unselected)

Defenses Ref 33 (flat-footed 30), Fort 34, Will 32

Hp 135; **DR** 2; **Threshold** 34

Speed 4 squares

Melee unarmed +17 (1d6+11) or

Melee vibroknucklers +12 (1d6+14) or

Melee garrote +17 (1d6+11 + special) or

Melee edged chain +17 (1d8+11) or

Melee kuati knife +17 (1d6+11) or

Melee kuati knife +12/+12 (1d6+11) with Double Attack or

Melee kuati knife +7/+7 (1d6+11) and

Hearing Enhancer

Functions as the ambient aural amplifier (*RE 51*). Also, with a DC 15 Use Computer check, you can tap into the frequency used by the hearing enhancer to make Perception checks to eavesdrop. The hearing enhancer is considered to have Perception +5 when used in this fashion.

Chain

Simple Weapons

A heavy length of chain, it can be used as a garrote (see Garrote, *CW 59*) or as a bludgeoning weapon. Sometimes chains have several links filed down to razor sharpness.

Size Small; **Cost** 15; **Damage** 1d6 bludgeoning or 1d8 slashing (edged chain only); **Stun Damage** –; **Weight** 3 kg; **Type** bludgeoning or slashing (edged chain only); **Availability** Common.

Kuati Knife

Simple Weapon

A fifteen centimeter long narrow three-sided pyramid of blades sits atop a handle for a lethal stabbing implement, also capable of being hurled.

Size Small; **Cost** 500; **Damage** 1d6; **Stun Damage** –; **Weight** 1 kg; **Type** piercing; **Availability** Rare.

Ranged verpine shattergun +7 (3d10+9) with Double Attack and Dual Weapon Mastery I or

Ranged kuati knife +17 (1d6+9) or

Ranged verpine shattergun +17 (3d10+9) or

Ranged verpine sniper rifle +17 (4d10+9) or

Ranged hold out blaster +17 (3d4+9) or

Ranged by weapon +17

Base Atk +15; **Grp** +17

Atk Options Double Attack (simple weapons), Lightning Draw, Point Blank Shot

Special Actions Ambush, Conditioning, Delay Damage, Hunker Down, Inspire Confidence, Keep It Going, Mandalorian Advance, Quick Draw

Abilities Str 14, Dex 14, Con 14, Int 16, Wis 14, Cha 16

Special Qualities Delay Damage, limp injury, partial deafness injury

Talents Ambush, Ambush Specialist, Armored Defense, Blend In, Connections, Destructive Ambusher, Exotic Weapon Mastery, Hunker Down, Inspire Confidence, Keep It Going, Mandalorian Advance

Feats Advantageous Attack, Armor Proficiency (light, medium), Conditioning, Double Attack (simple weapons), Dual Weapon Mastery I, Lightning Draw, Linguist, Marital Arts I, Point Blank Shot, Quick Draw, Recurring Success (Mandalorian Advance), Skill Training (Mechanics, Survival), Weapon Proficiency (pistols, rifles, simple weapons), Zero Range

Skills Deception +17, Endurance +11, Initiative +11, Knowledge (social sciences) +17, Knowledge (tactics) +17, Mechanics +17. Perception +17, Persuasion +17, Stealth +11 (may substitute for Deception checks when creating a deceptive appearance), Survival +16, Treat Injury +16, Use Computer +17

Possessions Bantha hide jacket, comlink (earbud), concealed audio recorder, custom verpine sniper rifles (2 increased accuracy, superior range), edged chain, garrote, hearing enhancer, hold-out blaster, personal holo-projector, ruik root, spring-loaded Kuati knife, uj cake, verpine shattergun, vibroknucklers, visual wrist comm., warra nuts.

Organization Score (Grand Army of the Republic) – X

Destiny (Rescue) – It is Kal Skirata's destiny to rescue the Republic's Grand Army from an early death by assembling the research of Ko Sai and the geneticists capable of creating a serum that will restore their natural life spans.

Kal Skirata (Hunt for Ko Sai)

CL 18

Medium Old Human Male Noble 5/Scout 1/Soldier 7/Elite Trooper 5

Destiny 3; **Force** 9; **Dark Side** 2

Init +15; **Senses** low-light vision; Perception +21

Languages Basic, Dadita, Huttese, Military Sign, Mando'a, Shyriiwook, (2 unselected)

Defenses Ref 32 (flat-footed 30), Fort 33 Will 32

Hp 117; **DR** 2; **Threshold** 33

INJURIES

A new class of status effect for characters, injuries represent lasting negative qualities similar to, but not quite as severe as persistent conditions. Characters suffering from injuries are able to heal hit points and move back up the Condition Track as normal, but suffer effects listed within the particular injury. The rules for removing an injury are listed within each entry.

Partial Deafness Injury

Repeated exposure to deafening noises can eventually cause permanent hearing damage. If you are partially deaf, you suffer a -2 penalty on all Perception checks, except Perception Checks made to hear ambient or distant noises, or eavesdrop, in which case it takes a -5 penalty. This penalty can be acquired twice, and its penalties stack. Wearing a hearing enhancer can cut the penalties in half (round up). Any time you are moved down the Condition Track by a sonic weapon, you suffer an attack against your Fortitude Defense with BAB +0, if the attack hits, you acquire this condition. Exposure to a sonic-based hazard without ear protection can also force you to suffer an attack as described in the specific hazard. Examples might include moving down the CT because of an Ithorian Bellow, being nearby artillery fire without ear protection, or working at a spaceport. It is possible to repair partial deafness with a cybernetic replacement (SE 137). Successful cybernetic surgery removes the injury completely.

Complete Deafness Injury

A deaf creature cannot hear, and takes a -5 penalty to all

Perception Checks, and all opponents not within line of sight automatically succeed on any Stealth Checks made against them. All checks and actions that rely on hearing (such as speaking or using a comlink) fail automatically unless Lip Reading is taken as a language, and specialized equipment for the deaf is bought (voice to text translator), which costs an extra 500 credits per device. Any time you are moved to the bottom of the Condition Track by a sonic weapon, you suffer an attack against your Fortitude Defense with BAB +5, if the attack hits, you acquire this condition. Exposure to a sonic-based hazard without ear protection can also force you to acquire this condition. It is possible to repair partial deafness with a cybernetic replacement (SE 137). Successful cybernetic surgery removes the injury completely.

Limp Injury

Sometimes when characters sustain damage, it is so severe as to leave a lasting impact. Any time you are moved down the condition track from a critical hit that reduces your speed or causes you to fall prone, you suffer from this persistent condition. You walk with a distinctive limp, and suffer a medium armor check penalty (-2 to speed and -5 to associated skill checks). This penalty stacks with any armor penalty you may suffer from wearing armor, and this penalty cannot be negated by taking the armor proficiency (medium) feat. To remove this condition requires a DC 15 Treat Injury check to perform the Perform Surgery function of the skill. This condition can be acquired twice, with the penalties stacking.

Speed 6 squares

Melee unarmed +16 (1d6+10) or

Melee vibroknucklers +11 (1d6+13) or

Melee garrote +16 (1d6+10 + special) or

Melee edged chain +16 (1d8+10) or

Melee kuati knife +16 (1d6+10) or

Melee kuati knife +11/+11 (1d6+10) with Double Attack or

Melee kuati knife +6/+6 (1d6+10) and

Ranged verpine shattergun +6 (3d10+9) with Double Attack and Dual Weapon Mastery I or

Ranged kuati knife +16 (1d6+9) or

Ranged verpine shattergun +16 (3d10+9) or

Ranged verpine sniper rifle +16 (4d10+9) or

Ranged hold out blaster +16 (3d4+9) or

Ranged WESTAR blaster pistol +16 (3d6+9) or

Ranged WESTAR blaster pistol +14 (3d6+9) with autofire or

Ranged concussion grenade +16 (3d4+9) or

Ranged laser dissipation grenade +16 (3d4+9) or

Ranged by weapon +16

Base Atk +15; **Grp** +16

Atk Options Double Attack (simple weapons), Lightning Draw, Point Blank Shot

Special Actions Ambush, Conditioning, Delay Damage, Hunker Down, Inspire Confidence, Keep It Going, Mandalorian Advance, Quick Draw

Abilities Str 12, Dex 12, Con 12, Int 17, Wis 15, Cha 17

Special Qualities Delay Damage, partial deafness injury

Talents Ambush, Ambush Specialist, Armored Defense, Blend In, Connections, Destructive Ambusher, Exotic Weapon Mastery, Hunker Down, Inspire Confidence, Keep It Going, Mandalorian Advance

Feats Advantageous Attack, Armor Proficiency (light, medium), Conditioning, Double Attack (simple weapons), Dual Weapon Mastery I, Lightning Draw, Linguist, Marital Arts I, Point Blank Shot, Quick Draw, Recurring Success (Mandalorian Advance), Skill Training (Mechanics, Survival), Weapon Proficiency (pistols, rifles, simple weapons), Zero Range

Skills Deception +17, Endurance +15, Initiative +15, Knowledge (social sciences) +17, Knowledge (tactics) +17, Mechanics +17, Perception +21, Persuasion +17, Stealth +15 (may substitute for Deception checks when creating a deceptive appearance), Survival +16, Treat Injury +16, Use Computer +17

Possessions Binders, comlink (earbud), concealed audio recorder, concussion grenades [2], custom verpine sniper rifles (2 increased accuracy, superior range), custom westar blaster pistol (as blaster pistol with silverplate upgrade and rapid recycler), distortion field generator (as sound sponge), edged chain, garrote, hearing enhancer, hold-out blaster, laser dissipation grenade, medium beskar'gam (+8 armor, +2 equipment, superior helmet package trait, integrated spring-loaded kuati knife), personal holo-projector, ruik root, spring-loaded Kuati knife, verpine shattergun, vibroknucklers, visual wrist comm.

Organization Score (Grand Army of the Republic) – X

Destiny (Rescue) – I It is Kal Skirata's destiny to rescue the

Republic's Grand Army from an early death by assembling the research of Ko Sai and the geneticists capable of creating a serum that will restore their natural life spans.

LLATS WARD

A student of military history, Llats Ward was also a respected battlefield commander. A decade prior to the Clone Wars, Ward was recruited by Jango Fett to join his *Cuy'val Dar* and train the clone troopers being grown for the Republic on Kamino. Ward trained Republic Commandos and Commanders, specializing in battlefield tactics and battlefield psychology. When the Clone Wars began, Ward was recruited by the Republic to serve on the battlefields of the Clone Wars. Ward usually commanded large units, but would just as often undertake delicate covert missions with fellow *Cuy'val Dar* Rav Bralor and B'Arin Apma, including at least one such mission with Omega Squad.

Llats Ward (Battle of Geonosis)

CL 15

Medium Middle-Aged Human Male Noble 5/Soldier 5/Officer 5

Force 10; **Dark Side** 2

Init +14; **Senses** low-light vision; **Perception** +14

Languages Basic, Bocce, Dadita, High Galactic, Huttese, Mando'a, Military Sign, Rodese, Tionese

Defenses Ref 29 (flat-footed 27), Fort 30, Will 31

Hp 90; **Threshold** 30

Speed 6 squares

Melee unarmed +14 (1d4+8) or

Ranged blaster pistol +15 (3d6+7) or

Ranged light repeating blaster rifle +16 (3d8+7) or

Ranged light repeating blaster rifle +11 (4d8+7) with Burst Fire or

Ranged flamethrower +10 (3d6+7) or

Ranged wrist rocket launcher +15 (varies) or

Ranged by weapon +15

Base Atk +13; **Grp** +15

Atk Options Autofire Sweep, Burst Fire, Commanding Presence

Special Actions Assault Tactics, Born Leader, Combined Fire,

Grand Leader, Share Talent (Assault Tactics, Grand Leader)

Abilities Str 13, Dex 14, Con 13, Int 16, Wis 14, Cha 14

Special Qualities Command Cover +2, Share Talent (Assault



Tactics, Grand Leader)

Talents Armored Defense, Assault Tactics, Born Leader, Combined Fire, Commanding Presence, Exploit Weakness, Grand Leader, Mercenary's Teamwork, Tactical Savvy

Feats Armor Proficiency (light), Autofire Assault, Autofire Sweep, Bantha Herder, Blaster Barrage, Burst Fire, Coordinated Attack, Exotic Weapon Proficiency (wrist rocket launcher), Linguist, Riflemaster, Trench Warrior, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +14, Endurance +13, Initiative +14, Knowledge (galactic lore) +15, Knowledge (social sciences) +15, Knowledge (tactics) +15, Perception +14, Persuasion +14, Ride +14, Treat Injury +14

Possessions blaster pistol, light beskar'gam (+5 armor, +2

equipment; integrated all-temperature cloak, bandolier, boot spikes, flamethrower, helmet package, rangefinder and wrist rocket launcher), utility belt (with holster)

Organization Score (Grand Army of the Republic) – X

Homeworld (Mandalore) – Llats Ward hails from Mandalore, and as such speaks Mando'a, and Endurance and Mechanics are always considered class skills for him.

MIJ GILAMAR

Once a talented physician on a backwater world, Mij was eventually called upon to treat a wounded Mandalorian woman named Tani. During her recovery, the two fell deeply in love, and Mij found himself marrying into the Mandalorian clans. His new role in life forced him to add combat and covert operations to his medical acumen, and for a time, the two were very happy together. Eventually, Tani was killed by a member of the Mandalorian Death Watch that Gilamar had patched up. With his heart broken, he swore an oath of revenge, and painted his armor a distinct gold, the traditional color to denote a desire for vengeance.

Eight years before the Clone Wars, Gilamar, well-respected amongst other Mandalorian warriors, was recruited by Jango Fett to join his *Cuy'val Dar* on Kamino to train clone commandos. After patching up a number of clones with odd training injuries, Mij discovered and put a stop to the lethal sparring sessions called "battle circles" organized by fellow *Cuy'val Dar* trainer Dred Priest. Not long before the Battle of Geonosis, Mij found he had grown close with aberrant ARC trooper clone Alpha-02 "Spar". When he learned Spar was scheduled for destruction, Mij helped him escape by calling in a favor owed him by Jango Fett, who stowed the young man away on his transport during a trip off-world.

After the Clone Wars began, Gilamar returned to Mandalore, but sixteen months into the Clone Wars, he was appointed the Special Operations Brigade Medical Adviser under Jedi Master Arligan Zey. Still, his loyalties were firmly with Kal Skirata and those clones he had grown attached to during his time on Kamino, not the Republic. Three months before the end of the Clone Wars, Mij split his time between training covert ops troops on Coruscant



and assisting former Jedi Knight Bardan Jusik in the recovery of wounded Republic commando "Fi" back on Mandalore.

Days before Order 66 was issued, Mij helped Skirata extract scientist Ovolut Qail Uthan from Republic custody. Mij and Uthan bonded in the days after the Clone Wars while working together on first the clone anti-aging vaccine, and later an immunity vaccination for FG36, a viral weapon Uthan had developed for the Separatists. It was three weeks after Order 66 that Mij was introduced to escaped Jedi Padawan "Scout", who he immediately took a fatherly liking to. Over the subsequent months at *Kyrimorut*, Mij and Uthan's romance blossomed.

After Uthan had succeeded in creating a virus that would bestow an immunity to FG36, Mij, Skirata, and a number of others at *Kyrimorut* were tasked with taking a trip to Keldabe to spread it, Mij was spotted Dred Priest, whose armor was decorated with the insignia of the Death Watch. Afraid Priest would report him to the new Imperial garrison, Mij lured Priest into a back ally and killed him by slicing open his femoral artery. Mij dumped

the body into the Kelita River before returning to *Kyrimorut* with the intention of adopting "Scout" as his daughter, and marrying Ovolut Qail Uthan.

Mij Gilamar (As of Order 66)

CL 16

Medium Middle Aged Human Male Scout 1/Soldier 5/Scoundrel 4/Elite Trooper 3/Medic 3

Force 13; **Dark Side** 2

Init +15; **Senses** low-light vision; **Perception** +15

Languages Basic, High Galactic, Huttese, Mando'a, (1 unselected)

Defenses Ref 35 (flat-footed 32), Fort 34 Will 32

Hp 123; **DR** 1; **Threshold** 34

Speed 4 squares

Melee unarmed +15 (1d6+10) or

Melee survival knife +15 (1d6+10) or

Melee scalpel (as knife) +15 (1d4+10) or

Ranged heavy blaster rifle +15 (3d10+8) or

Ranged flamethrower +10 (3d6+8) or

Ranged jetpack missile +10 (6d6+8) or

Ranged wrist rocket launcher +10 (varies) or

Ranged by weapon +15

Base Atk +13; **Grp** +15

Atk Options Fatal Hit, Ignore Armor, Lightning Draw, Point Blank Shot

Special Actions Combat Trickery, Delay Damage, Quick Draw, Recall, Wilderness Survival

Abilities Str 14, Dex 14, Con 14, Int 18, Wis 14, Cha 12

Special Qualities Delay Damage, Medical Secret (Improved Long-Term Care)

Talents Ambush, Armored Defense, Battlefield Medic, Battlefield Remedy, Fringe Savant, Ignore Armor, Improved Armored Defense, Sneak Attack (+2d6), Steady Under Pressure

Feats Advantageous Attack, Armor Proficiency (light, medium), Combat Trickery, Cunning Attack, Fatal Hit, Lightning Draw, Martial Arts I, Point Blank Shot, Quick Draw, Recall, Surgical Expertise, Weapon Proficiency (pistols, rifles, simple weapons), Wilderness First Aid

Skills Deception +14, Endurance +15, Initiative +15, Knowledge (life sciences) +17, Knowledge (tactics) +17, Perception +15, Stealth +15, Survival +15, Treat Injury +17 (may reroll, keeping better result)

Possessions DC-15 blaster rifle, medium beskar'gam (+8 armor, +2 equipment; integrated flamethrower, helmet pack-age, jetpack [with missile], rangefinder and [3] wrist rocket launchers), utility belt, variety of medical equipment, vibro blade.

Organization Score (Grand Army of the Republic) – X

Background (Occupation Medical) –: Mij Gilamar was once a physician before becoming a Mandalorian, and as such, Treat Injury is always considered a class skill for him. Also, all un-trained Use Computer checks gain a +2 competence bonus.

RAV BRALOR

One of Jango Fett's *Cuy'val Dar* trainers for the Republic Clone Army, Rav spent eight years on Kamino teaching the rank and file, as well as Republic Commandos, including Vevut and Yayax Squads. After the contract expired, she returned to Mandalore, content to leave the business of the Republic behind. Fourteen months after the Battle of Geonosis, she was contacted by fellow *Cuy'val Dar* Kal Skirata, who hired her to purchase and refit the *Kyrimorut* homestead. Rav quickly became one of Kal's most trusted allies, present for the birth of Venku Skirata, and the funeral of Etain Tur-Mukan. Rav's neice, Parja, was also brought to *Kyrimorut* to help. Together, the girls helped construct Kal's home and keep it orderly, doing their part to help Kal free as many clones from Republic tyranny as possible throughout the rest of the Clone Wars, and for a time afterward.

Rav Bralor

CL 16

Medium Human Female Soldier 3/Scout 5/Elite Trooper 4/Infiltrator 4

Force 8; **Dark Side** 1

Init +16; **Senses** low-light vision; Perception +17

Languages Basic, Bocce, Huttese, Mando'a

Defenses Ref 38 (flat-footed 34), Fort 33, Will 30

Hp 116; **DR** 2; **Threshold** 33

Speed 4 squares

Melee unarmed +14 (1d8+9) or

Melee unarmed +14 (2d8+9 stun) or

Melee vibroknucklers +14 (1d8+12) or

Melee vibroknucklers +14 (2d8+12 stun) or

RAV BRALOR



Melee gauntlet vibroblade +14 (2d6+9) or
Melee gauntlet vibroblades +12/+12 (2d6+9) or
Melee gauntlet vibroblade +12 (3d6+9) with Rapid Strike or
Melee gauntlet vibroblades +10/+10 with Rapid Strike or
Melee by weapon +14
Ranged blaster pistol +16 (3d6+7) or
Ranged blaster pistols +14/+14 (3d6+7) or
Ranged wrist rocket +11 (varies) or
Ranged by weapon +16
Base Atk +13; **Grp** +16
Atk Options Point Blank Shot, K'tara Training, Mandalorian Ferocity, Rapid Strike
Special Actions Creeping Approach, Delay Damage, Ghost Assailant, Lead Infiltrator, Shake It Off

CUY'VAL DAR

Vhonte Tervo: A female Mandalorian member of the *Cuy'val Dar*, Tervo had worked with Kal Skirata in the past, and owed him a favor. Tervo often favored wielding dual pistols or forearm ejected vibroblades, and had crimson armor. She was often seen working with a pair of green-armored Mandalorian mercenaries during the Clone Wars.

Abilities Str 12, Dex 16, Con 13, Int 14, Wis 15, Cha 14

Special Qualities Lead Infiltrator, Unarmed Stun (+1 die)

Talents Accurate Blow (advanced melee weapons), Armored Defense, Creeping Approach, Ghost Assailant, Hidden Movement, Improved Armored Defense, Improved Stealth, Mandalorian Ferocity, Silent Takedown

Feats Armor Proficiency (light, medium), Covert Operatives, Dual Weapon Mastery I, Dual Weapon Mastery II, K'tara Training, Martial Arts I, Point Blank Shot, Rapid Strike, Shake It Off, Skill Focus (Stealth), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons), Wicked Strike

Skills Endurance +14, Initiative +16, Jump +14, Knowledge (tactics) +15, Perception +17, Stealth +21 (may reroll, keeping second result)

Possessions Blaster pistols (2), medium beskar'gam (+8 armor, +2 equipment; all-temperature cloak, integrated helmet package, vibro-blades [2], rangefinder, vibroknucklers [2 on feet], wrist rocket launcher)

Homeworld (Mandalore) – Rav hails from Mandalore, and as such speaks Mando'a, and Endurance and Treat Injury are always considered class skills for her.

WAD'E TAY'HAAI

A man obsessed with Mandalorian history and heritage, Wad'e was known for favoring a traditional Mandalorian combat spear and beskar flute. He was recruited by Jango Fett nearly a decade before the Clone Wars to join the *Cuy'val Dar* to train the Republic's clone army. Sixteen months into the Clone Wars, Tay'haai was hired by the Republic to cross-train veteran clone troopers as commandos alongside fellow *Cuy'val Dar* Walon Vau, Kal Skirata and Mij Gilamar. However, Wad'e was covertly loyal to Skirata, taking note of any Republic shifts in strategy to provide Skirata an early warning.

Days before Order 66 was issued, Tay'haai took part in the rescue of Jilka Zan Zentis alongside Walon Vau and Ordo in Coruscant's lower levels. He later assisted in the liberation of Kal Skirata's daughter and scientist Ovolot Qail Uthan. Wad'e, those rescued, along with Yayax Squad and his fellow *Cuy'val Dar* then deserted the Republic, and fled to Mandalore. Wad'e remained a

WAD'E TAY'HAAI



fixture at Kal Skirata's compound at Kyriimorut, often playing his bes'bev to entertain those in exile.

Wad'e Tay'haai (As of Order 66)

CL 15

Medium Human Male Soldier 9/Gladiator 3/Elite Trooper 3

Force 9; **Dark Side** 1

Init +14; **Senses** low-light vision; **Perception** +14

NEW FEATS

Musician

You are able to perform music in a way that can inspire others to carry on.

Benefit: Pick a number of musical instruments (or voice) equal to 1 + your Intelligence modifier. You are considered trained in the use of these instruments. You can spend a standard action for ten or more rounds consecutively to play a piece of music by making a DC 15 Persuasion check. You can play a maximum number of consecutive rounds equal to 10 + your Constitution score, after which you must make an Endurance check equal to the number of rounds you have been playing. Failing the check means you must either take two full round actions as a break, or move -1 step down the Condition Track.

For the duration of your song, all allies within line of sight able to hear gain a +1 morale bonus to Will and Fortitude Defenses and may regain +1 step on the Condition Track if they were moved down it by a mind-influencing affect. Allies can only regain +1 step along the condition track per song. Multiple musicians can play together by making aide another checks. For every 5 points by which the DC is exceeded, you add +1 to the Will and Fortitude Defense bonuses, to a maximum of the number of members in the band, or 5, whichever is lower. Persuasion is considered a class skill for you.

Studio Musician

Your music can inspire others even through a recording.

Prerequisites: Composer, Musician

Benefit: The benefits of your music can be experienced by allies who can't see you play, including pre-recorded material and songs piped in to other locations. However, in order to gain

the bonuses of your music, allies must give up a swift action for every round they listen, and take a -5 penalty to Perception checks.

Solo Flourish

During a musical performance, you can spend one of your rounds performing a solo.

Prerequisites: Musician

Benefit: To perform a solo flourish, make a DC 15 Persuasion check. All allies affected by your solo have the option of using a Second Wind as a reaction, even if they have already used their second wind for the day. If in a band, only one band member may flourish per round, though each additional flourish in that song adds +1 hit point to the number of hit points recovered when allies catch their second wind.

Battle Anthem

The power with which you can play music of historical and cultural significance can inspire others to fight on.

Prerequisites: Musician and Solo Flourish Feats

Benefit: Once per day, at the start of an encounter, make a DC 20 Persuasion check. If successful, select a number of allies equal to 1d4 + your Charisma bonus. The first time each of those allies suffer an attack that moves them down the Condition Track, they gain a temporary Force Point that must be used by the end of the encounter or it is lost. Also, playing this song negates your allies' ability to participate in the surprise round.

You may select this feat multiple times, each selection grants an additional use per day.

Languages Basic, Mando'a, Huttese

Defenses Ref 36 (flat-footed 33), Fort 33, Will 27;

Hp 133; **DR** 1; **Threshold** 38

Speed 4 squares

Melee unarmed +17 (1d6+9) or

Melee bevii'ragir +18 (1d8+11) or

Melee bevii'ragir +13/+13 (1d8+11) with Double Attack or

Melee bes'bev flute +17 (1d4+9) or

Ranged bevii'ragir +18 (2d8+7) or

Ranged wrist rocket launcher +18 (varies) or

Ranged jetpack missile +12 (6d6+7) or

Ranged flamethrower +18 (3d6+7) or

Ranged blaster pistol +17 (3d6+7) or

Ranged by weapon +17

Composer

You can create music that manipulates the listener in specific ways.

Prerequisites: Musician, Solo Flourish

Benefit: To compose a song, you must spend 2d20 hours and make a DC 15 Charisma check. The song must be at least ten rounds long. Select one of the effects below for the song to provide when played.

Distract: Make a Persuasion check against the Will Defense of all enemies able to hear. Success means affected enemies take a -1 penalty to all attacks and skill checks for the duration of the song.

Enamor: Make a Persuasion check against the Will Defense of all sentients able to hear. Success means affected characters move +1 attitude step friendlier (SE 71) for the duration of the song and 2d4 rounds afterward.

Enrage: Make a Persuasion check against the Will Defense of all sentients able to hear. Success means affected characters move +1 attitude step more hostile (SE 71) for the duration of the song and 2d4 rounds afterward.

Soothe: Make a Persuasion check against the Will Defense of all sentients able to hear. Success means affected characters

gain +1 bonus hit point for every point the check exceeded their Will Defense (minimum 1, maximum 10) after listening to the song in its entirety. Damage is subtracted from bonus hit points first, and any bonus hit points remaining at the end of the encounter go away. Bonus hit points do not stack.

Stimulate: Make a Persuasion check against the Will Defense of all sentients able to hear. Success means affected characters are considered to enjoy the benefits of aid another for any skill check made for the duration of the song and 2d4 rounds afterward. If the affected character has the team feat associated with the skill check being made, they gain an additional +1 morale bonus to the check.

Terrorize: Make a Persuasion check against the Will Defense of all sentients able to hear. Success means affected characters take a -2 penalty to Will Defense for the duration of the song. If the skill check exceeds their Will Defense by five or more, that enemy loses their move action for 1d4 rounds starting the round they hear the music. If the skill check exceeds their Will Defense by ten or more, that enemy loses their standard action for 1d4 rounds starting the round they hear the music.

Base Atk +15; **Grp** +17

Atk Options Double Attack (bevii'ragir), Point Blank Shot, Whirlwind Attack

Special Actions Delay Damage, Jet Pack Training, Mandalorian Advance, Melee Defense, Musician (bes'bev, voice, 1 unselected), Vehicular Combat

Abilities Str 14, Dex 14, Con 14, Int 14, Wis 14, Cha 14

Special Qualities Delay Damage, Unflinching (1/encounter)

Talents Accurate Blow (bevii'ragir), Armored Defense, Brutal Attack (bevii'ragir), Exotic Weapons Master, Improved Armored Defense, Jet Pack Training, Mandalorian Advance, Melee Assault, Weapon Specialization (bevii'ragir)

Feats Armor Proficiency (light, medium), Double Attack (bevii'ragir), Exotic Weapon Proficiency (bevii'ragir), Improved Damage Threshold, Martial Arts I, Melee Defense, Musician (bes'bev, voice, 1 unselected), Point Blank Shot, Vehicular

Combat, Weapon Focus (bevii'ragir), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons), Whirlwind Attack

Skills Initiative +14, Knowledge (galactic lore) +14, Knowledge (tactics) +14, Perception +14, Persuasion +14, Pilot +14

Possessions Bes'bev flute, bevii'ragir spear, blaster pistol, medium beskar'gam (+8 armor, +2 equipment; integrated flamethrower, helmet package, jetpack [with missile], range-finder and wrist rocket launcher), utility belt

Organization Score (Grand Army of the Republic) – X

Occupation (Academic) – Wad'e Tay'haai spent much of his childhood fascinated with galactic history, and as such, Knowledge (galactic lore) is considered a class skill for him, and he gains a +2 bonus to any untrained Persuasion and Use Computer checks.

WALON VAU & LORD MIRDALAN

Heir to the Count of Gesl, Admiral Vau, Walon was savagely beaten by his father throughout his childhood. When he was finally old enough to join the Imperial Irmenu Navy, his father denied him entry, causing Vau to run from home and join the Mandalorians. Upon hearing news he had become a mercenary, Vau's family disowned him and passed succession of the title of Count of Gesl to Vau's cousin.

Over time, Vau became close with Jango Fett, though twenty two years before the Clone Wars, obligations kept him from answering Jango's call to arms to fight Jedi at Galidraan. Stricken with guilt, he was unable to refuse Jango just over twelve years later when he asked Vau to join and help him assemble his *Cuy'val Dar* to train clone troopers for the Republic on Kamino. Despite Jango's reservations, Vau insisted on the inclusion of Mandalorian Kal Skirata in the *Cuy'val Dar*.

Vau quickly gained a reputation as a brutal trainer, who often forced his recruits to fight each other until one was physically unable to continue. Those who refused to fight each other were forced to fight Vau himself, though only clone commando Atin ever dared. Vau and Skirata were constantly at each other's throats over training methods, but Vau wasn't all brutality, for he trained his men harshly to protect them, and to ensure their survival.

Thirteen months after the Battle of Geonosis, Vau was brought back to the Grand Army of the Republic as a civilian advisor to the Special Operations Brigade under Jedi-General Zey to assist Kal Skirata with covert counter-terrorism operations on Coruscant. He was given the chance to work with Skirata's crew, which included Atin, who had been moved to Omega Squad after the death of his original squad-mates. Still, Vau considered the fact that he had only lost three trainees, the fewest of all the *Cuy'val Dar*, since Geonosis as proof his harsh training worked. During the counter-terrorism op, Vau was largely employed as an interrogator and executioner. During the final assault on CoruFresh, he worked with Mird and Etain to kill Perrive, the terrorist cell leader, in the diplomatic district. After the operation, Vau tried to make his peace with Atin, who still harbored a grudge. A fistfight

WALON VAU



with Atin seemed to exorcise his demons, though Vau was still forced to tread carefully with Skirata.

Fifteen months into the Clone Wars, after returning from a covert assignment from Zey, Vau was sent with Delta Squad to Mygeeto to provide reconnaissance and support. Instead, Vau planned an elaborate heist at the Dressian Kilosh Merchant Bank, where his father kept a number of safety deposit boxes. During his getaway, Vau fell down a tunnel created by a crystal ice worm, and ordered Delta to leave him behind. He was later rescued by Skirata and Null ARC trooper Ordo. In thanks, he gifted Skirata the fifty-three million credits netted by his heist for Kal's clone retirement fund, and gave Ordo his mother's 143 karat Shoroni Sapphires to give to his girlfriend Besany Wennen. He only kept one item for himself, his birth rite, the Arakyd Special blaster pistol, mark of office for the Count of Gesl. The donation went a long way toward making his peace with Skirata.

Vau accompanied Skirata and Mereel to Dorumaa during their hunt for Ko Sai, but remained in *Aay'han* while they captured the infamous Kaminoan. After a brief stop on Coruscant,

Vau returned to Skirata's compound at *Kyrimorut* on Mandalore, where he got Null ARC trooper Jaing to promise to look after Mird should anything happen to Vau. Nine months later, on the second anniversary of Geonosis, Vau had returned to SOB's Arca Barracks on Coruscant to cross-train regular clones in commando skills. Vau was given a mission by Jedi-General Zey to spy on Skirata, and make sure he wasn't a traitor, on the basis that his daughter was a prisoner of the Republic. Vau immediately informed Skirata of Ruusaan's location, and later, alongside Ordo and fellow *Cuy'val Dar* Wad'e Tay'haai broke Jilka Zan Zentis out of prison and brought her back to *Kyrimorut* just before the Battle of Coruscant.

During Palpatine's kidnapping by General Grievous, Vau acted as getaway driver for Kal, Fi, Ordo, and Bardan during their mission to break geneticist Ovolot Qail Uthan and Arla Fett out of prison, taking advantage of the chaos the Separatist fleet was causing in orbit. Upon returning to *Kyrimorut*, Vau heard distressing news that Sev of Delta Squad was M.I.A. on Kashyyyk, and spent much of the next month desperately searching for his trainee.

Upon his return, he learned that Skirata had opened his home to three more Jedi, including former Jedi-General Zey. Enraged that Kal would endanger the clones seeking refuge at *Kyrimorut*, he once again had it out with Skirata. Vau believed the Jedi got what they deserved, and that the clone army wasn't just a job for Jango Fett, it was built to destroy the Jedi Order from the start, as a sort of revenge for the Battle of Galidraan twenty two years ago. Despite the friction, Vau still helped Kal, Mij Gilamar and the Null ARCs spread the FG36 immuno-virus in Keldabe, and was the first to spot Isabet Reau and Dred Priest sporting their new Death Watch iconography.

Walon Vau (Attack on CoruFresh Depot) CL 17

Medium Middle-aged Human Male Noble 1/Scoundrel 1/Soldier
5/Scout 5/Elite Trooper 3/Martial Arts Master 2

Force 12; Dark Side 3

Init +15; Senses low-light vision; Perception +17

Languages Basic, Dadita, High Galactic, Huttese, Mando'a,
Military Sign, Ryl, (1 unselected)

Defenses Ref 33 (flat-footed 29), Fort 36, Will 31

Hp 128; DR 1; Threshold 35

Speed 4 squares

Melee unarmed +16 (1d10+12) or

Melee combat gloves +16 (1d10+13) or

Melee combat gloves +11/+11 (1d10+13) with Dual Weapon
Mastery I

Melee beskar saber +16 (1d8+12) or

Melee by weapon +16 or

Ranged sawed-off verpine shatter rifle +15 (4d10+8) or

Ranged blaster rifle +15 (3d8+8) or

Ranged sporting blaster rifle +15 (3d6+8) or

Ranged Arakyd Special +15 (xdX+8) or

Ranged jetpack missile +10 (6d6+8) or

Ranged wrist rocket launcher +10 (varies) or

Ranged wrist rocket launchers +5/+5 (varies) or

Ranged by weapon +15

Base Atk +13; Grp +16

Atk Options Tae-Jitsu Expertise, K'Tara Training, Point Blank
Shot,

Special Actions Delay Damage, Done it All (Lure Closer, Tested
in Battle), Lure Closer, Melee Defense, Reactive Stealth,
Surveillance, Tae-Jitsu Training, Trick Step

Abilities Str 16, Dex 14, Con 14, Int 16, Wis 14, Cha 14

Special Qualities Delay Damage, Tough as Durasteel +2

Talents Ambush, Armored Defense, Done It All (Lure Closer,
Tested In Battle), Improved Stealth, Improved Stunning
Strike, Melee Smash, Reactive Stealth, Stunning Strike,
Surveillance, Tae-Jitsu Expertise, Trick Step

Feats Armor Proficiency (light, medium), Covert Operatives,
Deadly Sniper, Dual Weapon Mastery I, K'Tara Training,
Linguist, Martial Arts I, Martial Arts II, Melee Defense, Point
Blank Shot, Precise Shot, Sniper, Tae-Jitsu Training, Weapon
Proficiency (pistols, rifles, simple weapons)

Skills Deception +15, Gather Information +15, Initiative +15,
Knowledge (social sciences) +16, Knowledge (tactics) +16,
Mechanics +16, Perception +17, Persuasion +15, Pilot +15,
Stealth +18 (may reroll, keeping second result)

Possessions Arakyd Special, beskar saber (as war sword with
cortosis weave/phrik alloy template, KR 66), comlink (ear-
bud), concealed audio recorder, hand disruptor, Medium

beskar'gam (+8 armor, +3 equipment; **fortifying armor trait, integrated helmet package, jetpack [with missile], rangefinder and [3] wrist rocket launchers**), **verpine shatter rifle (sawed-off template)**

Organization Score (Grand Army of the Republic) – X

Event (Disgraced) – Vau was once in line to be the next Count of Gesl, but fled that life to live amongst Mandalorian warriors. As a result, Stealth is always considered a class skill for Vau, and he treats any attempt to create a deceptive appearance for himself (*SE* 64) as one step simpler.

SAWED-OFF TEMPLATE

Slugthrowers, shatterguns, and other projectile weapons often have their barrels and stocks removed by those wishing to more easily conceal them. Sawing off the barrel and stock of a weapon reduces its size category one step but also cuts the range in half.

Restrictions: Must be a slugthrower or other projectile weapon, no energy weapons or missile weapons.

Lord Mirdalan

CL 14

Small Strill beast 8/Scout 5/Soldier 2

Force 6

Init +9; **Senses Perception** +18

Defenses Ref 21 (flat-footed 19), Fort 20, Will 19

Hp 83 Threshold: 20

Speed 6 squares

Melee bite +17 (1d4+9) or

Fighting Space 1 square; **Reach** 1 square

Base Atk +11; **Grp** +12

Atk Options Crush, Pin,

Special Actions Gliding, Shake It Off

Abilities Str 22, Dex 14, Con 14, Int 4 Wis 12, Cha 4

Special Qualities Carrying Capacity, Gliding

Talents Acute Senses, Expert Tracker, Grabber, Long Stride

Feats Armor Proficiency (light), Bone Crusher, Crush, Improved

Defenses, Pin, Rancor Crush, Shake It Off, Skill Focus

(Perception, Survival), Skill Training (Stealth, Survival)

Skills Climb +18, Perception +18 (may reroll, keeping second result), Stealth +19, Survival +18

Carrying Capacity Strills are treated as Medium creatures when determining their carrying capacity.

Gliding As a move action, a strill can glide, which is treated as a Jump check with the strill being considered to have a running start. Strills gain a +10 species bonus to Jump checks to determine the distance cleared.