

STAR WARS[®]

ROLEPLAYING GAME

CRIMINALS

CLONE WARS FAN SOURCEBOOK

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CHAPTER 5 CRIMINALS





Crime has been a part of galactic life since the earliest hints of civilized society, and the Clone Wars era is no different. The Republic is so focused on the external threat of the Separatists and internal corruption that criminals of all types are able to flourish during the war. Wars mean blockades, giving desperate need and top credits to smugglers of contraband and luxury goods. Innocent citizens turn to spice to escape the horrors of war. Local gangsters grow more brazen in their scams and protection rackets. The Clone Wars represent a golden era for criminals throughout the galaxy, one brought to a quick demise when the Galactic Empire seizes control.

ACHK MED-BEQ & DANNL FAYTONNI

Achk Med-Beq and Dannl Faytonni are a pair of career criminals from Corellia. Once an aspiring judicial agent, Faytonni was conned into fronting a spice-mining operation by a shape-shifter that nearly landed him a long prison sentence. Dannl found himself on the run, and quickly gained the aide of close friend Achk Med-Beq. Together, the duo managed to escape Corellian Space and make their way to Coruscant by lying, cheating and stealing. Shortly after arriving on Coruscant, the pair were arrested and jailed in the CoCo District Penitentiary.

However, the resourceful pair continued their confidence scams even in prison, teaming up with smuggler Llollulion to escape in a laundry truck just weeks before the Battle of Geonosis. Llollulion was convinced Booster Terrik had sent Med-Beq and Faytonni to break him out, and as a result not only offered them protection from the rougher elements in prison, but gave them access to his accumulated resources. Only with the use of Llollulion's contacts and knowledge were they able to break free. While report of the jailbreak made evening holonet news, Faytonni was able to draw on his great skill as a gambler to acquire a pair of Republic Judiciary uniforms, which they began using as cover for their illicit activities.

In the weeks prior to war's beginning, Faytonni and Med-Beq managed to run a number of small-time scams, including a particularly profitable scheme against Magaloof, an aspiring thief and con artist. Med-Beq paired up with the naïve Leffingite on a number of small robberies against nearly undefended targets. After Med-Beq had gained Magaloof's trust, however, he sent him to empty a well guarded jewelry store of its supply of Flame Gems. Of course, having never met Faytonni, when the Republic Judiciary stopped him, Magaloof turned over the stash of valuables and was let off with a stern warning by Faytonni.



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The pair were living large on their big score, and seeking out new marks in the Outlander Club when Jedi Kenobi and Skywalker cut through the crowd in search of Zam Wessel. Hardly noticed, the duo instead focused on conning Whimper Save, Ayy Vida, and Oakie Dokes out of information and valuables. Save was thought to have a wealthy, but abusive husband, while Oakie Dokes was an artist of some local repute, whom the pair felt they could con out of a number of paintings for a quick sale. Ayy Vida was the true prize, however, with her intimate knowledge of Hat Lo's criminal enterprise. They hoped to gain information to make a big score stealing weapons or narcotics from the local crime lord.

Six months later, Faytonni and Med-Bek overplayed their hand trying to con a widowed Senator out of her holdings, but the wizen representative called the Blue Guard on the thieves, sending them on

the run. Desperate to avoid another stint in the CoCo Penitentiary, they began hunting for a ship to steal and came across Padmé Amidala's diplomatic skiff, being prepped by Representative Jar Jar Binks and C-3PO. Faytonni successfully convinced the two to allow him to commandeer the transport on behalf of the judiciary, but the auto-pilot was never deactivated. Unaware of the code, the pair ended up back at the senate building, but were luckily able to evade further pursuit in spite of the bad fortune.

Throughout the remainder of the Clone Wars, the criminal team continued to operate throughout Coruscant, going through periods of success and desperation. Their inconsistent luck often saw their fortunes change several times throughout the course of a single day, though both flavored the excitement of just such a lifestyle. Just before the end of the Clone Wars, Faytonni and Med-Bek were spotted at the Coruscant Opera House, no doubt in the midst of yet another scam.

Achk Med-Bek

CL 8

Medium Human Male Scoundrel 6/Noble 1/Charlatan 1

Force 10; Dark Side 3

Init +5; Senses Perception +15

Languages Basic, Selonian

Defenses Ref 21 (flat-footed 20), Fort 19, Will 23; Unreadable

Hp 54; Threshold 19

Speed 6 squares

Melee unarmed +5 (1d6+5) or

Ranged by weapon +5

Base Atk +4; Grp +5

Atk Options Point Blank Shot

Special Actions Cunning Distraction, Fast Talker, Gearhead, Quick

Draw, Quick Skill, Scavenger

Abilities Str 13, Dex 12, Con 12, Int 14, Wis 13, Cha 11

Talents Art of Concealment, Cunning Distraction, Fast Talker, Illicit

Dealings, Unreadable

Feats Gearhead, Informer, Point Blank Shot, Quick Draw, Quick Skill, Scavenger, Skill Focus (Deception, Perception), Weapon Proficiency (pistols, simple weapons)

Skills Deception +14, Knowledge (bureaucracy) +11, Knowledge (social sciences) +11, Mechanics +11, Perception +15, Stealth +10 (may take 10 when concealing items while under pressure), Use Computer +11

Possessions Comlink, Republic Judiciary uniform, security kit, tool kit, various personal belongings



Danni Faytonni CL 7
 Medium Human Male Scoundrel 7
 Force 8; Dark Side 2
 Init +4; Senses Perception +9
Languages Basic, Huttese
 Defenses Ref 21 (flat-footed 20), Fort 18, Will 20; Dodge, Slippery
 Maneuver
Hp 42; Threshold 18
 Speed 6 squares
 Melee unarmed +5 (1d4+3) or
 Ranged by weapon +6
 Base Atk +5; Grp +6
 Atk Options Point Blank Shot
Special Actions Bad Feeling, Fool's Luck, Knack, Quick Skill, Rapport
 Abilities Str 11, Dex 13, Con 11, Int 12, Wis 13, Cha 15
 Talents Fool's Luck, Gambler, Knack, Seducer
 Feats Bad Feeling, Dodge, Improved Defenses, Point Blank Shot, Quick
 Skill, Rapport, Skill Focus (Persuasion), Slippery Maneuver, Weapon
 Proficiency (pistols, simple weapons)

CORUSCANT CRIMINALS

Baath Brothers

These two Columbi siblings work for Coruscant Spicelord Volven Roxe, managing and owning the Outlander Club in what little legitimacy the establishment has. Roxe often uses intermediaries such as the Baath Brothers because attaching his name to a property almost immediately draws the attention of Jaller Obrim and the Coruscant Security Force. The Baath's are intelligent and often glad-hand the high-rollers in the private gambling rooms, though they keep tabs on all things happening on the main floor at all times as well.

Kesivo

A noted slaver that supplies many of Coruscant's elite with companions and servants, Kesivo also had a penchant for entering some of his slaves into gladiatorial contests. His champion was Giant Flog, who wielded a large boulder attached to a length of chain. Giant Flog was killed by Asaji Ventress in the Cauldron Arena of Rattatak, though Kesivo had little time to reflect on his loss of income, as he died a moment later, collateral damage as Flog's boulder crashed into Kesivo's private viewing box.

Magaloof

A Leffingite from Almak, Magaloof came to Coruscant to try his luck in the criminal underworld of the lower levels. After a short stint as an airspeeder thief for Hat Lo's gang, he was scammed by Danni Faytonni and his partner, Med-Beq. The duo conned Magaloof into robbing a jewelry store and then willingly turn over the score before going to prison for the heist. Imprisoned for the length of the Clone Wars, upon his release immediately after the end of the galactic conflict, he returned to his native Almak to pursue a more honest living.

Paxaz Izhiq

A Falleen criminal believed to be employed by Black Sun killer Lord Xist, Paxaz was a noted arms dealer on Coruscant. A year into the Clone Wars, he used his pheromones to exert control over a GAR logistics officer named Vinna Jiss. Through Jiss, he was able to acquire military hardware, which he then sold to CIS-sponsored terrorists on Coruscant. He was killed in a shootout with Kal Skiratta's Republic Commandos, though the media blamed it on a gang shootout.

Skills Deception +10, Gather Information +10, Knowledge (galactic lore) +9, Knowledge (social sciences) +9, Perception +9, Persuasion +14, Stealth +9

Possessions Comlink, Republic Judiciary uniform, various personal belongings

ARTRUK

Artruk was a green-skinned Twi'lek who briefly rose to influence on Ryloth's capital city in the wake of scandal surrounding Clan Fenn and Clan Secura. Artruk had gained access to some of the city's more secure vaults, and often acted as a fence and warehouse for the galaxy's most wealthy and the criminal elite. Eight months into the Clone Wars, Corporate Alliance Magistrate Passel Argente contracted the corpulent Twi'lek to store the spoils of Christophsis, which Argente had independent agents loot mercilessly after General Loathsom had seized control of the crystal planet. Artruk was unaware that storing the ill-gained goods would result in disastrous consequences for his entire planet.

Wat Tambor had embedded a spy droid amongst the Magistrate's staff, and learned of the secret storehouse. Determined to pilfer the riches for himself, Tambor authorized moving Ryloth up from priority number seventy to number one. In the ensuing invasion, it is not known what became of Artruk, though it is likely he was put to work in a labor camp and freed weeks later by Cham Syndulla and Jedi Master Mace Windu's forces.

Artruk CL 4
 Medium Twi'lek Male nonheroic 6/Scoundrel 2
 Force 1; Dark Side 4
 Init +4; Senses low-light vision; Perception +5
Languages Basic, Bocce, Huttese, Ryl
 Defenses Ref 15 (flat-footed 15), Fort 16, Will 15
Hp 34; Threshold 16
 Speed 6 squares
 Melee unarmed +6 (1d4+2) or
 Ranged by weapon +5
 Base Atk +5; Grp +6
Special Actions Bad Feeling, Recall
 Abilities Str 12, Dex 11, Con 13, Int 14, Wis 13, Cha 14
 Special Qualities Deceptive, Great Fortitude, Low-Light Vision
 Talents Illicit Dealings
 Feats Bad Feeling, Friends in Low Places, Improved Defenses, Recall, Skill Focus (Persuasion), Skill Training (Deception, Gather Information), Weapon Proficiency (pistols)

ARTRUK



Skills Deception +16 (may reroll, keeping second result), Gather Information +16, Knowledge (bureaucracy) +11, Knowledge (galactic lore) +11, Persuasion +11 (may reroll when haggling for illicit goods, keeping better result)

Possessions Datapad, secure comlink, various personal belongings, vault keys

ARUK BESADII AORA

Born in the wake of the New Sith Wars, Aruk grew up in the Besadii Kadijic, where he ruthlessly honed his cunning and guile. A powerful, charismatic orator, Aruk eventually rose to take control of Besadii, one



of the most powerful Hutt Kadjijcs, next to Desilijic. Eighty years prior to the beginning of the Clone Wars, Aruk gave birth to Durga Besadii Tai, who, because of a facial birthmark, should have been smothered upon his birth, spared only by Aruk's infatuation with his offspring. By the time of the Separatist crisis, Besadii and Desilijic were bitter rivals, engaged in an ever-escalating game of lethal one-upmanship. During the months preceding the Battle of Geonosis, Aruk carefully navigated the murky, convoluted road of Kadjijc politics, enjoying such victories as the arrest of Zorba Desilijic Tiure, to avoiding jail time himself upon the seizure of 100 metric tons of Ryll by Republic Judiciaries. Five months into the Clone Wars, Aruk was visiting Nar Shaddaa, overseeing business interests there when Jedi Master Agen Kolar caused Besadii mass property and client damage in pursuit of a fugitive. Aruk had his underlings escort him to the Jedi, where he demanded Kolar leave the planet or risk causing a major diplomatic incident between the Hutts and Republic. The Jedi backed down; giving rise to Aruk's perceived power.

Managing Besadii and Durga's education were both full-time jobs, demanding every moment of Aruk's time. He knew that because of Durga's physical defect, he would have to be twice as ruthless and cunning as other Hutts to assume control of Besadii when Aruk passed. He almost always brought his son with him to inter-clan meetings, and let him watch as he checked through the clan budget. Aruk was a firm believer in fiscal discipline, shunning many of the more lavish displays of wealth favored by his rivals in Desilijic.

As the Clone Wars came to a close, Aruk's business was affected little. The Empire had little control over the Outer Rim, and those under the Empire's heel wanted for contraband even more than ever. During the next fifteen years, Aruk opened a new spice processing operation on Ylesia which was enormously successful. Aruk assigned Nal Hutta native T'landa Til manage the operation, a species who were able to emit a sub-sonic vibration along with a mild form of empathy that caused intense euphoria amongst many humanoid species, creating a happy, hard-working pool of willing slave laborers. While growing his operation, Besadii far surpassed Desilijic in material wealth, though Aruk's health began to sharply decline, and he became largely dependent on a hover platform to get around.

Fourteen years after the Clone Wars had ended; Aruk was killed by a Malkite-created poison known as X-1. Teroenza, the chief T'landa Til in charge of the Ylesia operation, had betrayed Aruk on behalf of Desilijic. However, Aruk's legacy would live on through Durga, who is considered to have become the most powerful Hutt in their known history. Durga not only took control of Clan Besadii, but also Black Sun in the wake of Prince Xizor's death. With the assets of both organizations under his control, and the Emperor's death soon afterward, Aruk's decision not to kill Durga at birth brought Besadii wealth beyond even Hutt imagination.

Aruk Besadii Aora

CL 18

Large Hutt Noble 5/Scoundrel 3/Crime Lord 10

Force 15; Dark Side 13

Init +7; Senses Perception +17

Languages Basic, Bocce, Givin, High Galactic, Huttese, Nikto, Ryl

Defenses Ref 29 (flat-footed 29), Fort 31, Will 35; Force Resistance, Unwavering Resolve

Hp 150; Threshold 41

Speed 2 squares

Melee unarmed +13 (1d6+10) or

Ranged by weapon +10

Base Atk +12; Grp +13

Atk Options Inspire Wrath, Pin, Point Blank Shot,

Special Actions Bodyguard, Demand Surrender, Hesitate, Impel Ally,

Impetuous Move, Knack, Presence, Recall**Abilities** Str 13, Dex 6, Con 14, Int 15, Wis 16, Cha 17**Special Qualities** Force Resistance, Supreme Stability**Talents** Attract Minion (5), Bodyguard I, Connections, Demand Surrender, Hesitate, Impel Ally I, Impel Ally II, Inspire Wrath, Knack, Presence, Wealth of Allies**Feats** Friends In Low Places, Impetuous Move, Improved Damage Threshold, Improved Defenses, Linguist, Pin, Point Blank Shot, Recall, Skill Focus (Deception, Persuasion), Toughness, Unwavering Resolve, Weapon Proficiency (pistols, simple weapons)**Skills** Deception +22, Gather Information +17, Knowledge (bureaucracy) +16, Knowledge (physical sciences) +16, Knowledge (social sciences) +16, Perception +17, Persuasion +22 (may reroll, keeping second result), Use Computer +16**Possessions** Comlink, datapad, hoversled, private fortune, various personal items**Organization Score** (Besadii Kadijic) – 31**Aruk's Enforcer Minions (5)**

CL 4

Medium Human Male nonheroic minion 13

Dark Side 3**Init** +13; **Senses** Perception +11**Languages** Basic, Huttese**Defenses** Ref 20 (flat-footed 18), Fort 14, Will 10;**Hp** 65; **Threshold** 14**Speed** 6 squares**Melee** unarmed +11 (1d4+2) or**Melee** force pike +11 (2d8+2) or**Ranged** blaster rifle +12 (3d8) or**Base Atk** +9; **Grp** +11**Atk Options** Autofire Assault, Autofire Sweep,**Abilities** Str 15, Dex 14, Con 14, Int 12, Wis 11, Cha 10**Feats** Armor Proficiency (light, medium), Autofire Assault, Autofire Sweep, Weapon Focus (rifles), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)**Skills** Initiative +13, Knowledge (tactics) +12, Perception +11**Possessions** Battle armor, blaster rifle, force pike**BANNAMU**

A convicted pick-pocket that populated the Coruscant underworld, Bannamu had been arrested many times by the Republic Judiciary, and listed as a repeat offender in Coruscant's enforcement datacore. Nine months into the Clone Wars, Bannamu plied his nefarious trade at a

BANNAMU

cantina when Car Affa, a noted arms dealer, was arrested by Jedi Knight Anakin Skywalker. Bannamu, not one for violence, fled out the door when the blasting started. On his way out, he noticed a Togruta Jedi Padawan. Sensing the opportunity of a lifetime, Bannamu lifted her lightsaber right off her utility belt.

After trying to sell it to black marketeers Lauli Wahlo and Jan Dez, Bannamu found a buyer in Trandoshan killer Nack Movers. Happy with the price the Jedi weapon fetched, he retreated to his room at the Spider Arms Hostel, but his quiet celebration wasn't meant to last. The Togruta Padawan, alongside an aged Jedi Master tracked him down, and brutally interrogated him. Bannamu had little loyalty to his customers, and gave up Movers' name and location at the first hint of Jedi violence. The Jedi left in a hurry without arresting Bannamu, but the sly Patrolian knew it was a temporary oversight, and checked out of his room to avoid another arrest.

Bannamu

CL 3

Medium Patrolian Male Scoundrel 1/Noble 1/Scout 1

Force 6; **Dark Side** 2**Init** +4; **Senses** Perception +8**Languages** Basic, Dosh, Huttese, Patrolli, Quarrenese**Defenses** Ref 18 (flat-footed 15), Fort 14, Will 17; Insulated Hide

Hp 27; Threshold 14

Speed 6 squares

Melee unarmed +0 (1d4+1) or

Ranged by weapon +3

Base Atk +0; Grp +3

Atk Options Point Blank Shot

Special Actions Blend In, Improved Sleight of Hand

Abilities Str 10, Dex 16, Con 10, Int 13, Wis 14, Cha 11

Special Qualities Breathe Underwater, Expert Swimmer

Talents Art of Concealment, Barter, Blend In (*GI*)

Feats Improved Sleight of Hand, Linguist, Point Blank Shot, Skill Focus (Deception), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +11, Knowledge (galactic lore) +7, Perception +8,

Stealth +9 (may take 10, even under pressure), Use Computer +7

Possessions 200 credits, datapad, room at Spider-Arms Hostel, spacer's vest (as utility belt)

BERA KAZAN

Bera Kazan was a ruthless smuggler and mercenary for hire, running around with some of the most lethal beings in the galaxy. She was also well-known for her penchant for ancient, rare technological devices, and was considered something of an expert in the field. When Cydon Prax was tasked by Count Dooku to assemble a team of archaeologists to locate, unearth and repair the Dark Reaper, Bera Kazan was one of the first names on his list. The pay was astronomical, something of a dream job for Bera, who immediately accepted. On Raxus Prime the team searched for the Force Harvester, locating it just before Republic forces swooped down upon the planet, barely a month after the Battle of Geonosis.

When Bera pieced together what the Force Harvester actually did, she tried to get out of her contract, but Dooku merely imprisoned her onboard his flagship as he fled Raxus Prime. Anakin Skywalker had stowed away onboard, but was soon captured by Count Dooku, who imprisoned him alongside Bera. Upon landing at Alaris Prime, a Wookiee colony, the two were put in a Separatist detention facility and told they would die as test targets for the Force Harvester, which had just been activated.

Desperate, the pair managed to escape their cell and steal a pair of STAPs. Together, Bera and Anakin sped through the dense forests, taking a long route to warn Wookiee villages to evacuate while trying to outrun the Force Harvester's annihilation wave. Bera and Anakin only just outran the deadly energies, and stopped at a nearby Wookiee village where a local informed them that the Separatists had enslaved

most of the Wookiee population and attacks were constant. Bera and Anakin were determined to get a message out to the Republic to request reinforcements. Unfortunately the pair was without any armored vehicles of their own, and were forced to charge a Separatist communications facility upon two Maru beasts outfitted with rail cannons.

Bera and her Jedi companion quickly overwhelmed base defenses and acquired an AAT-1 Repulsor Tank, which Bera used to cover Anakin as he entered the facility and made his call for reinforcements. Together, they fought their way back to the village, constructing traps to slow a Separatist assault, hopeful they could hold out for Jedi Master Kenobi and his troops. Bera and Anakin fought on Maru-back against wave after wave of Separatist droids, though at a heavy cost to the villagers. By the time Kenobi's forces arrived, much of the fighting was already done. Bera was allowed to go free afterward, eventually recovering her ship, the *Sarapaizan Rose*, and returning to life as a mercenary.

Bera Kazan

CL 7

Medium Human Female Scout 4/Scoundrel 3

Force 8; Dark Side 4

Init +10; Senses Perception +9

Languages Basic, Huttese, Shriiwook

Defenses Ref 22 (flat-footed 19), Fort 19, Will 19; A Few Maneuvers, Dodge

Hp 64; Threshold 19

Speed 6 squares



BERA KAZAN

Melee unarmed +5 (1d4+3) or
Ranged blaster pistol +7 (3d6+3)

Base Atk +5; Grp +7

Atk Options Far Shot, Point Blank Shot, Return Fire

Special Actions Knack, Quick Draw, Shake It Off

Abilities Str 10, Dex 15, Con 13, Int 14, Wis 12, Cha 11

Talents Adapt and Survive, Art of Concealment, Hyperspace Savant,
Knack

Feats A Few Manuevers, Dodge, Far Shot, Martial Arts I, Point Blank
Shot, Quick Draw, Return Fire, Shake It Off, Vehicular Combat,
Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +9, Initiative +10, Knowledge (galactic lore) +10,
Knowledge (life sciences) +10, Mechanics +10, Perception +9, Pilot
+10, Ride +10

Possessions Blaster pistol, tramp freighter *Sarapazian Rose*

Destiny fulfilled (discovery) – Bera Kazan discovered the long lost
Force Harvester, which Count Dooku then took possession of after
imprisoning her. Bera was granted a +1 destiny bonus to her
defenses (Reflex, Fortitude, and Will).

CAR AFFA

A small-time criminal, Car Affa made a play for the big-time during the early part of the Clone Wars as an arms dealer. Car was able to bribe a few Republic bureaucrats, and gain access to Clone trooper weaponry and armor which he was able to turn around and sell to the Separatists. The operation was so successful; the Hutts took notice, and tipped off the Jedi. Car Affa usually spent his ill-gotten credits at a filthy cantina in the G-17 slum district on Coruscant. Nine months into the Clone Wars, he was confronted by Jedi Knight Anakin Skywalker. Though Car Affa tried to fight the Jedi, he was almost instantly overwhelmed and arrested. His interrogation was delayed through bureaucratic shuffling, and his network was taken over by Affa's Separatist contacts. Affa spent the rest of the Clone Wars rotting in prison, but his network was shut down months later by Sergeant Kal Skirata and two teams of Republic Commandos.

Car Affa

CL 9

Medium Weequay Male Scoundrel 7/Improvisor 2

Force 10; Dark Side 4

Init +6; Senses Perception +5

Languages Basic, Huttese, Sriluurian

Defenses Ref 24 (flat-footed 22), Fort 20, Will 24; natural armor +1
Hp 59; Threshold 20

Speed 6 squares

Melee unarmed +7 (1d4+5) or

Ranged blaster pistol +8 (3d6+4) or

Ranged blaster pistol +6 (4d6+4) with Rapid Shot or

Ranged by weapon +8

Base Atk +6; Grp +8

Atk Options Point Blank Shot, Rapid Shot, Surprise Strike

Special Actions Adaptable Talent, Fool's Luck, Knack, Quick Draw,
Scavenger

Abilities Str 13, Dex 14, Con 12, Int 14, Wis 12, Cha 10

Special Qualities Contraband (2000 credits), No Tools Required,
pheromones

Talents Black Market Buyer, Fool's Luck, Illicit Dealings, Knack, Surprise
Strike

Feats Adaptable Talent (Only the Finest), Armor Proficiency (light),
Friends In Low Places, Point Blank Shot, Quick Draw, Rapid Shot,



CAR AFFA BEING LED
AWAY IN BINDERS

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Scavenger, Skill Focus (Mechanics), Weapon Proficiency (pistols, simple weapons)

Skills Deception +9, Gather Information +9, Knowledge (technology) +11, Mechanics +16 (does not require tool kit), Persuasion +9 (may roll twice, keeping better result when haggling for restricted, military or illegal goods), Use Computer +11 (does not require security kit)

Possessions Blaster pistol, datapad, encrypted comlink, helmet (non-armor)

CASSIE CRYAR & IONE MARCY

A pair of minor players in the Coruscant underworld, Cassie Cryar and Ione Marcy worked together to get themselves off the streets through a series of robberies and schemes. Cassie was the more ambitious of the two, and handled the planning and the physical aspects of most of their jobs. Marcy acted as Cryar's pawn, using her frail appearance to gain information and pity to further the duo's ends.

Nine months into the Clone Wars, Ione discovered that assassin Nack Movers had just come into possession of a lightsaber. Cassie felt that with the Jedi weapon, she would be unstoppable. If nothing else, she felt she could sell it off-world and net enough from the sale for a fresh start for herself and Ione. While it is unknown of the pair actually were

TERELLIAN JANGO JUMPER

Blue-skinned humanoids from the once idyllic world of Terellia, the local species were long ago conquered for use as gladiators. Many can be found as slaves throughout the Outer Rim, in gladiator pits, or eking out a meager existence in the cracks and hollows of society.

Terellian Jango Jumper Species Traits

All Terellian Jango Jumpers share the following traits:

Ability Modifiers: +2 Dexterity, -2 Charisma. Terellian Jango Jumpers are agile, but anti-social.

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

Expert Leaper: A Terellian Jango Jumper may choose to reroll any Jump check, accepting the better result. In addition, a Terellian Jango Jumper may choose to take 10 on Jump checks even when distracted or threatened.

Bonus Feat: Quick on their feet, Terellian Jango Jumpers gain Burst of Speed as a bonus feat.

Automatic Languages: Basic.

responsible for poisoning Nack Movers, or if they found him that way, the two were unable to flee with the lightsaber before its owner, Padawan Ahsoka Tano, came looking for it. Cassie fled the scene, leaving Ione to try and talk her way out. After an epic aerial chase across the Coruscant



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CASSIE CRYAR & IONE MARCY ESCAPE
WITH A STOLEN LIGHTSABER

skyline and a brief hostage crisis at the "K" Street train station, Cassie and Lone both were defeated by Padawan Tano and Master Sinube, and were imprisoned for much of the remainder of the Clone Wars.

Cassie Cryar CL 6

Medium Terellian Jango Jumper Female Scout 6

Force 4; Dark Side 3

Init +12; Senses Perception +3

Languages Basic, Huttese

Defenses Ref 23 (flat-footed 18), Fort 18, Will 16

Hp 50; Threshold 18

Speed 8 squares; Improved Agility, Long Stride, Sprint, Surefooted

Melee unarmed +5 (1d6+4) or

Melee stolen lightsaber +0 (2d8+4) or

Melee vibroblade +5 (2d6+4) or

Ranged by weapon +8

Base Atk +4; Grp +8

Special Actions Burst of Speed, Conditioning, Risk Taker, Shake It Off

Abilities Str 13, Dex 18, Con 13, Int 12, Wis 10, Cha 8

Special Qualities Expert Leaper

Talents Long Stride, Sprint, Surefooted

Feats Burst of Speed, Conditioning, Increased Agility, Martial Arts I, Risk Taker, Shake It Off, Skill Focus (Jump), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Acrobatics +12, Climb +9, Endurance +9, Initiative +12, Jump +14 (may re-roll and take better result), Stealth +12

Possessions Bone death-mask, comlink, stolen lightsaber

Event (Imprisoned) – Cassie Cryar has been in and out of the Republic penal system a number of times, and as such, Acrobatics is considered a class skill, and she can obtain black market goods in half the time it usually takes to obtain them.

Lone Marcy CL 5

Medium Near-Human Female Noble 5

Force 4; Dark Side 2

Init +4; Senses Perception +7

Languages Basic, High Galactic, Huttese, Mrlsstese

Defenses Ref 18 (flat-footed 16), Fort 15, Will 17

Hp 30; Threshold 15

Speed 6 squares; Impulsive Flight

Melee unarmed +3 (1d3+2) or

Ranged by weapon +5

Base Atk +3; Grp +5

Special Actions Connections, Influential Friends, Powerful Friends

Abilities Str 10, Dex 14, Con 11, Int 13, Wis 11, Cha 15

LONE MARCY: NEAR HUMAN

While Lone Marcy's exact species is not known, it is a humanoid avian species.

Lone Marcy Near-Human Traits

Lone Marcy possesses the following traits:

Height-ened Awareness: Marcy's tall, narrow eyes are built for vertical scanning from an elevated perch. When Marcy is at least five meters or more above the target of a Perception check, she may re-roll the check, and keep the better result.

Visually Striking: The bright colorations and lithe figures of Marcy's species command attention and notice in a crowd. Marcy's charisma bonus is doubled when using the persuasion skill on Humans, near-Humans and similar humanoids (such as Twi'leks).

Near-Human Variations:

Eye Variation: Vertical eye-slits instead of horizontal, with yellow sclera.

Digit Variation: Finger, opposable thumb, and wide "mitt" on each hand.

Hair Variation: Skin flap down back of head instead of hair.

Skin Variation: Bright, neon-like colorations with some darker spotting.

Special Qualities Height-ened Awareness (NH), Visually Striking (NH)

Talents Connections, Influential Friends, Powerful Friends

Feats Bad Feeling, Friends In Low Places, Impulsive Flight, Linguist, Rapport, Skill Focus (Persuasion). Weapon Proficiency (pistols, simple weapons)

Skills Deception +9, Gather Information +9, Knowledge (galactic lore) +8, Perception +7 (may reroll, keeping second result), Persuasion +14, Pilot +9, Treat Injury +7

Possessions Airspeeder with slave circuit, comlink, knock-off brand clothes

CHAK

A young Wookiee living in the village of Palsaang, just outside Kachirho, Cha'ka was the grandson of the head of the Claatuvac Hyperspace Navigator's Guild, Gumbaeki. Two years into the Clone Wars, a Devaronian named Vilmargh Grahrk visited the village, and was taken in by the Wookiees of Palsaang. Cha'ka was fascinated with the rogue's tales of smuggling and gambling, and after stowing away onboard to

accompany him on a smuggling run, proved his worth. Cha'ka was an apprentice navigator of the Claatuvac Guild, a secret society of Wookiees that knew several hidden routes through hyperspace. Cha'ka helped show "Uncle Villie" shortcuts, and accompanied him on several runs, acting as co-pilot and muscle. Cha'ka underwent his Hrrtayyk, or coming of age ceremony at some point during this year, choosing the name Chak for himself.

On one trip during the final month of the Clone Wars, Chak bragged about their latest run to a few beings that identified themselves as Grahrk's friends, and mentioned the secret routes. These smugglers sold the information to the Confederacy, who quickly mounted an invasion of Kashyyyk. Chak and Villie helped in the battle, but were eventually shot down by an HMP droid. The duo, along with NT, exited the Inferno only to come under attack by a tank droid, which was destroyed by Villie's friend, Jedi Quinlan Vos. After the Battle, when Order 66 was issued, Chak witnessed Jedi Luminara Unduli die at the hands of her troops, and warned Villie that the same was likely happening to Vos and Yoda. Chak and Villie went deep into the forest and located their Jedi comrade. Chak shot a scout trooper about to murder Vos. Chak rescued the mortally wounded Jedi, stashing Vos in a tree limb while he went to fetch Uncle



CHAK

Villie. Villie took Vos away in the Inferno, leaving Chak behind, who later met up with Khaleen and gave her Vos' holocron. He helped watch over Vos' baby son, Korto, until Vos and Villie returned eight months later.

Chak and Villie would go on to have several adventures in the future, until Grahrk's death. Over a century and a half after the Clone Wars, Chak became a successful smuggler in his own right during the time of Darth Krayt. He took on a female Devaronian partner named Kee and had his own ship, a Corellian Engineering Corporation YX-1980 Space Yacht named the Grinning Liar, named for his old friend, Villie. The experienced Wookiee was friends with Cade Skywalker and his crew of bounty hunters, not realizing how much the young mercenary would change the face of the galaxy in the months to come.

Chak

CL 3

Medium Wookiee Male Scout 2/Scoundrel 1

Force 7

Init +2; Senses Perception +7

Languages Basic (understand only), Shriiwook

Defenses Ref 16 (flat-footed 15), Fort 15, Will 15

Hp 36; Threshold 15; Extraordinary Recuperation

Speed 6 squares

Melee unarmed +4 (1d4+4) or

Ranged bowcaster +2 (3d10+1)

Base Atk +1; Grp +4

Atk Options Point Blank Shot

Special Actions Gearhead, Hyperdriven, rage (1/day), Shake It Off

Abilities Str 16, Dex 12, Con 13, Int 11, Wis 12, Cha 9

Special Qualities Weapon Familiarity (bowcasters)

Talents Hyperdriven, Jury-Rigger

Feats Gearhead, Point Blank Shot, Shake It Off, Skill Focus (Use Computer), Skill Training (Use Computer), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Climb +9 (may take 10 when distracted or threatened),

Endurance +7, Mechanics +6 (may reroll when jury-rigging, keeping second result), Perception +7, Pilot +7, Use Computer +11

Possessions Blast pauldron, bowcaster

Organization Score (Claatuvac Guild) – 4

CH'ORD SY'FON

A fixer and information broker in the Coruscant underworld, Ch'ord Sy'fon was known to frequent both sides of the law when it suited his pocketbook. Days after Order 66 was issued, Sy'fon had an illicit shipment onboard the Scimitar of Kelso bound for Nar Shaddaa. All was

business as usual, dealing with deadbeats who wanted information for free, until he was approached by Sagoro Autem, formerly of the Senate Guard. Sy'fon had thought him dead, but after making a mental note of downgrading one of his information sources, took the unexpected in stride. Autem wanted to call in a favor Sy'fon owed him for looking the other way during a smuggling bust well over ten years back. In exchange, Autem wanted transport off Coruscant that very night, free of charge. Sy'fon was well aware that an Imperial death-mark had been placed on the man's head, so he gave Autem a landing pad number and informed the Empire to collect a reward. Vader personally showed an interest and waited at the landing pad, to which Autem never showed. Not one to suffer a waste of his time, Vader had the Scimitar of Kelso searched, and its crew and Sy'fon arrested.

Ch'ord Sy'fon

Medium Bothan Male Scout 4/Scoundrel 3/Infiltrator 1
Force 10; Dark Side 6

CL 8



CH'ORD SY'FON

Init +11; Senses Perception +10

Languages Basic, Bothese, Ithorese

Defenses Ref 24 (flat-footed 22), Fort 20, Will 23

Hp 64; Threshold 20

Speed 6 squares

Melee unarmed +5 (1d4+4) or

Ranged by weapon +7

Base Atk +5; Grp +7

Special Actions Bad Feeling, Knack, Recall, Surveillance Agent

Abilities Str 11, Dex 14, Con 13, Int 14, Wis 13, Cha 12

Special Qualities Bothan Spynet Informer, Iron Will

Talents Illicit Dealings, Improved Surveillance, Knack, Spynet Agent, Surveillance

Feats Bad Feeling, Friends In Low Places, Point Blank Shot, Recall, Shake It Off, Skill Focus (Gather Information, Stealth), Skill Training (Deception, Gather Information), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +10 (may reroll when creating deceptive appearance, keeping the better result), Endurance +10, Gather Information +15, Initiative +11, Knowledge (bureaucracy) +11, Knowledge (social sciences) +11, Perception +10, Pilot +11, Stealth +11

Possessions Comlink, datapad, fine robes, security kit

Organization Score (Bothan Spynet) – 8

DAL PERHI

Dal Perhi was a career criminal who began life as a low-level enforcer for the Black Sun, where he used his great strength to collect debts and strong-arm competitors. Eventually, a Vigo named Yanth the Hutt took a vested interest in the young man, recognizing a great untapped intelligence that would serve him admirably as a sub-lieutenant. Fifteen years prior to the outbreak of the Clone Wars, Perhi was most often found in the Tusken Oasis, a bar in Coruscant's Crimson Corridor that acted as Yanth's headquarters in the Core. There he remained and learned the limits of what physical strength could achieve, and mastered the arts of guile and manipulation.

Just over ten years prior to the Clone Wars, Yanth was murdered by an unknown assailant. Jedi Padawan Obi-Wan Kenobi was sent to investigate due to the odd nature of the murder, and Dal Perhi was able to see Jedi battle prowess first-hand. This brief encounter was spun by eyewitnesses into a much grander tale where Perhi challenged the Jedi to an unarmed combat where Perhi came out the better. Perhi knew this was hardly the case, as he did little more than ask if Kenobi's connection to mysticism might shed any additional light on Yanth's assassin.

Regardless of Perhi's inability to avenge his former boss's death, he adeptly took over Yanth's holdings on Coruscant and immediately became a contender for Yanth's vacated position of Vigo. Eight years prior to the Clone Wars, Perhi was officially named Vigo. A year later, he managed to usurp the title of Underlord, controlling all of Black Sun. Among Perhi's nine Vigos were Ziro the Hutt, Clezo the Rodian, and Cash Garrulan, though Cash left Black Sun prior to the Clone Wars. Perhi spent most of his time on a personal skyhook called the Sinharan T'sau, and conducted most Black Sun business onboard in a room referred to as Midnight Hall.

Just after the Clone Wars, Underlord Perhi had an available Vigo position to fill, and the two front-runners were Prince Xizor and Kaird of the Nediji. Perhi knew that to promote Xizor was to risk his own life and position, so when Xizor finally maneuvered Kaird into a position where protocol dictated that Perhi have him killed, Perhi instead recruited the assassin to kill Xizor, promising him a free pass out of Black Sun and a return to his homeworld. Unfortunately, Xizor proved more than Kaird's match, and the attempt let Xizor know that Perhi considered him a threat. While the precise details are lost to history, the fifty-eight year old Perhi was eventually ousted and replaced by Prince Xizor.

Dal Perhi CL 16
 Medium Human Male Scoundrel 2/Soldier 8/Crime Lord 6
Destiny 6; **Force** 14; **Dark Side** 12
Init +14; **Senses** Perception +19
Languages Basic, High Galactic, Huttese
Defenses Ref 32 (flat-footed 28), Fort 29, Will 31; **Grapple Resistance**
Hp 116; **Threshold** 29

Speed 6 squares
Melee unarmed +16 (1d10+11) or
Melee unarmed +16 (1d10+14) with Echani Training or
Melee unarmed +14 (2d10+11) with Rapid Strike or
Melee unarmed +14 (2d10+14) with Rapid Strike and Echani Training or
Ranged holdout blaster +14 (3d4+8)
Base Atk +13; **Grp** +18
Atk Options Point Blank Shot, Rapid Strike
Special Actions Commanding Presence, Feared Warrior, Knack,
 Presence

Abilities Str 16, Dex 13, Con 12, Int 14, Wis 13, Cha 15
Special Qualities Black Sun Operative, Black Sun Enforcer, Black Sun
 Vigo, Black Sun Underlord
Talents Attract Minion (3), Bodyguard I, Bodyguard II, Commanding
 Presence, Counterpunch, Expert Grappler, Feared Warrior, Knack,
 Presence

Feats Advantageous Attack, Echani Training, Grapple Resistance,
 Improved Disarm, Martial Arts I, Martial Arts II, Martial Arts III,
 Melee Defense, Point Blank Shot, Rapid Strike, Skill Focus (Gather
 Information, Persuasion), Weapon Proficiency (pistols, rifles, simple
 weapons)

Skills Deception +15, Gather Information +20, Initiative +14,
 Knowledge (Galactic Lore) +15, Perception +19, Persuasion +20,
 Stealth +14

Possessions Encrypted comlink, expensive clothing, Skyhook Sinharan
 T'sau, Space Yacht, Tusken Oasis Bar, personal fortune, variety of
 personal belongings.

Destiny fulfilled (champion) – Dal Perhi has clawed his way to the top
 of the criminal food chain and become Underlord of Black Sun.
Organization Score (Black Sun) – 31

Perhi's Bodyguard Minions (3) CL 4

Medium Human Female nonheroic minion 12

Dark Side 4

Init +13; **Senses** Perception +11

Languages Basic, High Galactic

Defenses Ref 18 (flat-footed 15), Fort 14, Will 11;

Hp 60; **Threshold** 13

Speed 6 squares

Melee unarmed +10 (1d6+1) or

Melee unarmed +8 (2d6+1) with Rapid Strike or

Melee force pike +10 (2d8+1) or

Melee force pike +8 (3d8+1) with Rapid Strike or

Ranged heavy blaster pistol +11 (3d8) or

Ranged heavy blaster pistol +9 (4d8) with Rapid Shot

Base Atk +9; **Grp** +11

Atk Options Rapid Strike, Rapid Shot

Special Actions Quick Draw

Abilities Str 13, Dex 15, Con 12, Int 13, Wis 10, Cha 13

Feats Armor Proficiency (light), Improved Defenses, Martial Arts I, Quick
 Draw, Rapid Strike, Rapid Shot, Toughness, Weapon Proficiency
 (advanced melee weapons, pistols, simple weapons)

Skills Initiative +13, Perception +11, Treat Injury +12

Possessions Force pike, heavy blaster pistol, light powered battle
 armor (powered exoskeleton, integrated equipment 5 slots; aural
 amplifier, demolitions sensor, medical interface visor, visual wrist-
 comm, glowrod)

ELAN SEL'SABAGNO

Originally a medical student on Coruscant full of promise and a desire to break the stereotype that all Balosars are scum, Elan Sel'Sabagno dove into his studies with relish. Unfortunately, without caring parents to pay his tuition fees, Elan had a difficult time affording school until he met Hat Lo. The gangster realized that Elan was ideally placed to acquire a variety of medical-grade spices to sell on the black market, and gladly paid the young Balosar's tuition in exchange for access to the secure pharmaceutical storage units. The blame for the robberies fell squarely on Elan, due to an anonymous tip dropped by Hat Lo and specist prejudice against Balosars on campus.

Left with nowhere else to turn, Elan found himself peddling spice in the Outlander Club for Hat Lo, reduced to the kind of scum he despised. While he initially planned only to partake in the spice trade to afford the credits to change his indent-chips and re-enter schooling, his depression soon found him addicted to his own top-selling product; Death Sticks. He soon became a joke amongst patrons of the Outlander Club, who referred to the oily slythmonger as Sleazebaggano, a name he eventually adopted for himself and even had inscribed on business cards.

Days prior to the outbreak of the Clone Wars, Elan attempted to sell Death Sticks to Jedi Knight Obi-Wan Kenobi. A Force suggestion made by Kenobi sent Elan home to rethink his life. Contrary to what the Jedi probably intended, Elan came to the conclusion that if he wanted to get back into school, he was going to have to expand his business. From then on, Elan was known not only for his inventory of spice, but for black market items of all kinds, including weaponry. Unfortunately, Elan's death stick habit always seemed to grow faster than his black market network.

Five months before the end of the Clone Wars, Elan was contracted to transport Boba Fett around Coruscant as a guide. He took the young bounty hunter to see Hat Lo after being rebuffed by numerous sales pitches. During the return trip, the enterprising Balosar finally hit on something Fett wanted, a Saberdart. Elan gave the dart to Fett for no charge, instead insisting he recommend him to Jabba the Hutt, as well as other hunters and members of the underworld in hopes that he could expand his business. Elan Sel'Sabagno was eventually caught by the Coruscant Security Force while trying to sell Death Sticks to a senator's children. Elan was sentenced to fines, a few months of imprisonment, and many, many hours of community service. Most of his community service hours were spent in seedy areas of the Coruscant underworld with an escort passing out informational packets on the harmful qualities of



ELAN SEL'SABAGNO

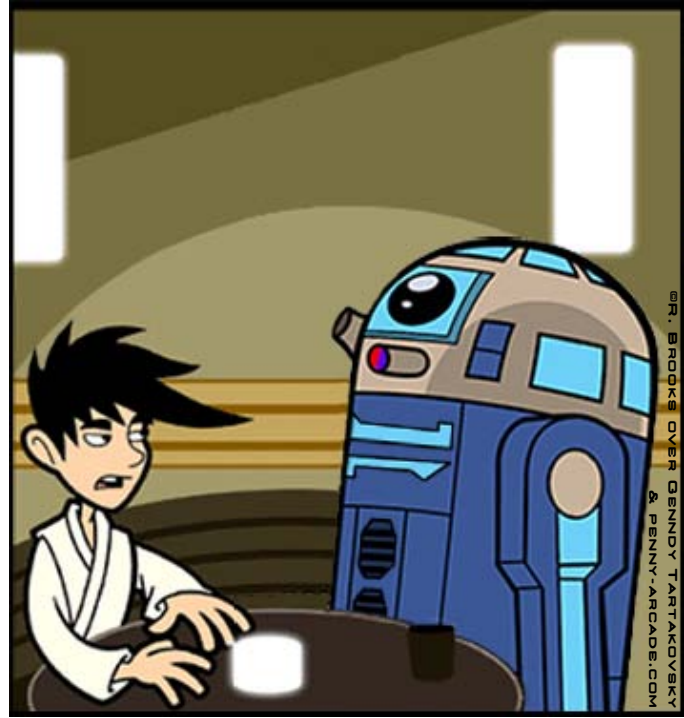
Cilona Extract, also known as Death Sticks. Elan eventually came to the realization that he had to rethink his life and move it in a more positive direction.

Elan Sel'Sabagno CL 4
Medium Balosar Male Noble 1/Scoundrel 3
Force 7; Dark Side 4
Init +4; Senses Perception +7
Languages Balosar, Basic, Huttese, Ryl, Sriluurian, (4 unselected)
Defenses Ref 18 (flat-footed 16), Fort 14, Will 16; Poison Resistance (2), Moral Ambiguity
Hp 29; Threshold 14
Speed 6 squares
Melee unarmed +1 (1d3+1) or
Ranged by weapon +4
Base Atk +2; Grp +4
Abilities Str 9, Dex 15, Con 10, Int 16, Wis 11, Cha 14
Special Qualities Antennapalps, Death Stick addict, Poison Resistance, Moral Ambiguity
Talents Art of Concealment, Connections, Illicit Dealings
Feats Linguist, Poison Resistance, Skill Training (stealth), Surgical Expertise, Weapon Proficiency (pistols, simple weapons)
Skills Deception +9, Gather Information +9, Knowledge (life sciences) +10, Knowledge (physical sciences) +10, Knowledge (technology) +10, Perception +7, Persuasion +9 (may reroll when haggling for illicit goods, keeping better result), Stealth +9 (may take 10 when concealing items while under pressure), Treat Injury +10, Use Computer +10
Possessions Airspeeder, death sticks, glitterstim, polordion smootdust, ryll spice, saberdart, shoes with smuggling compartments (up to 3 Fine-sized objects each)

GAIB & TK-0

Easily the most effective slicing duos in the galaxy, Gaib and TK-0 have a long history of working together. TK-0 was originally named GO-T0-Kli'aar, and was one of the GO-T0 Infrastructure Planning Droids sent to the Gordian Reach 3,928 years before the Clone Wars to help rebuild a war-torn Republic. GO-T0-Kli'aar and his fifteen counterparts in the Gordian Reach felt that it was in their sector's best interest for them to secede from the Republic. Of course, Supreme Chancellor Cressa dispatched forces to retake the sector from the rogue droids shortly after their declaration, and GO-T0-Kli'aar was forced to flee in exile to avoid destruction.

GAIB & TK-0



To avoid discovery of what he really was, GO-T0-Kli'aar had his consciousness moved into a P2-Series astromech droid and changed his designation to TK-0. He spent much of the next four millennia acting as an anonymous data-slicer on the nets, though he would eventually take on a series of organic representatives to meet with clients in order to provide more high-paying services. During the time of the Clone Wars, Gaib, a human, was TK-0's agent and personal mechanic. By this time, TK-0 had a reputation for being quick, reliable, and discreet. Nine months into the Clone Wars, when Jabba the Hutt's son went missing, he contracted TK-0 and Gaib to locate him. TK-0's ability to view the access records for a number of databases made tracking Rotta to Teth a simple matter. Jabba was so pleased that he kept the two on retainer throughout the Clone Wars, though they still took on other clients.

Null-ARC Trooper Mereel was one of their best customers. Four months into the second year of the Clone Wars, they were hired by Mereel to locate Kaminoan Chief Scientist Ko Sai. After tracking Sai via a series of high-end lab equipment deliveries to the resort planet of Dorumaa, Mereel asked if they could find the pilot that made the most

recent supply run to her. TK-0 was able to come through in a matter of hours, earning a hundred thousand credits.

A month after Order 66 was issued, Gaib and TK-0 saw an opportunity to run a big slice, one to retire on. They secured a contract for servicing stormtrooper armor, and were able to sell several suits on the black market for one hundred-thousand credits per set of armor, all while grossly overcharging the Empire for what services they did provide. They sold Mereel ten sets of stormtrooper armor, and also smuggled an encrypted comlink into the 501st barracks for Republic Commando Niner. TK-0 was smart enough not to renew their contract before the Empire starting looking at the books too closely, and the two dropped off the grid with a sizable fortune a few months later.

TK-0

CL 16

Medium Droid [1st-degree] nonheroic 4/Scoundrel 15

Force 9; Dark Side 1

Init +7; Senses Perception +9

Languages Basic, Binary, Gonkian, Tech, Trinary

Defenses Ref 22 (flat-footed 19), Fort 28, Will 29; Brilliant Defense,

Indomitable Personality, Logic Upgrade: Self Defense

Hp 60; Threshold 28

Immune droid traits

Speed 8 squares (wheeled), 2 squares (walking)

Melee unarmed +16 (1d4+9) or

Melee circular saw +16 (2d4+9) or

Melee electric arc welder +14 (3d6+7) or

Ranged by weapon +13

Fighting Space 1 square; Reach 1 square

Base Atk +14; Grp +16

Special Actions Electronic Sabotage, Gearhead, Quick Skill, Rapid Reaction, Scomp Link Slicer

Abilities Str 15, Dex 10, Con --, Int 17, Wis 14, Cha 14

Talents Electronic Forgery, Electronic Sabotage, Gimmick, Master Slicer, Scomp Link Slicer, Security Slicer, Trace, Virus

Feats Armor Proficiency (light), Brilliant Defense, Gearhead, Improved Defenses, Indomitable Personality, Logic Upgrade: Pyowall, Logic Upgrade: Self Defense, Predictive Defense, Quick Skill, Rapid Reaction, Skill Focus (Deception, Knowledge [social sciences], Knowledge [technology], Use Computer), Skill Training (Deception, Mechanics), Slicer Team, Weapon Proficiency (pistols, simple weapons)

Skills Deception +21, Knowledge (social sciences) +22, Knowledge (technology) +22, Mechanics +17, Persuasion +16, Use Computer +25 (may substitute for Deception checks, may substitute for Gather Information checks, may substitute for Mechanics checks

when disabling a computerized device, may reroll when improving access, keeping better result)

Systems Claw appendages (2), diagnostics package, heuristic processor, improved sensor package (darkvision), internal comlink, internal storage (10 kg), locked access, positronic processor (treated as specialized subprocessor [Use Computer]), tool appendages (6), vocabulator, walking locomotion (magnetic feet), wheeled locomotion

Possessions Astrogation buffer (storage device, 4 memory units), circular saw, electric arc welder, fire extinguisher, holoprojector, holorecorder, planetary infrastructure management software, scomp-link, durasteel plating (+6 armor)

TK-0 uses a GO-T0 droid brain (KR 82) and a P2 droid chassis (CW 69)

Gaib

CL 14

Medium Human Male Scoundrel 6/Scout 1/Improvisor 7

Force 6; Dark Side 1

Init +8; Senses Perception +9

Languages Basic, Binary, High Galactic, Skako-verbal

Defenses Ref 27 (flat-footed 26), Fort 25, Will 30

Hp 57; Threshold 25

Speed 6 squares

Melee unarmed +10 (1d3+8) or

Ranged by weapon +10

Base Atk +9; Grp +10

Special Actions Hasty Modification, Knack, Signature Device, Superior Tech, Tech Specialist

Abilities Str 12, Dex 12, Con 10, Int 17, Wis 14, Cha 14

Special Qualities Contraband (6,000 credits), No Tools Required

Talents Art of Concealment, Black Market Buyer, Excellent Kit, Illicit Dealings, Jury-Rigger, Just What Is Needed, Knack, Only The Finest

Feats Droidcraft, Expert Droid Repair, Hasty Modification, Master of Disguise, Point Blank Shot, Signature Device, Skill Focus (Mechanics), Superior Tech, Technical Experts, Tech Specialist, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +14 (+19 when creating deceptive appearance or forged documents), Gather Information +14, Knowledge (bureaucracy) +15, Knowledge (technology) +15, Mechanics +23 (does not require tool kit, may reroll, keeping second result when performing jury-rigging repair), Persuasion +14 (may roll twice, keeping better result when haggling for restricted, military or illegal goods), Stealth +13 (may take 10, even under pressure when concealing items), Use Computer +15 (does not require security kit)

Possessions Comlink, coveralls, droid repair kit, toolkit

GHA NACHKT

Gha Nachkt was as well known for his skills as a smuggler and an outlaw droid tech as he was for his lack of hygiene. An unknown droid corporation once conferred upon him the title of "Level Five Droid Engineer". His right eye was badly damaged early in the Clone Wars during a cantina brawl that he started. He based his business from his GS-100 Salvage Ship, the *Vulture's Claw*, whose main hold was packed with a variety of droids, accessories, and spare parts Gha had either stolen, salvaged, or rebuilt from scrap. His list of clients was a who's who of the galactic underworld, including Ziro the Hutt, who used the over-fed Trandoshan as his primary supplier of combat and assassin droids. Seven months after the Battle of Geonosis, Gha Nachkt performed a well-paying favor for Techno Union Foreman Wat Tambor. The Skakoan foreman gave Nachkt a pair of 4-A7 series espionage prototypes to modify and then sell to rival Separatist Council member Passel Argente. Tambor assured Nachkt that Argente would seek to purchase droids modified for espionage to spy on him, but Tambor's plan would turn the tables, providing him with information about Passel Argente.

With the droids in his hold, Gha set out to perform some quick salvage in the Bothawui system, which had just seen a vicious battle between General Grievous and Anakin Skywalker's fleets. Amongst the wreckage, he found a Jedi Starfighter that still contained its astromech droid, R2-D2, whom he took onboard and fitted with a restraining bolt. Realizing that the memory banks of a Republic astromech would be of some value to the separatists, Gha contacted General Grievous and negotiated a price for the droid. Before he could jump out of the system, Anakin Skywalker boarded his ship looking for R2. While the Jedi caused some minor damage to his ship and destroyed a pair of IG-86 droids, they debarked, convinced that Gha had not seen their droid.

On his way to his rendezvous at General Grievous' secret listening outpost at Ruusan, Gha was contacted by Corporate Alliance Magistrate Passel Argente. He brought the magistrate onboard and convinced him the two 4-A7 prototypes were the best suited toward his shady purposes, and completed the sale quickly. After being handsomely paid, he contacted Wat Tambor and informed him that the scheme had come to a successful conclusion, upon which he was paid a rich sum. Nachkt was in high spirits as he continued on to his rendezvous with General Grievous at Skytop Station.

Upon Nachkt's arrival at *Skytop*, he was ordered to begin downloading the droids memory banks. R2 unit droid brains were not without significant defenses, and Artoo was not a willing participant in the mechanical dissection that followed. Gha almost completely

disassembled the droid before plugging directly into his droid brain, slicing his way through Artoo's defenses. Upon successfully breaking the droid, Gha was shocked to discover that Artoo had never received a memory wipe, and had in his databanks a history of operations and tactical data that would be invaluable to the Separatists. He immediately informed Grievous and demanded that his finder's fee be increased, but was rewarded only with a lightsaber through his belly. While it is entirely possible that Nachkt's Trandoshan regenerative abilities would have allowed him to survive long enough to escape *Skytop Station* before it was destroyed soon after, it is believed he died onboard.

Gha Nachkt

CL 6

Medium Trandoshan Male Scoundrel 3/Scout 3

Force 8; Dark Side 12

Init +3; Senses darkvision; Perception +4

Languages Basic, Binary, Dosh, Huttese

Defenses Ref 19 (flat-footed 19), Fort 19, Will 18; natural armor +1

Hp 58; Threshold 19; limb regeneration

Speed 6 squares



GHA NACHKT

Melee unarmed +5 (1d4+4) or
Ranged ion prod +4 (1d6+3 ion)
Base Atk +4; Grp +5

Atk Options Point Blank Shot

Special Actions Gearhead, Hot Wire, Scavenger

Abilities Str 13, Dex 10, Con 14, Int 14, Wis 13, Cha 11

Talents Hot Wire, Illicit Dealings, Jury-Rigger, Keep It Together

Feats Expert Droid Repair, Gearhead, Point Blank Shot, Scavenger, Skill Focus (Mechanics), Tech Specialist, Toughness, Weapon Proficiency (pistols, simple weapons)

Skills Deception +8, Knowledge (physical sciences) +10, Knowledge (technology) +10, Mechanics +15 (may reroll when jury-rigging, keeping second result), Pilot +8, Use Computer +10

Possessions Droid caller, droid inventory, ion prod, modified GS-100 salvage ship Vulture's Claw, restraining bolts, toolkit, variety of personal belongings

Ion Prod

Pistol

The ion prod is used by droid wranglers the galaxy over. It is especially helpful in dealing with surly droids who haven't received a prerequisite memory wipe in some time. The ion prod resembles a droid caller, but instead of having the standard restraining bolt interface controls, it emits an arc of electrical current that causes the equivalent of searing pain to most droid systems.

A successful hit from an ion prod causes a target to be considered "Helpless or completely at your mercy" during your next turn for purposes of using the Intimidate function of the Persuasion skill.

An ion prod requires an energy cell to operate. After 12 shots, the energy cell must be replaced.

This weapon can only be fired at point blank range.

Size: Tiny; Cost: 250; Damage: –; Stun Damage: 1d6 ion; Weight: 1 kg; Type: Energy; Availability: Licensed

I PREFER TO GET MY
REWARD IN CASH.

- GHA NACHKT

GORGA DESILIJIC

AARRPO

Grandson to Zorba and Nephew to Jabba, Gorga the Hutt was born into the Desilijic clan just as its power and influence among all the Hutt Kadjics was beginning to grow. Gorga quickly and correctly surmised that the clan's growth owed mostly to Jabba, despite being held back by Zorba in many of his business ventures. Together, Jabba and Gorga were able to frame Zorba for illegally mining ulikuo gemstones, sending him to prison for forty-five years. When the Clone Wars began in earnest after the Battle of Geonosis, both the Republic and Confederacy eagerly courted the various Hutt Kadjics, knowing their hyperspace routes, intelligence and resources could tip the scale in either direction. Gorga was often sent as his uncle's emissary to turn down offers of alliance from Republic and Confederate ambassadors, as the crafty Hutts knew that playing both factions against each other would maximize profits. One such diplomatic mission carried Gorga all the way to the Banking Clan stronghold of Aargau for a clandestine sit-down. Unfortunately for San Hill, Gorga had only a flat refusal for the Chairman's overtures of an alliance.

Despite risking his life delivering bad news for his uncle, in addition to being one of his more stalwart sycophants, Gorga was left only a worthless sculpture and a single button as inheritance from Jabba when he died, twenty-two years after the Clone Wars. Gorga instead was forced to build up his own businesses and criminal empire, and had managed a modest accumulation of wealth and assets over the next six years, though it was still paltry by Hutt standards. It wasn't long before Gorga fell in love – a rarity among the asexual Hutts. The daughter of Orko the Foultrader, Anarcho, had caught Gorga's eye, and they quickly fell in what passes for love between Hutts. A series of events followed that saw Gorga pay Boba Fett's outrageous fees three times, to delicately create the ideal situation to suit Gorga's needs. The mercenary's work resulted in Gorga marrying Anarcho, her giving birth to a huttling, Orko's death, and Gorga's inheritance of all of Orko's assets.

Gorga spent the next two years getting himself out of the debts he incurred to pay Boba Fett, largely by selling off pieces of Orko's Foultrading business. It wasn't long before the Hutt once again had his books in the black, and no one was more surprised than Gorga himself when he discovered how truly happy time spent with his family made him. His legitimate business empire was large, consisting of casinos, restaurants and shipping companies, though they still paled in comparison to what he could have inherited from Jabba, had he gained

GORGA THE HUTT



control of all Desilijic holdings. However, family life had dulled his once considerable ambition, and Gorga contented himself with running some smuggling operations through his shipping concerns, optimizing the profit-margins of his legitimate businesses, and spending time with Anarcho and his huttling. Zorba was later released from prison and faked his own death before reconciling with Gorga. Together, Gorga and his grandfather began a black market operation dealing ulikuo gems from the planet Kip.

Gorga Desilijic Aarrpo CL 8
 Large Hutt Male Noble 7/Crime Lord 1
 Force 10; Dark Side 9
 Init +5; Senses Perception +11
 Languages Basic, Bocce, Gamorrese, High Galactic, Huttese, Klatoonian, Nikto, Nimbanese, Sriluurian

Defenses Ref 14 (flat-footed 14), Fort 22, Will 25; Force Resistance, Poison Resistance, Supreme Stability, Unwavering Resolve
Hp 71; Threshold 27

Speed 2 squares
 Melee unarmed +6 (1d6+5) or
 Ranged by weapon +1
 Base Atk +5; Grp +11
Special Actions Demand Surrender, Impel Ally I

Abilities Str 12, Dex 2, Con 16, Int 16, Wis 15, Cha 16

Talents Demand Surrender, Double Agent, Impel Ally I, Presence, Wealth Feats Friends in Low Places, Improved Defenses, Linguist, Poison Resistance, Skill Focus (Deception, Persuasion), Unwavering Resolve, Weapon Proficiency (pistols, simple weapons)
 Skills Deception +17, Gather Information +12, Initiative +5, Knowledge (bureaucracy) +12, Knowledge (galactic lore) +12, Knowledge (physical sciences) +12, Knowledge (social sciences) +12, Perception +11, Persuasion +17 (may reroll, keeping the better result).

Possessions Comlink, repulsorsled, vast personal wealth.

Organization Score (Desilijic Kadijic) – 22

HAT LO

A minor member of the Coruscant underworld, Hat Lo suffered from delusions of grandeur, claiming to be one of the most powerful crime lords on all Coruscant. However, Hat Lo was one of the main players in the Uscru District, who dealt in spice, arms, stolen property and information, and ran several gambling scams and protection rackets. Though he always tried to cultivate the air of a self-made independent business-being, he was actually an errand boy for the Desilijic Hutt Cartel, and answered to Ziro the Hutt.

Hat Lo's organization was based out of a seedy cantina he owned known as the Sign of the Tri-Forked Tongue. Ziro was unaware that Hat Lo purchased the Tongue with credits that were supposedly lost during a spice-deal gone wrong. Hat Lo did this in hopes of breaking away from Hutt control and starting up his own criminal enterprise. Hat Lo could often be found there at a back table, surrounded by his gang.

The Hat Lo gang had a relative handful of members, each of whom had a different reason for allying themselves with the fast-talking braggart. Tas Kee was his main enforcer and bodyguard, while Ayy Vida contributed by waitressing at the bar or entertaining valued buyers of Lo's illicit wares. Hat also employed a married couple of Codru-Ji bodyguards, whose trio of wyrwulf-aged children aid in their parents' work. Elan Sel'Sebagno the Slythmonger bartended at the Tongue when he wasn't dealing death sticks at the Outlander Club. Hat Lo also had a Bothan underling that handled his weapons procurement and was bullied by Lo mercilessly. Little did the aspiring crime lord realize that his underling was a Bothan SpyNet member collecting information on the Coruscant Underworld and Clan Desilijic's holdings.

Days prior to the Battle of Geonosis, Hat Lo paid a visit to the Outlander Club for a scheduled meeting with the Baath Brothers. He sought to negotiate a better percentage of the take on spice sold by his underlings at the Outlander to fund the growth of his side-businesses.



Unbeknownst to Lo, the Baath Brothers worked for the spice lord of the undercity, Volven Roxe, and Lo's presence and spice was only tolerated as a tribute to Ziro. Word of the meeting eventually reached Ziro's ears, and put him under closer scrutiny by his Hutt masters for the next few years.

When Boba Fett traveled to Coruscant to assassinate Jedi Master Mace Windu, he stopped by Hat Lo to arm himself for the fight. Certain the up and coming bounty hunter was sent by Jabba to assassinate him, Lo tried poisoning Boba with Dozoisian Snake Venom, but the young bounty hunter was too cautious to let his guard down for a free drink. However, once Lo learned Fett was merely seeking armament, he happily let the hunter clear out his weapons cache. Unexpectedly, Fett then refused to make payment, threatening to tell Jabba about the Tri-Forked

Tongue's off-the-book status. Unable to afford another mistake, Hat Lo let Fett leave with the weapons freely in exchange for a good report on his activities to Jabba.

Hat Lo CL 9

Medium Human Male Scoundrel 4/Noble 3/Crime Lord 2

Force 10; Dark Side 12

Init +5; Senses Perception +10

Languages Basic, Columni, High Galactic, Huttese, Twi'leki, Sriluurian

Defenses Ref 23 (flat-footed 22), Fort 20, Will 25; Dodge

Hp 44; Threshold 20

Speed 6 squares

Melee unarmed +6 (1d3+3) or

Ranged hold-out blaster pistol +7 (3d4+4)

Base Atk +6; Grp +7

Atk Options Point Blank Shot

Special Actions Bad Feeling, Duck and Cover, Gambler, Quick Skill

Abilities Str 11, Dex 13, Con 11, Int 14, Wis 13, Cha 15

Special Qualities Command Cover +1

Talents Attract Minion (2, Codru-Ji), Connections, Gambler, Illicit Dealings, Inspire Loyalty (Bothan Utility Follower)

Feats Bad Feeling, Dodge, Duck and Cover, Improved Defenses, Informer, Linguist, Point Blank Shot, Quick Skill, Skill Focus (deception), Weapon Proficiency (pistols, simple weapons)

Skills Deception +16, Knowledge (bureaucracy) +11, Knowledge (technology) +11, Perception +10, Persuasion +11 (may reroll when haggling for illicit goods, keeping better result), Stealth +10

Possessions Comlink, hold-out blaster pistol, Jhabacc deck, Sign of the Tri-Forked Tongue Cantina, wealth

Organization Score (Desilijic Kadijic) – 5

This husband and wife team of Codru-Ji worked for Hat Lo throughout the Clone Wars providing personal security. They often brought their three children along with them, who were still all in the Codru-Ji adolescence, appearing as Wyrwulves.

Hat Lo's Bodyguard Minion CL 2

Medium Codru-Ji Male nonheroic minion 6

Dark Side 3

Init +4; Senses Perception +13

Languages Basic, Codruese

Defenses Ref 17 (flat-footed 15), Fort 14, Will 10

Hp 30; Threshold 14

Speed 6 squares

Melee unarmed +6 (1d6+2) or

Melee force pike +6 (2d8+2) or
Melee force pikes +1/+1 (2d8+2)
Ranged by weapon +4
Base Atk +4; Grp +6

Atk Options Multi-Grab

Abilities Str 15, Dex 13, Con 15, Int 11, Wis 10, Cha 9
Special Qualities Extra Arms, Skilled Grappler
Feats Armor Proficiency (light), Dual Weapon Mastery I, Martial
Arts I, Multi-Grab, Skill Focus (Perception), Toughness, Weapon
Proficiency (advanced melee weapons, simple weapons)
Skills Perception +13
Possessions Force pikes (2), light battle armor (+5 armor, +2
equipment)

Hat Lo's Assassin Minion

CL 2

Medium Codru-Ji Female nonheroic minion 6
Dark Side 4
Init +11; Senses Perception +3

Languages Basic, Codruese

Defenses Ref 18 (flat-footed 15), Fort 13, Will 10

Hp 18; Threshold 13

Speed 6 squares

Melee unarmed +4 (1d4) or
Ranged heavy blaster pistol +7 (3d8) or
Ranged heavy blaster pistols +2/+2 (3d8)
Ranged blaster rifle +7 (3d8) or
Base Atk +4; Grp +7

Atk Options Point Blank Shot, Precise Shot

Abilities Str 11, Dex 16, Con 12, Int 12, Wis 11, Cha 12
Special Qualities Extra Arms, Skilled Grappler
Feats Armor Proficiency (light), Dual Weapon Mastery I, Point Blank
Shot, Precise Shot, Weapon Proficiency (pistols, rifles), Zero Range
Skills Initiative +11, Treat Injury +8
Possessions Blaster rifle, heavy blaster pistols (2), light battle armor (+5
armor, +2 equipment), medpac

Hat Lo's Procurement Follower

CL 3

Medium Bothan Male utility follower 9
Dark Side 2
Init acts on Hat Lo's Initiative; Senses Perception +4

Languages Basic, Bothese, Huttese

Defenses Ref 20 (flat-footed 19), Fort 18, Will 23; Iron Will

Hp 19; Threshold 18

Speed 6 squares

Melee unarmed +6 (1d4) or
Ranged holdout blaster +7 (3d4)
Base Atk +6; Grp +7

Abilities Str 10, Dex 12, Con 8, Int 10, Wis 10, Cha 12

Special Qualities follower qualities

Feats Weapon Proficiency (pistols, simple weapons)

Skills Deception +10

Possessions 1,500 credits, comlink, datapad, hold-out blaster

HETHRA MCGRRRR

Pirate and captain of the modified CEC *Class VI* Bulk Freighter *Random Mallet*, Hethra McGrrrr called the Delphon System home. McGrrrr's Gang operated throughout the Anoat Sector well before the Battle of Naboo, but it was during that battle, a decade before the Clone Wars, that the unexpected happened. Returning from a highly successful raid to his base on Delphon, a hyperspace mishap caused his ship to arrive near a black hole in uncharted space. Unable to escape the black hole's influence to make a hyperspace jump, McGrrrr and his crew resigned themselves to their fate.

Over the years, other travelers experienced similar mishaps. McGrrrr and his gang changed their name to the Black Hole Pirates, and hijacked vessels as they arrived, building their forces. McGrrrr would offer survivors of the attacks a chance to join his crew, though not everyone was so eager to turn pirate. Two years into his exile, a pair of Sullustan xenoarchaeologists refused Captain McGrrrr's offer, but, no cold-blooded murderer, McGrrrr exiled the couple to Plunder Moon, a small planetoid caught in the black hole's orbit.

McGrrrr traded supplies with the Sullustans, exchanging technology for foodstuffs they grew on the surface. But still, the creature comforts brought up from Plunder Moon did little to deaden the longing to return home. However, the discovery of a Kwa Star Temple on Plunder Moon gave McGrrrr hope he might yet see his son again. A Jedi, or anyone strong in the Force, for that matter, could activate the Star Temple to create an Infinity Gate, which would open a portal to anywhere in the galaxy.

Seven months into the Clone Wars, after eight years of waiting for a Jedi to arrive, a pair of starfighters containing the bounty hunters Bossk and Robonino were captured by McGrrrr and his pirates. Bossk told McGrrrr of the Clone Wars raging across the galaxy, and how the Jedi numbers were thinning by the day. But McGrrrr held onto hope, and was rewarded when days later, YT-1760 transport *Hasty Harpy* also came into the system. Despite the initial deception by the Harpy's crew, McGrrrr soon came to realize a Chiss boy they carried onboard was a

Jedi Padawan.

McGrrrr immediately allied with Jedi Padawan Nuru Kungurama and set course for Plunder Moon. During the trip, Captain McGrrrr lost his second-in-command, former diplomat from Makem Te, Mokshok, to Bossk's bloodlust. Wary of Bossk's temper, McGrrrr promoted him to First Mate, if only to keep a closer eye on him. McGrrrr and the Jedi were able to use the Star Temple to open a portal back to the Chiss Ascendancy, and after a battle with ancient Whuffa Worms, were able to escape. Upon returning to the known galaxy, McGrrrr was able to repay the favor Nuru had done by driving off a Separatist armada led by Overseer Umbrag, before setting course for the Anoa Sector, his holds full of treasure, and his pirate armada now swollen to include a pair of Vanguard Pathfinders and seven starfighters in addition to the *Random Mallet*.

Hethra McGrrrr

CL 13

Medium Human Male Noble 3/Scoundrel 5/Master Privateer 5

Force 10; Dark Side 1

Init +7; Senses Perception +11

Languages Basic, Huttese

Defenses Ref 26 (flat-footed 25), Fort 25, Will 30

Hp 90; Threshold 25

Speed 6 squares

Melee unarmed +12 (1d3+8) or

Ranged blaster pistol +11 (3d6+6) or

Ranged blaster pistol +9 (4d6+6) with Rapid Shot or

Ranged by weapon +11

Base Atk +10; Grp +12

Atk Options Far Shot, Point Blank Shot, Rapid Shot,

Special Actions Deep Space Raider, Demand Surrender, Hesitate, Quick Draw, Raider's Surge, Sow Confusion, Vehicular Combat

Abilities Str 14, Dex 13, Con 14, Int 12, Wis 10, Cha 16

Special Qualities Veteran Privateer (2/encounter)

Talents Deep Space Raider, Demand Surrender, Hesitate, Presence,

Raider's Surge, Sow Confusion, Spacehound, Starship Raider

Feats Far Shot, Force of Personality, Natural Leader (Black Hole Pirates),

Pistoleer, Point Blank Shot, Rapid Shot, Silver Tongue, Quick Draw,

Vehicular Combat, Weapon Proficiency (pistols, simple weapons),

Zero Range

Skills Deception +14, Gather Information +14, Knowledge (galactic lore) +12, Knowledge (technology) +12, Perception +11, Persuasion +14, Pilot +12, Use Computer +12

Possessions Blaster pistol, comlink, customized CEC *Class VI* Bulk

Freighter *Random Mallet* (treated as *Praetorian-Class* Frigate, *KR 101*), furry vest

HONDO OHNAKA

Born to ruthless criminals who raised him into his teenage years, Hondo was then sold into a life of slavery by his own parents. He escaped before even meeting his master by stowing away onboard a vessel headed to the Hutt-world of Boonta. There, he worked for Porla the Hutt, starting as a cup-bearer, but working his way up to personal advisor. Upon gaining Porla's trust, he stole a number of ships, speeders, and hover tanks and fled with much of Porla's Weequay staff to the world of Florrum.

Hondo quickly turned to piracy, and his strong leadership skills increased the size and ruthlessness of his crew with each passing year, including the gang's mascot and Hondo's only true confidants, Kowakian Monkey Lizards Pilf and Pik Mukmuk. His base on Florrum had nearly one-hundred armed men, and even some modified astromech droids with blaster rifles mounted on top of their domes. The base was protected from orbit by Hondo's disc-shaped pirate ship and its complement of combat shuttles, as well as the speederbikes and hover tanks taken from Porla. Of his many enterprises, he partnered with Aurra Sing and Jango Fett at various points prior to the Clone Wars, even becoming romantically involved with Sing for a time.

Eight months into the Clone Wars, Ohnaka's Raiders were combing space for salvage after a recent skirmish between the Republic and Confederacy near Vanqor, a mere six parsecs from their home base. They discovered that two shuttles had gone to ground on the sulphurous Vanqor itself, and landed their ship to investigate. Both shuttles were looted for anything of value, before an elderly man who could only be the solar sailer's owner emerged from one of the nearby caves. Hondo offered the man a ride to Florrum, to which the venerable human agreed, not realizing that Pilf Mukmuk had already lifted a pair of lightsabers from him.

Upon landing on Florrum, Hondo had over thirty of his men encircling the landing pad, rifles at the ready as he escorted the man off a landing shuttle. Hondo confronted the man about his true identity, discovering he held Count Dooku, leader of the Confederacy himself, captive. Aware that the man's value to either side could go a long way toward another pirate ship, he held the Count ransom first to the Republic for one-million credits worth of spice. The Republic agreed, but only if two Jedi could be sent to confirm that Dooku was indeed captured and still alive. Hondo conceded to the terms, but only on the condition that the Jedi come unarmed.

Jedi Master Obi-Wan Kenobi and Knight Anakin Skywalker arrived on Florrum and were quickly able to confirm Dooku's presence and security for the Chancellor's office. Representatives Kharrus and Binks, along with



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HONDO OHNAKA

Commander Fox's honor guard were immediately dispatched to deliver the ransom and transfer Dooku to Coruscant to stand trial. Ohnaka made several attempts to have the Jedi poisoned, finally succeeding by mixing a sleep agent with the air exchangers, putting most of his crew to sleep as well. Hondo hoped to sell the additional prisoners back to the Republic, tripling his payday.

Hondo ordered his second-in-command, Turk Falso, to go out and escort the spice and representatives to the base, unaware that Falso was planning to take the spice for himself. Falso's plan to steal the spice quickly fell apart and in a last ditch effort to cover up his treachery, he falsely reported that the Republic sent an army instead of the ransom. Hondo was far too busy dealing with Dooku and the Jedi making numerous failed escape attempts to see through Turk's betrayal. His hand forced, Ohnaka placed both Jedi in energy binders and began shocking them to death when the base's power was knocked out.

At an unexpected disadvantage, the Jedi were able to recover their lightsabers and take Hondo hostage within the blink of an eye.

Hondo was dragged out to the landing pad, a lightsaber to his throat, as the Jedi moved toward their transport. Just then a pair of Hondo's Ubrikkian Hover Tanks returned to base, though with Commander Fox and Representative Binks at the helm, and in possession of the Republic ransom. Unfortunately, Count Dooku had also escaped when the power was shut off, and stole one of Hondo's combat shuttles to head back to Separatist space. The Jedi let Hondo go, warning him that Dooku was unlikely to be as forgiving. Ohnaka began fortifying his defenses in case Count Dooku ever sought revenge.

Two months later, Hondo found a Felocian farm growing Nysellin, which sold for top credit on the black market during the Clone Wars. Hondo was able to strong-arm the villagers into paying him protection money for a time, until the villagers hired a team of bounty hunters led by Sugi, who were soon joined by Jedi Obi-Wan Kenobi, Anakin Skywalker, and Ahsoka Tano. Hondo tried to take the Jedi out of the equation by offering them passage home, but was rebuffed. Instead, he was forced to attack the village and its seven defenders. His men were decimated, and though Hondo was able to kill one of the bounty hunters, he was no match for Skywalker. The Jedi's Chosen One defeated Hondo soundly, and he was forced to order a retreat, citing a lack of profitability.

Only weeks later, while Hondo was licking his wounds on Florrum, he was approached by Aurra Sing and Boba Fett, who were on the run from the Jedi. She wanted his help, but Hondo had decided that going up against Jedi was a losing proposition. He offered them the run of his base on Florrum, but warned that he would not help her. When the Jedi did arrive, he warned Plo Koon that he was walking into a trap before delivering him to Aurra. After the ensuing battle, Hondo helped rescue Aurra Sing and salvage the wreck she made of Boba Fett's Slave I.

Hondo Ohnaka CL 14

Medium Weequay Male Noble 5/Scoundrel 3/Officer 5/Master Privateer 1
Force 13; Dark Side 4

Init +8; Senses Perception +13

Languages Basic, High Galactic, Srilurrian, (1 unselected)

Defenses Ref 28 (flat-footed 27), Fort 26, Will 29; Unstoppable Force,
Vehicular Combat

Hp 107; Threshold 26

Speed 6 squares

Melee unarmed +11 (1d4+7) or

Ranged by weapon +12

Base Atk +11; Grp +12

Atk Options Point Blank Shot

Special Actions Born Leader, Coordinate, Deployment Tactics, Fleet

Deployment, Hesitate, Inspire Confidence, Melee Defense, Recall,
Stymie

Ohanaka's Raiders

4A-2R

A full member of Hondo Ohnaka's Raiders, 4A-2R was an escaped member of the 4A prototype production run by Arakyd Industries devoted to espionage. Whether 4A has legitimately turned pirate, or is reporting on Ohnaka's activities to someone else remains to be seen.

Finn Tegotash

A Weequay member of Hondo's gang, he prefers to fight with a pair of daggers, keeping the fight up close and personal.

Peg Leg Piit

A female Weequay pirate in Hondo's employ, she was notable for her missing right leg, which was replaced with a Phrik-alloy peg leg. During Skywalker and Kenobi's visit to Florrum to verify Dooku's imprisonment, she helped drug the Jedi.

R5-P8

A modified R5-series astromech droid, R5 was reprogrammed by a slicer in Hondo's gang to act as a sentry guard at Hondo's base on Florrum. A blaster pistol was wired directly into his logic center.

Pikk & Pilf Muk-Muk

The Muk Muk brothers Pilf and Pikk were two of an entire litter of Kowakian Monkey Lizards bearing the Muk Muk name to serve Pirate Chief Hondo Ohnaka. Pilf was present at Vanqor and swiped Dooku's lightsaber without his knowledge, and was instrumental in the drugging of Skywalker and Kenobi during their visit to Florrum.

Starship Maneuvers Known (Pilot +13): engine hit (2), overwhelming assault, thruster hit

Abilities Str 11, Dex 12, Con 14, Int 13, Wis 13, Cha 14

Special Qualities Command Cover, Natural Armor, Pheromones, Share Talent (Deployment Tactics, Inspire Confidence)

Talents Born Leader, Coordinate (2), Deployment Tactics, Fleet Deployment, Hesitate, Inspire Confidence, Inspire Loyalty (Pilf Mukmuk), Stymie

Feats Linguist, Melee Defense, Natural Leader (Ohnaka's Raiders), Point Blank Shot, Recall, Skill Focus (Persuasion), Starship Tactics (2), Unstoppable Force, Vehicular Combat, Weapon Proficiency (pistols, simple weapons)

Skills Knowledge (galactic lore) +13, Knowledge (tactics) +13, Knowledge (technology) +13, Perception +13, Persuasion +19, Pilot

Gwarm

Acting as Hondo's second in command for his extortion scheme on Felucia, it was Gwarm who sounded the initial retreat when he saw Hondo dangling from a cliff at Jedi Skywalker's mercy. His skin was a rare pink and orange coloration, and he carried an ancient blaster rifle with a vibro-bayonet.

Barb Mentir

A Weequay member of Hondo's gang, Barb was an expert pilot, and always felt he was worth more than the share he received. Hondo's second in command took advantage of his greed when the Republic sent a spice ransom in exchange for Dooku by ordering Mentir to shoot the Republic ship down. Hoping to flee with the spice and split the profits, Mentir kept a shuttle prepped and waited on Falso to return with the spice. When their plan fell apart, and Mentir and Falso tried to flee, they were stopped by Dooku, who compelled Falso to shoot his co-conspirator.

Dagu Flask

A master Weequay marksman, Daggu Flask was a member of Hondo's pirate gang during the Clone Wars. He preferred an ancient blaster rifle and armored pauldrons. He reveled in the chance to test his mettle against Jedi when Skywalker, Kenobi and Dooku tried to escape Ohnaka's compound, but before he could land a kill shot, he was ordered to cease-fire by Ohnaka.

+13, Use Computer +13

Possessions Round-Keel Class pirate vessel, Florrum pirate base, modified R4 sentry droids (2), speederbikes (6), Ubrikkian hover tanks (3), various personal belongings.

Organization Score (Ohnaka's Raiders) – 31

Pilf Mukmuk

CL 4

Tiny Kowakian Monkey-Lizard Male utility follower 14

Dark Side 5

Init acts on Hondo Ohnaka's Initiative; Senses Perception +6

Languages Basic (understand only), Kowakian

Defenses Ref 29 (flat-footed 26), Fort 23, Will 26

Hp 24; Threshold 23

Speed 6 squares

KOWAKIAN

Kowakian Monkey-Lizards are thought of as barely sentient by most of the galaxy at large, but are far more than mere creatures. Their native society on Kowak is primitive and tribal, but they learn quickly and adapt to life in the galaxy even faster. The monkey-lizard is a small mammal with thin limbs, a small, round body, and large ears. Many criminals favor Kowakians as loyal companions thanks to their habit of parroting those who conspire against their masters. The overwhelming majority of Kowakians in the galaxy are owned as pets or slaves.

Kowakian Species Traits

All Kowakians share the following traits:

Ability Modifiers: +6 Dex, -2 Str, -2 Con, -4 Int, -2 Wis

Tiny Size: As Tiny creatures, Kowakians gain a +2 size bonus to their Reflex Defense and a +10 size bonus on Stealth checks. However, their lifting and carrying limits are one half of those of Medium characters.

Conditional Bonus Feat: A Kowakian with Perception as a trained skill gains Skill Focus (Perception) as a bonus feat.

Automatic Languages: Kowaki

Melee unarmed +9 (1d2-1) or

Ranged by weapon +13

Base Atk +10; Grp +13

Abilities Str 8, Dex 16, Con 8, Int 8, Wis 8, Cha 10

Special Qualities follower qualities, Perceptive

Feats Weapon Proficiency (pistols, simple weapons)

Skills Stealth +25

Possessions none

HONEST GJON

A H'drachi ship thief, Gjon made a living conning visitors to his Bogg 4 landing pad to contract him for repairs and then moving their ship to his Bogg 11 repair shop. There, he would dismantle their entire ship and sell the parts in his shop, popular for its bargain prices. During one such theft in the past, Gjon lost one of his arms to an organic ship defense system he hadn't been prepared for; an Akk dog. He had the

H'DRACHI

A mammalian species native to a planet-spanning desert, the H'drachi are well adapted to their environment, able to store water for extended periods of time. The rate of Force Sensitivity amongst H'drachi on M'haeli is high, and local Force Users are trained as seers, able to predict brutal sand-storms and act as a living tuning fork. As their culture developed, the Seers of H'drachi were able to predict social upheavals as well.

H'drachi Species Traits

All H'drachi share the following traits:

Ability Modifiers: +2 Wis, -2 Str

Small Size: As Small creatures, H'drachi gain a +1 size bonus to their Reflex Defense and a +5 size bonus on Stealth checks. However, their lifting and carrying limits are three-quarters of those of Medium characters.

Seers: A H'drachi may choose to reroll any Use The Force Check made to activate the Farseeing Force Power (or associated talent), but the result of the reroll must be accepted, even if it is worse.

Desert Dweller: When making Survival checks to resist the effects of extreme heat, H'drachi can reroll the check and keep the better result.

Automatic Languages: Basic and H'drach

limb replaced with a cybernetic tool-arm, which aided him in his work.

Days after the Clone Wars began, Gjon had become aware of a counterfeit credit smuggling operation on the moons of Bogden, and contracted his sometime parter, Aia, to help him find a gullible mark with a ship to aid them in stealing a shipment. Young Boba Fett, onboard the Slave I, was the first visitor to Gjon's landing pad, and Gjon immediately went to work with his usual scam of ship theft. However, this time Aia befriended young Fett and led him back to Gjon's hideout on Bogg 11. Gjon gave the ship back happily, assuring Boba that there is no blame in trying.

Gjon and Aia had endeared themselves to Fett, and he agreed to help them steal the counterfeit credits shipment. The Slave I hovered nearby where the balloons were to travel between lunar atmospheres, intent on capturing one of the balloons then making a break for it. Of course, Gjon got greedy and convinced them all to stay for a second balloon, which contained a thug working for the counterfeiters. Fett was able to maneuver the ship to make the man fall, but the credits fell with him. The operation was a bust, but Gjon and Aia had many more schemes to try throughout the Clone Wars, involving anyone who might happen to land on the moons of Bogden.

Aia (Bogden Moons)

A companion to Honest Gjon, Aia also lived on the moons of Bogden, plying his trade as a pickpocket and con artiste. Early in the Clone Wars, Aia and Gjon convinced a young Boba Fett to use his ship to help them steal a shipment of counterfeit credits, though the scheme only resulted in a profit of one-hundred credits, which Aia was certain to secure for himself.

Gjon

CL 3

Small H'drachi Male nonheroic 4/Scoundrel 2

Force 6; Dark Side 1

Init +5; Senses Perception +5

Languages Basic, Bocce, H'drachi, Huttese

Defenses Ref 15 (flat-footed 14), Fort 12, Will 14

Hp 20; Threshold 12

Speed 4 squares

Melee unarmed +2 (1d3-1) or

Ranged by weapon +5

Base Atk +4; Grp +5

Special Actions Fast Repairs, Gearhead, Quick Skill, Vehicle Systems Expertise

Abilities Str 9, Dex 13, Con 11, Int 14, Wis 13, Cha 14

Special Qualities Desert Dwellers, Seers

Talents Fast Repairs

Feats Gearhead, Quick Skill, Skill Focus (Mechanics), Skill Training (Gather Information, Persuasion), Tech Specialist, Vehicle Systems Expertise, Weapon Proficiency (simple weapons)

Skills Deception +10, Gather Information +10, Mechanics +15, Persuasion +10, Use Computer +10

Possessions Coveralls, cybernetic arm (with built-in toolkit), landing pad, repair shop, various personal belongings

JABBA DESILIJC TIURE

Born to Zorba Desilijic Tiure five-hundred seventy-five years before the Clone Wars, Jabba was raised by his father among uncles Jiliac, Pazda and Ziro. Zorba had Jabba learned clan business from an early age, and at the incredibly young age of eighty, Jabba set off to start his own criminal empire on behalf of Clan Desilijic. The young Hutt ended up on Tatooine, which he began to cultivate as a smuggler's den. Over time, Jabba would take over a Bomarr Monastery out on the Dune Sea and convert it into his own palace and stronghold. Jabba had made his

smuggling network so valuable that Desilijic's main competitors, Clan Besadii, sent Gardulla the Hutt to attempt to duplicate his operations there. It was during this early period that Jabba's son, Rotta, was born, and Bib Fortuna was brought on as his Majordomo.

Jabba had many minions, but there was only one sentient he truly considered a friend, Chevin smuggler and black marketeer Ephant Mon. Eleven years before the Battle of Geonosis, Jabba had Mon running high technology onto the backward planet of Cerea in exchange for Malium, a local ingredient that could be used to create a popular euphoric. Unfortunately, this operation eventually drew the notice of Jedi Watchman Ki-Adi Mundi, who shut it down and managed to learn that Jabba was arming the Trade Federation as well. A year later, just after the Invasion of Naboo, Ki-Adi Mundi would return to Tatooine and seek an audience with Jabba, this time as a member of the Jedi High Council. In order to gain prestige in his clan, Jabba had taken an old



JABBA DESILIJC TIURE

stockpile of weapons off Dreddon's hands, promising he could sell them all in short order. Jabba had his thugs murder some moisture farmers in a way that implicated the local Tusken Raiders. The ensuing tension saw blaster sales to moisture farmers increase tenfold, and his rival, Gardulla, saw what she thought was an opportunity for a power play. However, Gardulla's chief operative, Bounty Hunter Aurra Sing, was already held on retainer by Jabba. Because of his inside agent, Jabba was able to turn Gardulla's attempt to shut down the Tukens-moisture farmer conflict into an embarrassment for her, requiring Jabba's help to save her.

Jabba's position in his clan rose to even greater heights, and he was largely considered the third in command, behind his father Zorba and uncle Jiliac. Jabba's taste for extravagance began to take hold, and he purchased numerous Twi'lek dancers, fierce beasts, and expensive chefs. Jabba also enjoyed podracing, building as many as three podracing

tracks on Tatooine; Mos Espa's Grand Arena was home to the Boonta Eve Classic and the less difficult Mos Espa Open, as well as his additional track out in the Badlands. Most of the races held on Tatooine involved cheating in some way for Jabba to rig the outcomes of all the gambling that took place.

A few months after the Battle of Naboo, Jabba began having problems with a local gang run by a Clataani named Longo Two-Guns. The thugs managed to steal some of Jabba's slaves and intercept some of his shipments. In response, Jabba hired Bounty Hunter Jango Fett to take care of the problem, which he did in short order. Impressed with the famed hunter's skill, he hired Jango to kill Gardulla immediately after providing some trivial information to him about the Bando Gora cult operating on Tatooine. Jabba was shortly informed that the Besadii representative was devoured by her own pet Krayt Dragon.

UBRIKKIAN LUXURY YACHT

Ubrikkian Industries *Minstrel-Class Space Yacht* CL 9

Colossal (frigate) space transport

Init -2; Senses Perception +5

Defense Ref 15 (flat-footed 12), Fort 35; armor +12; Vehicular Combat
hp 600; DR 15; SR 35; Threshold 85

Speed fly 6 squares (max. velocity 800 km/h), fly 3 square (starship scale)

Ranged fire-linked (2) medium triple blaster cannon +3 (see below) and

Ranged tractor beam projector +3* (see below)

Fighting Space 2 x 2; Cover total

Base Atk +0; Grp +45

Atk Options autofire (fire-linked (2) medium triple blaster cannon)

Abilities Str 60, Dex 16, Con --, Int 16

Skills Initiative -2, Mechanics +5, Perception +5, Pilot -2, Use

Computer +8

Crew 38 (normal); Passengers 200 (luxury upgrade, basic)

Cargo 90 tons; Consumables 3 months; Carried Craft 70 hangar points

Hyperdrive x2 (x10 backup), navicomputer

Availability Licensed; Cost 1,450,000 (850,000 used)

Emplacement Points 10

Fire-linked (2) medium triple blaster cannon (gunner)

Atk +3, Dmg 6d10x2

Tractor beam projector (gunner)

Atk +3 (-17 against targets smaller than Colossal size), Dmg-(grp +45)

The *Minstrel-Class Space Yacht* was popularized by the Hutt crime lords of Nal Hutta during the Clone Wars and the decades following. Notorious gangsters Jabba and Jiliac of Clan Desilijic each owned highly customized models, dubbed the *Star Jewel* and *Dragon's Pearl*, respectively. The vessels were a common sight in Hutt space, as the criminal slugs toured their fiefdoms.

Capabilities

The stock *Minstrel-Class* is largely reliant on its carried escorts for protection, usually half a dozen Z-95 headhunters and a pair of armed shuttles. All *Minstrel-Class*es comes with a hypertransceiver standard to keep owners in touch with galactic events, and a dorsal docking clamp for deep-space rendezvous. However, a stock configuration *Minstrel* is exceedingly rare in the galaxy. Jabba the Hutt's *Star Jewel* removed the stock weaponry and replaced it with six concealed light turbolasers, as well as upgraded shielding. The interior was remodeled with an extreme luxury upgrade for 20 passengers, including three massive viewports. However, the remaining 180 passengers rode in standard steerage, a downgrade from the standard configuration. The remainder of the craft was outfitted with an armory, a rancor cage, a medical suite, and a droid repair team.

Tactical Fire: The *Minstrel-Class Space Yacht* is designed for the rich and powerful to travel the galaxy. As a standard action, a *Minstrel-Class* may forgo all attacks to instead provide tactical fire squares within a 2-square radius. Any allies within or passing through the affected area gain a +2 tactical bonus to all Persuasion checks until the next round.

HUTT SAIL BARGE

Ubrikkian Industries Luxury Sail Barge

CL 3

Colossal ground vehicle (speeder)

Init -6; Senses Perception +5

Defense Ref 12 (flat-footed 12), Fort 32; armor +13; Vehicular Combat hp 120; DR 10; Threshold 82

Speed 6 squares (max. velocity 100 km/h)

Fighting Space 12 x 12; Cover total

Base Atk +0; Grp +42

Abilities Str 54, Dex 8, Con --, Int 12

Skills Initiative -6, Mechanics +5, Perception +5, Pilot -6, Use Computer +6

Crew 26 (normal); Passengers 300

Cargo 250 tons; Consumables 1 week; Carried Craft none

Availability Licensed; Cost 245,000 (175,000 used)

Emplacement Points 3

The luxury sail barge was initially designed for the tourism industry, built to sail on natural winds over lush fields or bodies of water. However, Hutt gangsters were fans of the Ubrikkian aesthetic, and soon the large

barges became synonymous with Hutt Kadjijics. Jabba Desilijic Tiure owned one such yacht named the Khetanna. Seven months after the Battle of Geonosis, his son, Rotta, was kidnapped while taking a cruise in Jabba's barge. Decades later, Jabba himself would be killed onboard the Khetanna by Princess Leia Organa, and the barge destroyed.

Capabilities

Sail barges can be configured for a number of different passenger and cargo arrangements, and the repulsors are easily modified to increase the max tonnage and passenger limits. All sail barges are equipped with a series of vents along either side to allow for natural air flow. These vents can be used as cover to make ranged attacks against targets outside the vehicle, providing a +10 cover bonus. The main deck is exposed to the open air, and provides no cover. Jabba had his Khetanna modified with a deck-mounted double heavy laser cannon, as well as twenty repeater blaster cannons on detachable mounts ten to a side on the upper deck rails. It took a full-round action to mount or detach a repeater from the rail.

A year after Gardulla's death, Jabba discovered Bib Fortuna was running an operation on Ryloth without his consent. Angered at his Majordomo's ambitions, he demoted Fortuna to a mere lieutenant, promoting Naroon Cuthus in his place. Pleased with the elimination of his rival Gardulla, and satisfied that his own house was in order, Jabba spent much of the next several years consolidating his power on Tatooine. Two months prior to the Battle of Geonosis, being third the line of succession within his clan began to chafe Jabba's ego. Alongside his nephew Gorga, Jabba arranged for Zorba to be arrested on Kip for Ulikuo gem smuggling, earning Zorba a forty-five year sentence in the Kessel spice mines. Jabba immediately seized his father's property on Nar Shaddaa, Shaum Hii, and Tyne's Horky, while his uncle ascended to head of Clan Desilijic, with Jabba as his second.

A month after the outbreak of violence between the Republic and Confederacy at Geonosis, Clan Besadrii sent Boorka the Hutt to Tatooine in effort to once again compete with Jabba. However, Jabba's control of Tatooine was so complete, that Boorka was forced to ally with the Separatists in order to even gain a toe-hold. Jabba responded by assisting the Republic's Echu Shen-Jon almost immediately after, resulting in Boorka's death and Besadrii once again being driven off Tatooine. The Confederacy was upset to lose Besadrii's smuggling networks, and so they attempted to ally with Jabba, who sent his nephew Gorga to Aargu to

decline their offer. Jabba knew that the highest profits lay in playing both sides against each other, and maintaining strict neutrality.

A month later, a young Boba Fett flattered Jabba into taking him on retainer as a bounty hunter. His first assignment was to kill Gilramos Libkath, a Neimoidian smuggler arming the Confederacy. Durge, the Separatist mercenary, was also on the same hunt, sent by Dooku to court an alliance with Jabba. However, the mighty Hutt favored young Boba Fett, and fed Durge to his combat arachnids, providing the child with a head start. Boba Fett, like his father before him, showed great skill and soon brought back Libkath's miter as proof of his kill. Jabba was pleased, and kept young Fett on for his entire apprenticeship.

Four months into the Clone Wars, Jabba was convinced by Wat Tambor to smuggle cortosis to Metalorn, with operational security provided by Aurra Sing and the Dark Witch Saato. Jabba and his son Rotta were on tour of Zorba's assets and then on to Nal Hutta to attend to clan business when Republic informant Raala Ponchar, and then Jedi Padawan Anakin Skywalker were each investigating the operation. Anakin was able to shut down the operation and kill Saato, but Jabba went unpunished by the Republic because they were still interested in allying with his resources, and the crafty Hutt claimed the operation was not run with his approval.

Three months later, Rotta was kidnapped, and Jabba, ever the

concerned parent, hired Gaib and TK-0, two noted slicers, to track down his son's location. Jabba then sent in a large team of bounty hunters to extract his son on Teth. The hunter's bodies were sent back, and Jabba was forced to call in outside assistance. The Republic sent Obi-Wan Kenobi to negotiate with Jabba, while Count Dooku himself did the same on behalf of the Confederacy. Each side accused the other of being responsible for the kidnapping in the first place, though Dooku was able to provide forged holographic evidence to support his side. While Jabba's son was soon returned to him by Jedi Anakin Skywalker and Ahsoka Tano, it took Senator Padmé Amidala, on Coruscant, to reveal that Ziro the Hutt and Count Dooku had been behind the kidnapping plot from the first. The Republic was given access to some trade routes that passed through Hutt space for their assistance.

Jabba was later blackmailed by Ziro to break him out of prison with proof of Hutt anti-Republic activity and Separatist side-dealings that would void their treaty. The Hutts hired Cad Bane to break Ziro out of prison and deliver him to Nal Hutta. Unfortunately, before Jabba and the rest of the Desilijic Council could decide what to do with Ziro, he escaped with the help of former lover Sy Snootles. Fortunately, Jabba anticipated Ziro, and convinced Sy to murder Ziro after she found the evidence he was using as blackmail. Though Ziro's schemes were costly for Jabba, the fallout from detailed information falling into Republic hands, and Ziro's continued existence to make trouble would have ultimately been far worse.

The rest of the Clone Wars passed with little attention from Jabba, who focused on the expansion of his smuggling networks, bounty hunter army, and spice production. Six months before the end of the Clone Wars, Jabba was still using Boba Fett as one of his top local hunters on Tatooine, but his apprenticeship was near its end. Jabba took a series of secret bounties on behalf of the Republic Senate on the entire Separatist Council. Jabba sent Boba Fett to capture Wat Tambor, but Fett was ultimately unable to deliver before Tambor was killed by Anakin Skywalker.

With the end of the Clone Wars, Jabba was able to focus solely on competition with Besadii, who, fifteen years after the Clone Wars, had an incredibly profitable spice processing operation on the world of Ylesia. It was also around this time that Jabba first met Han Solo, who Jabba hired to act as pilot of his private yacht, the *Star Jewel*. After a short time, Jabba and Jiliac realized that Solo was also Vyyk Drago, a human who used to work for Aruk, the head of Clan Besadii. Jabba and his uncle were able to use information provided by Solo to assassinate Aruk, sending Besadii into a temporary nosedive in profits. Solo also was promoted to smuggling for Jabba during this time, and was soon the best smuggler in Jabba's operation.

The eyes of the Empire were soon drawn to Hutt endeavors, and

the Emperor sent a fleet to destroy Nar Shaddaa. Luckily, Jabba and his uncle were able to buy the battle plan from the corrupt Admiral Greelanx. Together with the mercenaries and smugglers local to Nar Shaddaa, the Imperials were forced to retreat, and official Imperial policy was shifted to leaving the Hutts alone so long as they stay in Hutt Space. Two years later, Jiliac gave birth to a huttling, and much of Clan Desilijic's day to day business fell to Jabba to attend to. The work-load became so heavy that Ephant Mon was left to run much of the Tatooine operation as Jabba spent more and more time on Nal Hutta. After Aruk's son, Durga, found out Jiliac had him poisoned, he challenged Jiliac to ritual combat and killed him, leaving Jabba in charge of the Clan.

Finally in charge of Desilijic, Jabba was able to bring his clan to great heights, finally surpassing Besadii's wealth after allying with the Rebel Alliance to smash their Ylesia operation. It is around this time that Han Solo dropped his load of glitterstim to avoid being caught smuggling, an event which would lead Jabba to become obsessed with balancing Solo's debt to him. However, Jabba had far too much on his plate to immediately concern himself with, and Jabba spent most of the next two years focusing on his empire. Jabba began this endeavor by doing some much-needed house-cleaning with the execution of his majordomo, leaving Bidlo Kwerve and Bib Fortuna to compete for the job. Kwerve bought Jabba a Rancor as a gift, and was then made its first meal, leaving Bib Fortuna to resume the role he once held.

A year before the Battle of Yavin, Jabba embarked on a vacation on his Yacht, which began with a visit to fellow Hutts Embra and Malta. While courting an alliance with their respective clans, Jabba and his two guests each entered a team into the Hunt for the Yavin Vassilika. Afterward, Jabba visited, assassinated, and looted the stores of Gar Suppoon, then was taken prisoner by Princess Nampi of Orooturoo, who he killed and shipjacked. Jabba finally went to Smarteel to sell Nampi's ship to old friend Cabrool Nuum, who he was forced to kill along with his entire family before leaving with a full load of spice.

Happy to finally be home and all the richer for it, Jabba finally became focused on Han Solo's debt, which was still unpaid. Jabba spent the next three years slowly escalating the price on Solo's head while becoming increasingly tyrannical with his underlings and hired help. He began spending almost as much of his time foiling assassination attempts from within his own house as he did on expanding his businesses and competing with Lady Valarian, a new crimelord on Tatooine.

A little over three years after the Battle of Yavin, Jabba met with Xizor, and the two traded some information before Jabba returned home to the gift of Han Solo, frozen in carbonite. This surprise was soon followed by the capture of Chewbacca, Princess Leia Organa, and Luke Skywalker. Upon the attempted execution of the group of rebels at the Sarlacc Pit of Carkoon, Jabba, at six-hundred years old was killed by Leia

DESILIJIC LEGACY

You are a descendent of Zorba Desilijic Tiure, elder of the Desilijic Kadijic on Nal Hutta. Your lineage is renowned for their cunning and involvement in smuggling, as well as the slaves and spice they smuggle. Clan Desilijic has been one of the most powerful Hutt Kadijics for well over a thousand years.

Prerequisite: Hutt

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to automatically treat your next Persuasion check to use the Intimidate or Bribery functions or your next Deception Check to deceive as though you had rolled a natural 20 on the check.

Organa. Jabba's influence would live on past his death, as many sought to claim his criminal empire for their own, including Bib Fortuna and Gorga the Hutt. While Desilijic soon fell into obscurity with Durga's rise in the power vacuum left by the deaths of Jabba and Xizor, it is unknown whatever became of Jabba's son, who would have come of age just after the Yuuzhan Vong invasion.

Jabba Desilijic Tiure CL 13
 Large Hutt Noble 6/Scoundrel 1/Crime Lord 6
Destiny 7; **Force** 12; **Dark Side** 12
Init +9; **Senses** Perception +13
Languages Basic, Bocce, Gamorrean, High Galactic, Huttese, Jawaese, Nikto, Ryl, Sriluurian

Defenses Ref 20 (flat-footed 20), Fort 25, Will 29; **Force Resistance**, **Poison Resistance**, **Supreme Stability**, **Unwavering Resolve**
Hp 102; **Threshold** 35

Speed 2 squares
Melee unarmed +9 (1d6+7) or
Ranged by weapon +6
Base Atk +8; **Grp** +9
Atk Options Crush, Pin, Point Blank Shot
Special Actions Impel Ally, Presence, Recall

Abilities Str 13, Dex 7, Con 14, Int 16, Wis 15, Cha 14
Special Qualities Command Cover +3
Talents Attract Minion (Bib Fortuna, Bidlo Kwerve, Ephant Mon, Scuppa), Connections, Illicit Dealings, Impel Ally I, Loyal Follower (Naroon Cuthus), Presence, Wealth of Allies
Feats Crush, Improved Damage Threshold, Linguist, Pin, Point Blank Shot, Poison Resistance, Recall, Skill Focus (Persuasion), Toughness, Unwavering Resolve, Weapon Proficiency (pistols, simple weapons)

Skills Deception +13, Gather Information +13, Initiative +9, Knowledge (bureaucracy) +14, Knowledge (galactic lore) +14, Knowledge (social sciences) +14, Perception +13, Persuasion +18 (may reroll, keeping better result), Use Computer +14

Possessions Comlink, datapad, hookah pipe, Tatooine Bomarr monastery, Ubrikkian yacht *Star Jewel*, various personal belongings

Destiny (Legacy – Desilijic) – Jabba is heir to the Desilijic Legacy, like his father Zorba before him, Jabba is destined to rule over his clan, leading Desilijic to profits and prosperity.

Organization Score (Desilijic Kadijic) – 26

Bib Fortuna CL 3

Medium Twi'lek Male nonheroic minion 9

Dark Side 8

Init +5; **Senses** low-light vision; **Perception** +10

Languages Basic, Bocce, Huttese, Ryl

Defenses Ref 11 (flat-footed 10), Fort 13, Will 11; **Dodge**, **Great Fortitude**, **Slippery Maneuver**

Hp 36; **Threshold** 13

Speed 6 squares

Melee unarmed +5 (1d4-1) or

Ranged holdout blaster +7 (3d4)

Base Atk +6; **Grp** +7

Special Actions Burst of Speed

Abilities Str 9, Dex 13, Con 12, Int 14, Wis 13, Cha 14

Feats Burst of Speed, Dodge, Friends in Low Places, Slippery Maneuver, Skill Focus (Gather Information), Skill Training (Persuasion), Weapon Proficiency (pistols)

Skills Deception +11 (may reroll, keeping second result), Gather Information +16, Perception +10, Persuasion +11

Possessions Comlink, datapad, fine robes, holdout blaster, various personal belongings

Bidlo Kwerve CL 3

Medium Human Male nonheroic minion 9

Dark Side 9

Init +17; **Senses** Perception +9

Languages Basic, Bocce

Defenses Ref 13 (flat-footed 10), Fort 12, Will 10

Hp 54; **Threshold** 12

Speed 6 squares

Melee unarmed +7 (1d4+1) or

Ranged heavy blaster pistol +9 (3d8) or

Ranged heavy blaster pistol +7 (4d8) with **Rapid Shot**

Base Atk +6; **Grp** +9

Atk Options Point Blank Shot, Rapid Shot

Special Actions Quick Draw

Abilities Str 13, Dex 16, Con 14, Int 12, Wis 11, Cha 11

Feats Point Blank Shot, Rapid Shot, Quick Draw, Skill Focus (Initiative), Skill Training (Persuasion), Toughness, Weapon Proficiency (pistols), Zero Range

Skills Deception +9, Initiative +17, Perception +9, Persuasion +9

Possessions heavy blaster pistol, speeder

Ephant Mon

CL 3

Large Chevin* Male nonheroic minion 9

Dark Side 5

Init +4; Senses Perception +6

Languages Basic, Chevin, Huttese

Defenses Ref 10 (flat-footed 10), Fort 11, Will 12; natural armor +1

Hp 27; DR 2; Threshold 16; Thick Hide

Speed 4 squares

Melee unarmed +8 (1d4+2) or

Melee vibroblade +8 (2d6+2) or

Melee walking stick +8 (1d6+2) or

Ranged blaster pistol +6 (3d6)

Base Atk +6; Grp +8

Special Actions Scheming, Quick Draw

Abilities Str 14, Dex 11, Con 13, Int 14, Wis 14, Cha 8

Special Abilities Scheming

Feats Force Sensitivity, Quick Draw, Skill Training (Knowledge (galactic lore), Use Computer), Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Gather Information +11, Knowledge (galactic lore) +11, Pilot +9, Stealth +9, Use Computer +11

Possessions Blaster pistol, comlink, datapad, tattered cloak, vibroblade, walking stick

**Statistics for the Chevin species can be found at writer Sterling Hershey's Star Wars Wednesdays Blog.*

Scuppa

CL 3

Medium Falleen Male nonheroic minion 9

Dark Side 7

Init +10; Senses Perception +4

Languages Basic, Falleen, Huttese

Defenses Ref 17 (flat-footed 16), Fort 15, Will 11

Hp 27; Threshold 15

Speed 6 squares

Melee unarmed +8 (1d4+2) or

Ranged heavy blaster pistol +7 (3d8) or

Ranged heavy blaster pistol +5 (4d8) with Rapid Shot

Base Atk +6; Grp +8

Atk Options Rapid Shot

Abilities Str 14, Dex 12, Con 14, Int 12, Wis 10, Cha 13

Special Qualities Hold Breath, Pheromones, Pheromone Acclimation

Feats Armor Proficiency (light), Improved Defenses, Rapid Shot, Skill Focus (Pilot), Skill Training (Persuasion, Use Computer), Weapon Proficiency (pistols)

Skills Initiative +10, Persuasion +10, Pilot +15, Use Computer +10

Possessions Armored flight suit (+5 armor, +2 equipment), comlink, datapad, heavy blaster pistol, various personal belongings

Naroon Cuthus

CL 4

Medium Human Male utility follower 13

Dark Side 6

Init acts on Jabba's Initiative; Senses Perception +11

Languages Basic, Huttese

Defenses Ref 24 (flat-footed 23), Fort 23, Will 25

Hp 24; Threshold 23

Speed 6 squares

Melee unarmed +9 (1d4) or

Ranged by weapon +10

Base Atk +9; Grp +10

Abilities Str 10, Dex 12, Con 10, Int 12, Wis 10, Cha 10

Special Qualities follower qualities

Feats Weapon Proficiency (pistols, simple weapons)

Skills Perception +11

Possessions 1,500 credits, comlink, datapad

Drama Korr

A fantastically wealthy Corellian shipping magnate, Drama Korr's business exploded during the Clone Wars era, when Trade Federation craft ceased shipping vital goods to Republic-allied worlds. Korr was able to pick up many contracts before Black Sun or the Hutts were able to get their foot in the door, making her an enemy to both. Korr was killed by Durge as a gesture of good faith toward Black Sun killer, Lord Xist. Her death was used in attempt to lure Jedi Kenobi and Skywalker into a trap, but they ultimately escaped.

Race Kartan

A notorious smuggler and friend to Reti, Race Kartan used his ship, the Duergo, to fly contraband all over the galaxy just prior to the Clone Wars. At some point, he angered a crime lord, who hired Jango Fett to hunt Kartan down. Fett caught up to Race at the Battle of Nod Kartha, where he was captured. What ultimately became of Kartan is unknown.

KAIRD OF THE NEDIJI

Born on the majestically icy peaks of Nedij, Kaird was exiled from his homeworld at a young age for an unknown transgression. Possessed of a ruthless streak, Kaird soon fell in amongst criminals and by the time of the Clone Wars, was one of Black Sun's most efficient assassins. Two years into the galaxy-spanning conflict, Kaird was sent to Drongar by his Vigo to investigate the death of Mathal; a fellow enforcer who had been managing a Bota-smuggling operation. The unique wonder-drug was in high demand in the private sector, despite the fact that the Republic had named it a controlled substance for government and military use only.

Kaird was able to quickly sift through the layers of deceit perpetrated by corrupt Admiral Tarnese Bleyd and surmise that he was Mathal's murderer. The Nediji quickly dispatched the Admiral and set about restoring the flow of Bota into Black Sun's vaults. To this end, he hired two noted smugglers and con artists in Squa Tront and Thula. By this point in the war, Kaird was weary of the galaxy and wished only to return home to Nedij and retire in moderate wealth.

Kaird was presented with an opportunity when Bota mutated and became a worthless weed. Knowing that the rarity of all remaining Bota would drive up prices astronomically, Kaird engaged his two henchbeings to give him a final sixty kilograms of Bota in a carbonite case and end the smuggling operation. Unfortunately, the duo tried to double-cross the Nediji and gave him a bomb encased in carbonite instead. By luck alone, Kaird managed to detect and dump the bomb moments before detonation, though his plan for retirement was forcibly tabled for the foreseeable future.

Over the remaining year of the Clone Wars, and for three months afterward, Kaird had a string of successes which put him in contention for an open Vigo position at Underlord Perhi's table. His only competition was a Falleen, Prince Xizor. After an attempt to eliminate Xizor by framing him for a hypergem theft was revealed to be an elaborate scheme to instead reveal Kaird's duplicitous nature, Kaird was resigned to a slow, painful death. Instead, Underlord Perhi surprised him, and ordered Kaird to assassinate Xizor, who was far too ambitious to be allowed to become a Vigo.

With retirement within sight, Kaird donned one of his many full-body disguises and tracked down Xizor. Xizor had been sent on a wild-bantha chase for a droid containing the location of the Rebel hideout on Coruscant, allowing Kaird a perfect opportunity to strike. However, luck runs both ways, and just as Kaird was depressing the firing stud on his dart launcher to eliminate Xizor, he was bumped into by a homeless child,

spoiling his aim. In the battle that followed, Xizor emerged victorious, stunning the Nediji into submission and bringing him to the other side of the planet to the factory district.

While Xizor revealed a grand plan to replace Underlord Perhi with a human replica droid, the technology was not yet working. Instead, Kaird was told he would be brainwashed into assassinating the Underlord, becoming the instrument of his opponent's ascension. Luckily, feral droids had sacked Xizor's hidden lab, and the droid Xizor had captured, 10-4TO, had attracted both Lord Vader and former Jedi Jax Pavan to the building. In the grand melee that followed, Kaird was freed and linked his fate to Pavan and his associates. The group managed to escape the factory building before its reactor overloaded, and thought dead by the Underlord and Xizor, Kaird was finally able to retire.

Kaird CL 12
Medium Nediji* Male Scoundrel 7/Noble 1/Scout 1/Assassin 3
Force 12; Dark Side 11
Init +14; Senses darkvision; Perception +12
Languages Basic, Besalisk, Huttese, Kubazi, Nedij, (1 unselected)
Defenses Ref 31 (flat-footed 26), Fort 25, Will 25
Hp 81; Threshold 25
Speed 6 squares
Melee knife +10 (1d4+8) or
Melee knife +8 (2d4+8) with Rapid Strike or
Melee unarmed +10 (1d8+8) or
Ranged holdout blaster +11 (3d4+6) or
Ranged concealed dart shooter +11 (by poison)
Base Atk +8; Grp +11
Atk Options Dastardly Strike, Point Blank Shot, Precise Shot, Rapid Strike, Sneak Attack, Sniper
Special Actions Labyrinthine Mind, Malkite Techniques
Abilities Str 14, Dex 16, Con 12, Int 14, Wis 12, Cha 11
Special Qualities Black Sun Operative, Black Sun Enforcer, Darkvision, Distinct Scent, Great Reflexes, Mark +1
Talents Acute Senses, Dastardly Strike, Educated, Labyrinthine Mind, Malkite Techniques, Sneak Attack (+2d6), Vicious Poison
Feats Exotic Weapon Proficiency (concealed dart launcher), Linguist, Martial Arts I, Martial Arts II, Point Blank Shot, Precise Shot, Skill Focus (Deception), Skill Training (Persuasion), Rapid Strike, Sniper, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +16, Gather Information +11, Initiative +14 (may reroll, keeping second result), Perception +12 (may reroll, keeping second result), Persuasion +11, Stealth +14, Use Computer +13

Possessions Advanced disguises (Besalisk, Fat Human, Hutt, Kubaz and Silent One), advanced forged identity (high ranking mercantile guild member, member of The Silent Siblinghood), comlink, concealed dart shooter, holdout blaster, knife, personal belongings, Stinger Surronian Conqueror Assault Shuttle, various poisons

Organization Score (Black Sun) – 19

**Statistics for the Nediji species can be found in the Fandom Comics Alien Species chapter.*

KHALEEN HENTZ

Khaleen Hentz, whether by choice or necessity, was a thief who was willing to steal anything from food to secured gemstones. Two years prior to the Clone Wars, after a brief association with the Cult of Psusan amidst the Separatist Crisis, Khaleen was hired by Count Dooku to infiltrate the spy networks Korto Vos had been constructing throughout the Outer Rim to monitor his cause's growth. She took the job eagerly, but soon came to love Korto, who was in actuality undercover Jedi Knight Quinlan Vos. After the Battle of Geonosis, Khaleen noticed that Vos had changed, become harder, and the pair, along with Chadra-Fan fixer Tookarti, traveled to The Wheel to further their plans.

Khaleen was told to steal a datacard from Zenex, a Separatist courier, who was passing through The Wheel on Confederate business. While she was successful, the Falleen mark had detected her passing, and sent Grakko, a Quarren bounty hunter with whom Khaleen had a prior association, to kill her. Khaleen tried to convince Grakko to release her, but was forced to kill him in order to escape. While trying to regroup with Vos, Khaleen tried taking a shortcut and became trapped in a garbage pit with a hungry dianoga. Luckily, Tookarti, Korto Vos, and a Blue-skinned Twi'lek named Jayzaa came to her rescue. Khaleen overheard Vos talking with Jayzaa about what an advantage it would be to get the datacard back into Separatist hands without them thinking the Republic had already seen it, but noted how suicidal the mission would be. Desperate to earn Vos' heart and respect, Khaleen volunteered to return the datacard back to Zenex.

The Falleen agent was grateful for the card, but not wanting any witnesses to his failure, shot both his bodyguards before using his potent pheromones on Khaleen to dominate her will. She was poised to blast herself in the head before Vos revealed himself as a Jedi and put his own life in jeopardy to rescue both her and the stolen datacard. Meanwhile, Vos' ally, Jayzaa, revealed to be Jedi Knight Aayla Secura, killed Zenex. In hopes that Vos' actions revealed true feelings for her, Khaleen was more determined than ever to stay at his side.



KHALEEN HENTZ

Khaleen left with Quinlan from the Wheel to Brentaal IV, where they spent months earning trust with the Separatists, leading Republic troops to slaughter with faulty intelligence. Vos was captured and imprisoned by local authorities once the Separatists seized control, but did very little jail time before meeting back up with Khaleen on Nar Shaddaa. There, the two planned to sell holocomm codes to the Separatists, but were interrupted by Jedi Master Agen Kolar and his judicial forces. Khaleen ran for her speeder while Vos was again taken prisoner. Khaleen's reckless piloting managed to provide Vos with a means to flee, though the Judicials remained in hot pursuit. Vos abandoned the vehicle, as Khaleen willingly led the Judicials on a wild-bantha chase before crashing the speeder and getting captured. She was taken to Coruscant and imprisoned, though she waited expectantly for Vos to break her out.

When she was released from prison five months after Geonosis, it was by Jedi Master Tholme, Vos' former teacher. Tholme revealed that framing Vos as a traitor was a Jedi plan Vos was well-aware of, and offered Khaleen work as a courier to keep a line of communication open between Quinlan and the Jedi Council. Khaleen readily agreed, eager to return to Quinlan's side. She caught up with Vos on Tibrin, where their forbidden love was finally realized. She stayed with him for three days before leaving for Ibanna to meet with Tholme and deliver Vos' report, informing of a pending alliance between the Sheyf Tinte of the Kiffar and the Confederacy.

A month later the pair went to Coruscant in disguise as a Kiffar general and consort, as Quinlan identified Senator Viento, who he was under the mistaken impression was the second Sith Lord. Khaleen dropped Quinlan off to perform the assassination, and witnessed his anger on display when he returned, having realized he had just slaughtered an innocent pawn. Within a month, Quinlan Vos had unknowingly crossed the threshold over to the Dark Side, and Khaleen continued to act as his courier, though she now kept Dooku informed of the Jedi's actions, who thought Vos had returned from his undercover mission tainted, but firmly in the Republic camp. Khaleen spent much of the next two years on the Galactic Capitol, transmitting Quinlan's reports and spending as much time with him as possible.

Six months before the end of the Clone Wars, Khaleen helped Vos break in to the Senatorial tombs to find Senator Viento's body. Vos was convinced that Viento knew the identity of the assassin who killed former-Chancellor Valorum, and Vos was just as convinced the assassin knew the identity of the second Sith. Khaleen pleaded with Quinlan to run away with her deep into the Outer Rim, and let the war play itself out, but Vos was obsessed with finding the second Sith. His search led Khaleen to act as a decoy to draw out Anzati assassin Salje Tasha, who told Quinlan that Sora Bulq was in fact the second Sith.

Vos had been ordered to Saleucami, a planet in the Outer Rim, so Khaleen followed in his ship, the *Skorp-ION*. She continued to act as messenger between Vos and Separatist Darksiders. She was eventually taken prisoner by the Separatists to use as leverage against Vos, who seemed to be slipping back toward the light side of the Force. Dooku revealed to Vos that Khaleen had been his spy all along. Khaleen opened herself to Vos, letting him use the Force to look into her heart and mind to prove her loyalty, as well as the fact that she was pregnant with his child. Quinlan Vos fought and killed Dark Jedi Skorr and Sora Bulq, who in fact was not the second Sith, while Khaleen killed a pair of Anzati assassins. Reunited with Tholme and Aayla Secura, the foursome escaped the Separatist base before it was bombarded from orbit.

Khaleen was assured by Quinlan that he would leave the Jedi Order to be with her and his child, but that in the mean time she must flee to the Rim and wait for the fighting to end. She took the *Skorp-ION* and went to stay with some smuggler friends on Nar Shaddaa, and was soon joined by Jedi Masters Tholme and T'ra Saa. Khaleen spoke with Vos on the holonet fairly often, though became concerned when she was unable to reach him after Order 66 was issued. Eight months passed as she searched for more information, during which her son, Korto Vos, was born. She finally reached Kashyyyk and located Quinlan Vos' Sith Holocron, which contained a message for her. Before it could finish playing, however, Vos found her and the couple enjoyed a tearful reunion. Khaleen, Korto and Quinlan remained on Kashyyyk for a time before moving on, but they remained happily together for years afterward.

Khaleen Hentz

CL 7

Medium Human Female Scoundrel 7

Force 8; Dark Side 2

Init +6; Senses Perception +13

Languages Basic, Huttese

Defenses Ref 22 (flat-footed 19), Fort 17, Will 18; Dodge

Hp 42; Threshold 17

Speed 6 squares

Melee unarmed +5 (1d4+3) or

Ranged blaster pistol +8 (3d6+3)

Base Atk +5; Grp +8

Atk Options Lucky Shot, Point Blank Shot

Special Actions Hidden Weapons, Jedi Familiarity, Knack, Quick Draw

Abilities Str 10, Dex 16, Con 11, Int 13, Wis 11, Cha 14

Talents Art of Concealment, Hidden Weapons, Knack, Lucky Shot

Feats Dodge, Informer, Jedi Familiarity, Point Blank Shot, Quick Draw,

Skill Focus (Perception, Stealth), Weapon Proficiency (pistols, simple weapons), Zero Range

Skills Deception +10, Knowledge (galactic lore) +9, Perception +13,
Pilot +11, Stealth +16, Use Computer +9
Possessions Security kit, tool kit, various personal belongings,
WESTAR-34 blaster pistol

KH'ARIS FENN

Kh'aris Fenn was the eldest son of Ro Fenn and primary heir of the Fenn Clan. For his father's sake, he took the fall for crimes his father committed, and went into exile. Seven years prior to the outbreak of the Clone Wars, Count Dooku was already moving forward with his Separatist agenda, lighting the sparks that would break out into a galaxy-wide conflagration. Kh'aris Fenn allied himself with Dooku, offering Ryloth's spice and slave trade to Dooku's movement if he could install Fenn as the sole leader of the planet. Kh'aris hired a Devaronian named Vilmarh Grahrk along with a pair of Morgukai warriors to kidnap Nat Secura, Clan Secura's prime heir, and convince Ro Fenn it was his idea to do so. Despite Jedi involvement, Kh'aris was able to pull off the kidnapping and go to Ryloth to present his ransom demands, which largely included his sole control of Ryloth.

Unfortunately, the Jedi had hired Vilmarh Grahrk to deliver a message to Clan Secura that they would recover their prime heir and not to negotiate. Instead of giving in to Fenn's demands, Kh'aris was attacked by Clan Secura, but managed to escape Ryloth thanks to smuggler Vilmarh Grahrk, who Fenn hired to get him to Ord Mantell. From there, Kh'aris rendezvoused with the surviving Morgukai warrior, Bok, and together they made their way to Dooku's stronghold to report their failure. Fenn was promised eventual control of Ryloth, should he work hard for the Separatist cause in the meantime.

As the Clone Wars erupted across the galaxy, Kh'aris Fenn was able to move back to Ryloth. He had a hidden fortress outside the Twi'lek city of Kala'uun near the Lonely Five Mountain Range. There, alongside his aide and cousin Rh'ajah Fenn, Kh'aris began executing a detailed plan concocted by Count Dooku. Six months into the Clone Wars, however, Fenn's lust for revenge against the Jedi grew unbearable. Separatist funds given to Kh'aris to prepare Ryloth for his control were instead given to the Crimson Nova chapter of the Bounty Hunter's guild to target Jedi. Eventually, Jedi attacked the Crimson Nova and followed the trail that led back to Fenn, but by then it was too late to arrest Kh'aris. Count Dooku, angered over the waste of resources, disobedience, and duplication of efforts, had sent Quinlan Vos to assassinate the greedy Twi'lek. Plans to take over Ryloth bloodlessly were again sidelined on account of Kh'aris, and a blunt-invasion was instead executed two months later.

KH'ARIS FENN



Kh'aris Fenn

Medium Twi'lek Male Noble 7/Scout 2/Outlaw 2
Destiny 7; Force 11; Dark Side 11

Init +12; Senses low-light vision; Perception +11

Languages Basic, Hutttese, Ryl

Defenses Ref 27 (flat-footed 25), Fort 26, Will 24; Great Fortitude,
Unwavering Resolve

CL 11

FENN LEGACY

You are a descendent of Ro Fenn, elder of the Fenn Clan on Ryloth. Your family and clan are renowned for their treacherous nature, as well as their cowardice and greed, but they have been a ruling clan on Ryloth for generations.

Prerequisite: Twi'lek (white skinned)

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to negate a single ranged attack against you, and then take the withdrawal action.

Hp 77; Threshold 26

Speed 8 squares, Long Stride

Melee unarmed +8 (1d4+6) or

Ranged blaster pistol +9 (3d6+5) or

Ranged blaster pistol +7 (4d6+5) with Rapid Shot or

Ranged blaster pistol +4/+4 (3d6+5)

Base Atk +7; Grp +9

Atk Options Collateral Damage, Rapid Shot

Special Actions Bolster Ally, Castigate, Flee, Inspire Confidence, Leader of Droids

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

Special Qualities Fugitive +1

Talents Bolster Ally, Castigate, Flee, Inspire Confidence, Inspire Loyalty (Rh'ajah Fenn, Twi'lek Utility Follower), Long Stride

Feats Collateral Damage, Dual Weapon Mastery I, Leader of Droids, Rapid Shot, Skill Focus (Persuasion), Skill Training (Stealth, Survival), Unwavering Resolve, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +12 (may reroll, keeping second result), Gather Information +12, Initiative +12, Perception +11, Persuasion +17, Pilot +12, Stealth +12, Survival +11, Use Computer +11

Possessions Blaster pistols (2), comlink, datapad, hot-rod speeder, marauder-class corvette with Separatist droid crew, mountain fortress

Destiny (Fenn legacy) – Kh'aris Fenn has embraced his family destiny, seeking to unite Ryloth under his sole rulership.

Rh'ajah Fenn

CL 3

Medium Twi'lek Male utility follower 11

Dark Side 5

Init acts on Kh'aris Fenn's Initiative; Senses low-light vision; Perception +4

Languages Basic, Huttese, Ryl

Defenses Ref 21 (flat-footed 21), Fort 23, Will 22; Great Fortitude

Hp 21; Threshold 23

Speed 6 squares

Melee unarmed +8 (1d4) or

Ranged by weapon +8

Base Atk +8; Grp +8

Abilities Str 10, Dex 10, Con 10, Int 12, Wis 8, Cha 12

Special Qualities Deceptive, follower qualities

Feats Weapon Proficiency (pistols, simple weapons)

Skills Gather Information +11

Possessions 1,500 credits, comlink, datapad

LALO GUNN

Almost three years before the Battle of Geonosis, upstart smuggler Lalo Gunn, and her navigation droid Tee-Jay, found themselves stranded on the backwater world of Kynachi. Despite having one of the fastest hyperdrives in the galaxy, she knew she'd never get past the Trade Federation Blockade to activate it. She would have called for help, but a planetary communications jammer blocking any attempt; Lalo was stuck. Gunn was forced to turn the *Hasty Harpy* into a diner, and her navigation droid into a waiter just to keep herself afloat.

Seven months into the Clone Wars, she encountered Jedi Padawan Nuru Kungurama and his clone trooper escorts drawing attention from some of the more backward locals. Lalo agreed to help the group free prisoners from a Trade Federation detention block in exchange for passage off world. After a brief encounter with some commando droids, Tee-Jay was destroyed in the fire-fight. Tee-Jay's droid brain was used to reactivate a Commando Droid, which the group hoped would help them infiltrate the prison. With the help of her rebuilt droid, now named Cleaver, the team was able to break into the prison. Lalo was able to help the Breakout Squad and Nuru free their captured allies and take out the planetary jammer. Within hours, a Republic fleet wiped out the Trade Federation presence and liberated the world.

Lalo had developed a crush on Clone Trooper Chatterbox, and between her affections and her knowledge that the fast-shifting alliances in the criminal landscape caused by the Clone Wars would make finding good smuggling runs difficult. She instead offered to ferry Nuru as a private contractor for his next mission: as a diplomatic negotiation with the Chiss Ascendancy. Lalo spent much of the hyperspace trip in the cockpit with Chatterbox, training him to replace her navigation droid, who had been reprogrammed for combat and subterfuge. Negotiations lasted only minutes before coming under Separatist assault, and Lalo was forced to make an emergency transposal jump to their last coordinates with Chiss Aristocra Veeren onboard. Something went awry with the

YT-1760 TRANSPORT

Corellian Engineering Corporation YT-1760 Courier Transport CL 8

Colossal space transport

Init -2; Senses Perception +5

Defense Ref 15 (flat-footed 12), Fort 28; +12 armor

hp 90; DR 15; Threshold 78

Speed fly 12 squares (max. velocity 800 km/h), fly 3 squares (starship scale)

Fighting Space 12 x 12 or 1 square (starship scale); Cover total

Base Atk +0; Grp +38

Abilities Str 46, Dex 16, Con -, Int 14

Skills Initiative -2, Mechanics +5, Perception +5, Pilot -2, Use Computer +7

Crew 2 (normal); Passengers 8

Cargo 10 tons; Consumables 2 months; Carried Craft none

Hyperdrive x1 (backup x15), navicomputer

Availability Common; Cost 80,000 (20,000 used)

Emplacement Points 5

**Apply a -20 penalty on attacks against targets smaller than Colossal size.*

The YT-1760 was released a decade before the Clone Wars, and sold poorly on the open market. Its chief purchasers were smugglers and bounty hunters, who didn't mind the limited cargo space and

appreciated its easily modified nature, and benign appearance. The YT-1760's poor sales, combined with the need for warships during the Clone Wars prevented the model from ever seeing widespread production. By the time of the Rebellion, they were a rare sight. However, the ship is significant in that it was an early attempt at a stock ship from CEC that featured a central cockpit. Design elements from the YT-1760 would find their way into the YT-2000 model years later.

Capabilities

Like most CEC ships, the YT-1760 is fast and maneuverable for a ship of its size, and infinitely modifiable. The most common modifications included adding shields and a pair of quad laser cannons, though the stock model is built to run, not fight. Unlike most of the YT-series of light freighters, the YT-1760 was designed to act as a courier vessel, transporting high-value goods, personnel, or information, rather than bulk cargo. Many individuals who transport VIPs reduce the number of passengers in favor of larger staterooms. Other common modifications include tuning the engines for greater speed, and concussion missile tubes. Also, a unique feature of the model included a shielded portion of the cargo bay, which was designed to hold high-value cargo, or act as a safe-room for VIPs during an assault. The shield has SR 20 for a 4 x 2 square area in the middle of the cargo bay.

jump, and the *Hasty Harpy* instead exited hyperspace near a black hole, off known star charts.

The system was not devoid of all life, and the Black Hole Pirates, led by Captain McGrrrr took control of Gunn's vessel. Gunn had dealt with pirates in her smuggling days, and knew keeping the identity of Veeren and Nuru secret was of prime importance. As events unfolded, her instincts proved wrong, as the Black Hole Pirates were desperately seeking a Jedi to help them escape the system through use of a Kwa Infinity Gate discovered on Plunder Moon. After an unnerving flight underground through the temple in the *Hasty Harpy*, and a brief battle with ancient Whuffa Worms, Lalo was able to fly her ship, along with the pirate ships, through the Infinity Gate back to Chiss Space. Alongside the pirate armada, Lalo was able to drive off Overseer Umbrag and his forces. The Aristocra was returned safely, and Gunn set her navicomputer to return to Republic space.

Lalo Gunn

Medium Human Female Scoundrel 3

Force 5; Dark Side 1

Init +3; Senses Perception +3

Languages Basic, Swoken

Defenses Ref 17 (flat-footed 15), Fort 13, Will 16

Hp 24; Threshold 13

Speed 6 squares

Melee unarmed +2 (1d4+1) or

Melee hydrospanner +2 (1d6+1) or

Ranged blaster pistol +4 (3d6+1) or

Ranged hold out blaster +4 (3d4+1) or

Ranged blaster pistol -1 (3d6+1) and

Hold-out blaster -1 (3d4+1) or

Ranged by weapon +4

CL 3

HASTY HARPY

Custom YT-1760 Transport CL 11
Colossal space transport
Init +1; Senses Perception +3
Defense Ref 15 (flat-footed 12), Fort 28; +12 armor, Vehicular Combat
hp 90; DR 15; SR 45; Threshold 78
Speed fly 12 squares (max. velocity 800 km/h), fly 4 squares (starship scale)
Ranged medium laser cannon +5 (see below)
Fighting Space 12 x 12 or 1 square (starship scale); Cover total
Base Atk +2; Grp +40
Abilities Str 46, Dex 16, Con –, Int 14
Skills Initiative +1, Mechanics +12, Perception +3, Pilot +1, Use Computer +9
Crew 2 (Lalo Gunn, Tee-Jay); Passengers 1
Cargo 10 tons; Consumables 2 months; Carried Craft none
Hyperdrive x0.75 (backup x15), advanced navicomputer
Availability Unique; Cost Unique (estimated 250,000 on black market)
Emplacement Points 0
*Apply a -20 penalty on attacks against targets smaller than Colossal size.

Concealed medium laser cannon (pilot)
Atk +5 (-15 against targets smaller than Colossal size), Dmg 4d10x2

A heavily modified CEC YT-1760 Transport, the *Hasty Harpy* is owned and operated by smuggler Lalo Gunn. A gifted engineer, Lalo made several modifications to the ship herself, stealing, trading, or working

for high-end components until she assembled what she felt was the best smuggling ship in the galaxy. Despite her best efforts, the *Harpy* was grounded for three years on the world of Kynachi before taking on Jedi Padawan Nuru Kungurama and Breakout Squad as passengers. The ship was briefly owned by The Black Hole Pirates weeks later, but Gunn was able to regain control of her vessel, and the *Hasty Harpy* continues to ferry the Breakout Squad across the galaxy on missions for the Republic.

Capabilities

The *Hasty Harpy* has been finely tuned by Lalo Gunn. Gunn added shields and upgraded the engines at the expense of passenger space. The shields also benefit from Gunn's Tech Specialist Feat. A concealed laser cannon operated by the pilot was also added, but requires a full-round action to deploy or retract from view. Gunn can essentially operate the ship on her own, though she requires a navigator to calculate hyperspace jumps when under duress. While her droid once performed the navigational duties, clone trooper Chatterbox of Breakout Squad has filled the role ever since her escape from Kynachi. Gunn has also added a hyperwave transceiver, and upgraded the navicomputer to a top of the line Microaxial unit. Also, a unique feature of the model included a shielded portion of the cargo bay, which was designed to hold high-value cargo, or act as a safe-room for VIPs during an assault. The shield has SR 20 for a 4 x 2 square area in the middle of the cargo bay.

Base Atk +2; Grp +4
Atk Options Point Blank Shot
Special Actions Fast Talker (1/day), Tech Specialist, Vehicular Combat
Abilities Str 10, Dex 14, Con 10, Int 13, Wis 14, Cha 14
Talents Art of Concealment, Fast Talker
Feats Dual Weapon Mastery I, Point Blank Shot, Skill Focus (mechanics), Tech Specialist, Vehicular Combat, Weapon Proficiency (pistols, simple weapons)
Skills Deception +8, Knowledge (technology) +7, Mechanics +12, Pilot +8, Stealth +8, Use Computer +7
Possessions Black rain hat, blaster pistol, custom YT-1760 transport *Hasty Harpy*, goggles, hold-out blaster, landspeeder, synthe-leather poncho, toolkit

CLEAVER/TEE-JAY

Tee-Jay began his existence as a Genetech 2JTJ Navigation Droid, eventually purchased by Lalo Gunn, a smuggler in need of a co-pilot onboard the *Hasty Harpy*. Tee-Jay worked alongside Gunn for a short time before they both found themselves stranded on Kynachi thanks to a Trade Federation blockade. Tee-Jay was ordered to function as a waiter on her ship, now repurposed as "Gunn's Diner". After three long years on the planet, the pleasant monotony was interrupted by a firefight, during which Tee-Jay was destroyed by commando droids.

Tee-Jay's droid brain was repurposed by Clone Trooper Breaker, and installed in a Droid Commando body. The merging of the two resulted

in an overwriting of Tee-Jay's memory and skill set, resulting in a new entity designated Cleaver, specializing in infiltration and combat. As Cleaver, he was able to help Lalo Gunn, Jedi Padawan Nuru Kungurama and the Breakout Squad rescue captured clone troopers by bluffing his way inside the Trade Federation prison, and then using his incredible combat prowess to fight off dozens of battle droids.

After the battle, Cleaver was considered a full member of the Breakout Squad, and accompanied them onboard the *Hasty Harpy* toward the Unknown Regions for Padawan Kungurama's diplomatic mission to Chiss Space. During the hyperspace journey, Nuru sparred with the clones, and observed Nuru meditating. Interested in the combat abilities the Jedi gained through meditation, Cleaver tried it himself, though there was no immediate result even after days, though he failed to notice Breaker upload the Chuehn language to his systems, so he could serve as translator for Nuru.

Unfortunately, the diplomatic conference came under attack, and the *Hasty Harpy* was forced to make an emergency jump. The jump went awry, and the ship was stranded near a black hole, where it was cornered by pirates. Cleaver collected everyone's weapons, and hid in the engine room before the pirates could board. His comrades were taken prisoner, though Cleaver was able to later rendezvous and re-arm them, but it was all for naught. The pirates were more than willing to work with the Breakout Squad, so long as they secured the help of their Jedi commander. Cleaver enabled the Breakout Squad and their pirate allies to activate the Infinity Gate by distracting seventeen ancient whuffa worms armed only with a lightsaber. Cleaver barely made it back onboard the *Hasty Harpy* to escape with his squad.

Tee-Jay	CL 7
Medium Droid nonheroic 2/Scout 7	
Force 4	
Init +6; Senses darkvision; low-light vision; Perception +18	
<u>Languages Basic, Binary, 1 unselected</u>	
Defenses Ref 22 (flat-footed 20), Fort 21, Will 20	
Hp 33; Threshold 21	
<u>Immune droid traits</u>	
Speed 6 squares (walking)	
Melee unarmed +8 (1d3+5) or	
Ranged by weapon +8	
Base Atk +6; Grp +8	
Atk Options Grab Back, Multi-Grab	
<u>Special Actions Guidance</u>	
Abilities Str 14, Dex 14, Con --, Int 15, Wis 14, Cha 10	
Special Qualities droid traits	
Talents Acute Senses, Barter, Guidance, Vehicle Sneak	

Feats Grab Back, Hyperblazer, Improved Defenses, Informer, Multi-Grab, Skill Focus (Perception, Pilot, Use Computer), Skill Training (Knowledge [physical sciences], Pilot, Treat Injury), Weapon Proficiency (simple weapons)

Skills Knowledge (physical sciences) +11, Perception +18 (may reroll, keeping second result, may substitute for Gather Information checks), Pilot +16, Treat Injury +11, Use Computer +16

Systems Automapper, hand appendages (2), heuristic processor, improved sensor package (darkvision), multi-spectrum searchlight, vocabulator, walking locomotion

Possessions Serving tray

Droid Manufacturer Trait (Genetech Corporation) – Whenever Tee-Jay rolls a natural 20 on an aid another check, he provides an extra standard action to the character he is aiding, which must be used by the end of that character's next turn.

Droid Quirk (Talkative) – Tee-Jay is overly dedicated to being helpful and cheerful, often to the point of severely annoying its master. Tee-Jay was designed to call out obstructions to its master within 3-6 squares of the master's location, and will often do so at inappropriate volumes and times, especially when its master is trying to be stealthy.

Steadying Grasp – When an adjacent ally is targeted by an effect that causes them to fall prone, Tee-Jay can make a grapple check against the prone-causing attack roll (or DC-10 if there is no attack roll) to prevent their ally from becoming prone, though both the droid and ally are considered flat-footed until their next turn. Tee-Jay is considered to always have a move action readied, and can use it to extend the range of this ability to six squares.

Cleaver	CL 7
Medium Droid nonheroic 2/Scout 7	
Force 4	
Init +11; Senses darkvision; low-light vision; Perception +5	
<u>Languages Basic, Binary, Cheuhn</u>	
Defenses Ref 22 (flat-footed 19), Fort 18, Will 19	
Hp 33; Threshold 18	
<u>Immune droid traits</u>	
Speed 6 squares (walking)	
Melee unarmed +6 (1d3+3) or	
Melee shock stick +6 (3d6+3 stun) or	
Melee shock stick +1 (3d6+5 stun) and	
Ranged blaster rifle +2 (3d8+3) or	
Melee shock stick -4 (3d6+3 stun) and	
Ranged blaster rifle -3/-3 (3d8+3) with Double Attack or	
Ranged blaster rifle +9 (3d8+3) or	

Ranged blaster rifle +4/+4 (3d8+3) with Double Attack or Ranged by weapon +9
Base Atk +6; **Grp** +9
Atk Options Deadeye, Double Attack, Multi-Targeting, Point Blank Shot, Precise Shot

Special Actions Sizing Up, Slip By, Target Acquisition

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

Special Qualities Prudent Escape, Sizing Up, Slip By, Target Acquisition

Feats Deadeye, Double Attack (rifles), Dual Weapon Mastery I, Multi-Targeting, Point Blank Shot, Precise Shot, Skill Training (Acrobatics, Deception), Weapon proficiency (advanced melee weapons, rifles), Wookiee Grip

Skills Acrobatics +11, Deception +8, Initiative +11, Jump +8, Stealth +11

Systems Hand appendages (2), heuristic processor, internal comlink, vocabulator, walking locomotion

Possessions Blaster rifle, shock stick

Droid Manufacturer Trait (Genetech Corporation) – Whenever Cleaver rolls a natural 20 on an aid another check, he provides an extra standard action to the character he is aiding, which must be used by the end of that character's next turn.

LAULI WAHLO

A noted infochant and arms dealer in Coruscant's lower levels, Lauli Wahlo ran a noodle shop as a front for his more nefarious enterprises. Wahlo was a competent mechanic and often purchased broken military-grade weapons and equipment, and refurbished them himself. A faulty blaster discharge during the early days of his career cost him much of the right side of his face, which was replaced with cybernetics.

Nine months into the Clone Wars, Wahlo's business was booming, and he brought on Twi'lek security manager Jan Dez. Dez watched over Wahlo's cache in the alleyway behind his noodle counter, while Wahlo waited for customers to place their orders through code at the counter, ordering noodles to represent weaponry. It was during this time that he was confronted by Jedi Master Sinube and Padawan Ahsoka Tano about a recently stolen lightsaber. Aware that Bannamu, a Patrolian pickpocket had recently acquired one, Wahlo tried to act as middleman, offering a Jedi lightsaber for 20,000 credits. However, the Jedi were very persuasive, and Wahlo instead gave them Bannamu's location at the Spider Arms Hostel.

Lauli Wahlo

CL 9

Medium Quarren Male Scout 1/Scoundrel 5/Noble 1/Improviser 2

Force 10; **Dark Side** 2

Init +5; **Senses** Perception +11

Languages Basic, High Galactic, Huttese, Patrolli, Quarrenese, Ryl, Srilurrese

Defenses Ref 22 (flat-footed 21), Fort 20, Will 25

Hp 55; **Threshold** 20

Speed 6 squares

Melee unarmed +4 (1d3+4) or

Ranged by weapon +5

Base Atk +4; **Grp** +5

Atk Options Point Blank Shot

Special Actions Hidden Weapons

Abilities Str 10, Dex 12, Con 11, Int 14, Wis 14, Cha 13

Special Qualities Breathe Underwater, Contraband (2000 credits), Expert Swimmer, No Tools Required

Talents Art of Concealment, Barter, Black Market Buyer, Hidden Weapons, Illicit Dealings, Inspire Loyalty (Jan Dez)

Feats Expert Briber, Friends In Low Places, Implant Training, Linguist,



LAULI WAHLO

Point Blank Shot, Shrewd Bargainer, Skill Focus (Mechanics, Persuasion), Skill Training (Deception, Gather Information), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +10, Gather Information +10, Knowledge (technology) +11, Mechanics +16 (does not require tool kit), Perception +11, Persuasion +15 (may roll twice, keeping better result when haggling for restricted, military or illegal goods, may reroll, keeping second result when haggling), Pilot +10, Swim +9, Use Computer +11 (does not require security kit)

Possessions 2,000 credits, comlink, contraband cache, cybernetic eye (with sensory implant that grants darkvision), datapad

Background Event (crippled) – Lauli Wahlo was injured in an explosion that cost him his right eye and much of the right side of his face. He has a cybernetic replacement, and when his Fortitude Defense is reduced as a result of moving down the condition track, his damage threshold remains the same, as if he had no debilitating conditions.

Jan Dez

CL 9

Medium Twi'lek Male Utility Follower 9

Dark Side 1

Init acts on Lauli Wahlo's Initiative; Senses low-light vision; Perception +8

Languages Basic, Ryl

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

Hp 19; **Threshold** 21

Speed 6 squares

Melee unarmed +6 (1d3) or

Ranged by weapon +6

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

Abilities Str 10, Dex 10, Con 10, Int 10, Wis 8, Cha 14 (25)

Feats Weapon Proficiency (pistols, simple weapons)

Skills Perception +8, Persuasion +11 (may reroll, keeping second result)

Possessions Blaster pistol, comlink, datapad, 300 credits

LYSHAA

A crazed Zeltron obsessed with becoming a feared killer, Lyshaa murdered her own family before leaving her homeworld to pursue a career in dealing death. After learning her trade, she made a name for herself by killing Fe Sun, a former Padawan of Jedi Master Shaak Ti. However, Lyshaa was quickly hunted down and captured by Ti before being tried and sentenced to serve life in prison on Brentaal IV.

Five months into the Clone Wars, during the Battle of Brentaal IV, Lyshaa, alongside her loyal protector Ryyk and fellow inmate Sagoro Autem, organized a prison revolt. As fate would have it, Shaak Ti



happened upon the penitentiary and helped Lyshaa and her companions finish a battle with the prison guards. The surviving prisoners were quickly co-opted into the Jedi's strike force against the local Confederate leader, Shogar Tok. After losing Ryyk to a wild scrange in the sewers, Lyshaa and Shaak Ti separated from the rest of the group to convince Shogar Tok

Gort (Anzat)

A hulking Houk and regular at the Maggot's Cantina on Anzat, Gort acted as muscle for smugglers engaging in dangerous trade. Prior to the Battle of Saleucami, he was charmed by Jedi Knight Aayla Secura, who was on Anzat tracking down Fallen Jedi Sora Bulq. It was Gort that confirmed Bulq's presence on Anzat.

Fa'ale Leh (Naos III)

A Lethan Twi'lek female, Leh was a pilot for Advanced Siemar Projects a decade prior to the outbreak of violence that was the Clone Wars. Her final job for Siemar was to deliver Darth Maul's Sith Interceptor, after which she realized she would be killed for having such information, and thus went into hiding. She hid herself on an iced-over moon near the Tion Cluster called Naos III, and changed her name to Genne, and fell into alcoholism. As the Clone Wars began drawing to a close, Jedi Council members Kenobi and Skywalker tracked her down, hot on the trail of Darth Sidious. She was rescued at the expense of one of her Lekku, and the Jedi were able to get one step closer to learning Sidious' true identity.

Guntar (Ord Cestus)

A small, furry Zeetsa, Guntar acted as a spice processor for Trillot, the leading crime lord on Ord Cestus. During Obi-Wan Kenobi's mission to Ord Cestus, Guntar sold some of Trillot's Chadra-Fan customers a local hallucinogenic fungus that was cut with Xyathone which diluted its effects. Trillot had Guntar's olfactory senses forcibly removed from his small, furry body as punishment, which likely caused his death.

to surrender. After nearly getting herself killed in a lightstorm chamber, the two femme fatales found themselves face to face with Warlord Tok.

Lyshaa's powers of persuasion were nearly as powerful as Falleen pheromones, and when Shogar Tok's will was broken, Shaak Ti stepped in to negotiate a cease-fire. Certain Shaak Ti was waiting for an opportunity to exact her revenge for her dead Padawan; Lyshaa felt a pre-emptive strike was the best defense. She shot Shaak Ti, her quick reflexes catching the Jedi Master off-guard. Thinking the Jedi dead, Lyshaa warned Tok of the two sabotage teams that entered his fortress with her before negotiating her reward. Lyshaa felt that ruling at Tok's side would be fitting, but before Tok could respond, the Jedi rose back to her feet with her lightsaber raised. The battle that followed was brief and intense, and Shogar Tok was killed in the struggle. Lyshaa was convinced the Jedi would kill her in a most slow and painful fashion to extract her revenge and sought to deny Shaak Ti her vengeance by ending her life on her own terms. The young Zeltron ran into the lightstorm chamber laughing maniacally as the lethal security device did its job.

Lyshaa

CL 8

Medium Zeltron Female Scoundrel 6/Noble 1/Assassin 1

Force 10; Dark Side 12

Init +11; Senses Perception +4

Languages Basic, Shriiwook

Defenses Ref 24 (flat-footed 22), Fort 21, Will 20; Dodge

Hp 56; Threshold 21

Speed 6 squares

Melee unarmed +6 (1d4+5) or

Ranged by weapon +7

Base Atk +5; Grp +7

Atk Options Dastardly Strike, Point Blank Shot, Precise Shot, Sneak Attack

Special Actions Quick Draw, Ruthless

Abilities Str 12, Dex 15, Con 12, Int 12, Wis 11, Cha 15

Special Qualities Empathy, Pheromones

Talents Dastardly Strike, Loyal Protector (Ryyk, Aggressive Wookiee Follower), Ruthless, Sneak Attack (+2d6)

Feats Dodge, Overwhelming Attack, Point Blank Shot, Precise Shot, Quick Draw, Weapon Proficiency (pistols, simple weapons), Zero Range

Skills Acrobatics +11, Initiative +11, Persuasion +11, Pilot +11, Stealth +11

Possessions none

Ryyk

CL 2

Medium Wookiee Male aggressive follower 8

Dark Side 6

Init acts on Lyshaa's Initiative; Senses Perception +4

Languages Basic (understand only), Shyriiwook

Defenses Ref 17 (flat-footed 17), Fort 21, Will 17

Hp 18; Threshold 21; extraordinary recuperation

Speed 6 squares

Melee unarmed +11 (1d4+3) or

Melee ryyk blade +11 (2d10+3) or

Ranged by weapon +7

Base Atk +8; Grp +11

Special Actions rage 1/day

Abilities Str 16, Dex 8, Con 12, Int 10, Wis 8, Cha 8

Special Qualities follower qualities, Weapon Familiarity (bowcasters)

Feats Weapon Proficiency (pistols, simple weapons)

Skills Endurance +10

Possessions Ryyk blade

MATHAL

Mathal began his criminal life as a thug and enforcer, collecting owed money and acting as hired muscle. His skill with a knife was well known, and soon drew the attention of Black Sun. He soon became a sub-lieutenant for the same Vigo whom Kaird of the Nediji served under, and was given assignments overseeing various criminal enterprises on behalf of his Vigo. Two years into the Clone Wars, Mathal had been assigned to oversee Republic Admiral Tarnese Bleyd in a Bota smuggling operation on Drongar.

Bota was such a valuable substance, that Mathal sought to con the admiral into providing Black Sun with a massive shipment. Mathal had planned to flee with the Bota further into the Outer Rim, and make a small fortune while hiding out from Black Sun reprisals. Unfortunately, Admiral Bleyd found Mathal's terms unacceptable to his own safety, and challenged him to a knife fight. While Mathal died in the ensuing duel, he managed to cut the Republic Admiral twice along the forearm. The Sakiyan Admiral then put Mathal's body on the sub-lieutenant's ship, which he sent on auto-pilot toward the enemy blockade on the far side of Drongar. Mathal's ship was destroyed by the Separatist fleet after failing to respond to hails from the Confederacy.

Mathal CL 5
Medium Human Male Soldier 5
Force 7; Dark Side 9
Init +8; Senses Perception +2
Languages Basic, Huttese
Defenses Ref 17 (flat-footed 16), Fort 19, Will 15;
Hp 64; Threshold 19
Speed 6 squares
Melee unarmed +7 (1d4+4) or
Melee vibroblade +8 (2d6+6) or
Ranged heavy blaster pistol +6 (3d8+4)
Base Atk +5; Grp +7
Special Actions Commanding Presence, Quick Draw
Abilities Str 14, Dex 12, Con 14, Int 12, Wis 11, Cha 13
Special Qualities Black Sun Operative
Talents Commanding Presence, Weapon Specialization (advanced melee weapons, pistols)
Feats Armor Proficiencies (light, medium), Improved Disarm, Quick Draw, Skill Training (Persuasion), Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles simple weapons)
Skills Endurance +9, Initiative +8, Mechanics +8, Persuasion +8, Pilot

+8, Use Computer +8

Possessions Heavy blaster pistol, vibroblade, KDY *Star-spin-Class* freighter

Organization Score (Black Sun) – 12

MONDO-MOD THE HUTT

Local infochant and gladiatorial combat enthusiast Mondo-Mod made a name for himself by occasionally fighting in a gladiatorial arena hundreds of years ago. By the time of the Clone Wars, the once proud warrior's main income came from fixing contests in his arena and collecting on the bets with his majordomo Sniddly. Four months into the Clone Wars, Jedi Luminara Unduli came to the arena to obtain coordinates for a secret Separatist weapons factory on Diorda. Mondo-Mod promised the information if she could win three fights in a row in his Arena of Death, and was amazed as she bested a wampa, a durkii, and his reigning champion, gladiator droid Evil Supreme. Only after giving up the information did he learn that his coffers had been emptied by Unduli's Padawan, clearing out well over fifty million credits, and forcing Mondo-Mod to return to Nal Hutta.

Mondo-Mod CL 6
Large Hutt Scoundrel 3/Noble 3
Force 8; Dark Side 8
Init +2; Senses Perception +9
Languages Basic, Bocce, Gamorrean, Huttese, Rodese, Shriiwook, Trandoshan



MONDO-MOD

Defenses Ref 17 (flat-footed 17), Fort 18, Will 19; Force Resistance; Supreme Stability

Hp 56; Threshold 28

Speed 2 squares

Melee unarmed +6 (1d6+5) or

Ranged by weapon +3

Base Atk +4; Grp +6

Atk Options Point Blank Shot

Special Actions Feed Information, Knack

Abilities Str 14, Dex 8, Con 14, Int 14, Wis 12, Cha 13

Talents Feed Information, Gambler, Inspire Loyalty (Sniddly, Near-Human Utility Follower), Knack

Feats Improved Damage Threshold, Improved Defenses, Linguist, Point Blank Shot, Skill Focus (Gather Information, Persuasion), Toughness, Weapon Proficiency (pistols, simple weapons)

Skills Deception +9, Gather Information +14, Knowledge galactic lore +10, Knowledge (technology) +10, Perception +9, Persuasion +14 (may reroll, keeping better result)

Possessions Arena of Doom, various personal belongings

Sniddly

CL 2

Medium Near-Human Male utility follower 6

Dark Side 2

Init acts on Mondo-Mod's Initiative; Senses Perception +3

Languages Basic, Huttese

Defenses Ref 16 (flat-footed 16), Fort 16, Will 16

Hp 16; Threshold 16

Speed 6 squares

Melee unarmed +5 (1d4+1) or

Ranged holdout blaster +4 (3d4)

Base Atk +4; Grp +5

Abilities Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 12

Special Qualities follower qualities

Feats Weapon Proficiency (pistols, simple weapons)

Skills Persuasion +9

Possessions 1,500 credits, comlink, datapad, holdout blaster

NA-JIA

A small-town thief living on Diado, Na-Jia scrounged a living stealing from smugglers who were unlikely to report the theft of contraband to authorities. This worked well until the Separatists took over the planet and the smugglers stopped using the planet as a port. Toward the end



of the first year of the Clone Wars, Jedi Master Saesee Tiin came to Diado and started trouble in town with Birok's swoop gang. Na-Jia used the opportunity to educate him about the dangers of the local thugs while pick-pocketing his lightsaber. She was caught, but the Jedi Master purchased his weapon back for six-hundred credits, a price Na-Jia felt was twenty times what she could fence it for locally. Feeling indebted, when the Jedi Master was later assaulted by three snow droids, she aided him in the battle, before being awed by his display of lightsaber prowess fighting Birok's gang.

Unfortunately, an entire platoon of snow droids had been given enough time to respond to the disturbance, and the pair was brought to the Confederate base and held prisoner. Na-Jia was immediately interrogated by the base commander, and while she told him what little she knew of the Jedi Master, she could not resist stealing Tiin's lightsaber a second time. Upon returning to her cell, Na-Jia returned the Jedi weapon to its rightful owner, and the pair found their way to the hangar bay, where the Separatists had an experimental starfighter. Na-Jia escaped the base as the Jedi stole the starfighter and destroyed the Separatist research station.

Na-Jia

CL 5

Medium Human Female Scoundrel 5

Force 7; Dark Side 2

Init +4; Senses Perception +8

Languages Basic, Ugnaught

Defenses Ref 19 (flat-footed 17), Fort 16, Will 17; Dodge

Hp 39; Threshold 16

Speed 6 squares

Melee unarmed +3 (1d4+2) or

Ranged by weapon +5 (3d8+2)

Base Atk +3; Grp +5

Atk Options Point Blank Shot, Sneak Attack

Special Actions Quick Draw, Quick Skill

Abilities Str 10, Dex 15, Con 12, Int 12, Wis 12, Cha 14

Talents Art of Concealment, Illicit Dealings, Sneak Attack (+1d6)

Feats Dodge, Friends in Low Places, Point Blank Shot, Skill Focus
(Stealth), Quick Draw, Quick Skill, Weapon Proficiency (pistols,
simple weapons)

Skills Deception +9, Gather Information +9, Mechanics +8, Perception
+8, Stealth +14 (may take 10 when concealing items while under
pressure), Use Computer +8

Possessions 600 credits, duster, goggles, heavy blaster pistol, security
kit, thermal bodysuit

NAJ PANDOR

A former Xenoarchaeology graduate student at the University of Ketaris, Naj Pandor turned to smuggling and fencing the very artifacts he had worked so hard to uncover when the school went bankrupt, leaving him with no career path. Years later, as the Battle of Geonosis began the Clone Wars, Pandor used false identidocs to get onto Dr. Frayne's team of scientists. Ordered to sweep Geonosis clear of any weaponry after the battle, Frayne was able to quickly see through Pandor's façade and peg him as an opportunistic smuggler. Instead of turning him in, the doctor forged an alliance, weary of her meager government salary, and well aware that the smuggler would have contacts to sell Geonosian weaponry to at a tidy profit.

The two planned their caper in detailed fashion, and only Jedi Knight Jyl Somtay stood in the way of vast riches. Pandor was impressed when Frayne managed to disable the Jedi, but shocked when he was betrayed by the greedy doctor and stunned into unconsciousness. Somtay and Pandor were bound together, thrown in a Geonosian cave, and were attacked by locals shortly after regaining consciousness. They managed to escape the enraged insectoids, largely due to Pandor improvising and



overloading a sonic staff. Regardless, Jedi Somtay made it clear upon their return to Frayne's lab that there would be only an arrest and court appearance awaiting Pandor after their ordeal ended, regardless of his assistance in the cave and in the search for Dr. Frayne.

The two tracked down the Geonosian weapons cache with Pandor's expertise, and the suave smuggler began charming the young Jedi girl, trying to better his deal with his cooperation. The duo found Dr. Frayne's body, along with their equipment. The nefarious doctor had been killed by a wild nexu, who turned her attention to the now armed Pandor and Somtay. Together they fought off the Nexu, maneuvering it into a nest of flesh-eating insects, causing the beast to retreat. Wary, Pandor and Somtay continued on to the Geonosian research station, eventually discovering a prototype variable frequency sonic blaster, and a pack of nexu cubs. Again, the pair fought side by side, escaping the nexu and escaping with the experimental Geonosian weapon.

Pandor, feeling his arrest inevitable, made his play for freedom by using a kiss to distract the naïve Jedi Knight while he stole the recently acquired sonic blaster. However, he was attacked from behind by the Nexu mother, still enraged by the swarm of insects, before he could fire. Pandor was slashed across the back before Somtay could grab a hold of the sonic blaster and knock both Pandor and the nexu out with stun blasts. Pandor awoke in Republic custody, though his ultimate sentence was brief, in no small part due to Jedi Somtay's report, which left out his final traitorous act and portrayed him in a positive light.

Naj Pandoor

CL 6

Medium Human Male Scoundrel 6

Force 8; Dark Side 3

Init +5; Senses Perception +3

Languages Basic, Bocce

Defenses Ref 20 (flat-footed 18), Fort 16, Will 17; A Few Maneuvers, Dodge, Vehicular Combat

Hp 38; Threshold 16

Speed 6 squares

Melee unarmed +5 (1d4+4) or

Ranged heavy blaster pistol +6 (3d8+3)

Base Atk +4; Grp +6

Atk Options Point Blank Shot

Special Actions Coordinated Attack, Fool's Luck, Quick Draw

Abilities Str 13, Dex 14, Con 11, Int 12, Wis 11, Cha 14

Talents Electronic Forgery, Fool's Luck, Seducer

Feats A Few Maneuvers, Coordinated Attack, Coordinated Barrage, Dodge, Point Blank Shot, Quick Draw, Skill Focus (Pilot), Vehicular Combat, Weapon Proficiency (pistols, simple weapons)

Skills Knowledge (life sciences) +9, Knowledge (technology) +9, Mechanics +9, Persuasion +10, Pilot +15, Use Computer +9

Possessions Blaster pistol, false identidocs, security kit, tool kit, tramp freighter

NYREEN "NY" VOLLEN

Ny Vollen was a grizzled spacer who married young and owned a small shipping business with her husband. Her husband vanished one day, leaving Nyreen to take over the fledgling transport business herself, spending her free time researching the particulars of her husband's disappearance. By the Clone Wars, her business was almost equal parts smuggling and legitimate cargo, and during one of her less than savory jobs, she met Null ARC Trooper A'den. A'den began using the trustworthy woman for covert insertions, extractions, and as a refugee transport for clone troopers who wished to desert the Grand Army of the Republic.

On the planet Gaftikar, Ny briefly met Omega Squad when A'Den called her in to smuggle out ARC Trooper Sull, who had been targeted for termination. She saw Sull briefly afterward on Coruscant, and impressed the other clones present when she was able to pick him out from the group. Of course, she had not come to pay a social visit, instead trading information she had come across about Kuat Drive Yards' military buildup

in exchange for A'den's services locating her husband's shipwreck. She gave the information to Kal Skiratta himself, at once knowing she had met a kindred spirit, but wishing to put the memory of her husband to rest properly before pursuing anything with the intensely likable old man.

Briefly before Order 66 was issued, Ny uncovered the details of her husband's death, and though saddened by the information, she was glad to finally close that chapter of her life. While completing that journey, she happened across another team of Republic Commandos, Yayax Squad, who she brought with her to the rendezvous with Skiratta. Together the group went to Mandalore to bury Etain Tur-Mukan, and Ny began subtly flirting with Skiratta. After a quick job in the Fondor System, she returned to Mandalore again, this time with Commander Levett in tow. By this time she was much more open around Kal, and gained permission to return with two Jedi refugees, Padawan Tallisibeth Enwandung-Esterhazy and Jedi Knight Kina Ha. Ny Vollen spent much of the next several years bringing disillusioned clone troopers to Mandalore, earning Skiratta's gratitude and respect.

Nyreen "Ny" Vollen

CL 7

Medium Human Female Scoundrel 4/Scout 3

Force 8; Dark Side 2

Init +5; Senses Perception +15

Languages Basic, Mando'a

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

Hp 54; Threshold 19

Speed 6 squares

Melee unarmed +5 (1d4+3) or

Ranged by weapon +7

Base Atk +5; Grp +7

Atk Options Point Blank Shot, Precise Shot

Special Actions Gearhead, Quick Skill

Abilities Str 11, Dex 14, Con 12, Int 12, Wis 14, Cha 12

Talents Acute Senses, Art of Concealment, Barter, Spacehound

Feats Gearhead, Informer, Point Blank Shot, Precise Shot, Quick Skill, Skill Focus (Perception), Toughness, Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +9, Knowledge (galactic lore) +9, Mechanics +9, Perception +15 (may reroll, keeping second result), Pilot +10, Use Computer +9

Possessions Coveralls, heavy blaster pistols, rusted freighter, various personal belongings

ONYX

A Captain in the Zygerrian Slaver's Guild, Onyx was charged with acquiring slaves to bring back for auction on his homeworld of Zygerria. Seven months into the Clone Wars, he was in the Ski'Kar Asteroid Field, a haven for criminals and outlaws, when a transport hailed him with an amateurish offer to sell him slaves. The treacherous Onyx allowed them to come onboard, and tried to force the crew to turn over their slaves at

blaster-point. However, the crew revealed themselves to be Jedi Kenobi, Skywalker and his Padawan, Ahsoka Tano, along with a detachment of clone troopers, searching for the missing Togruta population of Kiros.

A vicious battle ensued, and a particularly large explosion caused one of the blast doors to stick, separating Ahsoka from the rest of the boarders. Onyx took the small Togruta prisoner, and retreated with his hostage to the bridge. Onyx had his helmsman try to scrape the Twilight off his ship by ramming them into larger asteroids, but before he could do much damage, the Twilight's guns took out his main power coupling,

ZYGERRIAN SLAVER SHIP

Zygerrian Shipyards Drukarg-Class Slaveship CL 14

Colossal (frigate) space transport

Init -2; Senses Perception +6

Defense Ref 16 (flat-footed 14), Fort 33; armor +14; Vehicular Combat

hp 400; DR 15; SR 100; Threshold 83

Speed fly 6 squares (max. velocity 600 km/h), fly 3 square (starship scale)

Ranged 2 medium enhanced ion cannons +5 (see below) and Ranged 2 heavy concussion missile launchers +5* (see below) and Ranged 2 tractor beam projectors +5 (see below)

Fighting Space 2 x 2 squares (starship scale); Cover total

Base Atk +2; Grp +45

Abilities Str 56, Dex 14, Con --, Int 16

Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use Computer +6

Crew 12 (skilled); Passengers 100 (troops), 10,000 (prisoners)

Cargo 50,000 (12,500 tons hidden) tons; Consumables 1 year; Carried Craft none

Payload 60 heavy concussion missiles

Hyperdrive x1, navicomputer

Availability Rare; Cost 6,100,000 (3,700,000 used)

Emplacement Points 1

**Apply a -20 penalty on attacks against targets smaller than Colossal size.*

Medium enhanced ion cannon (gunner)

Atk +5, Dmg 6d10x2

Heavy concussion missile launcher (gunner)

Atk +5 (-15 against targets smaller than Colossal size), Dmg 9d10x5

Tractor beam projector (gunner)

Atk +5, Dmg-(grp +45)

The *Drukarg-Class* slaveship is a popular choice for most slavers operating off Zygerria, largely due to its delicately struck balance between mobility, firepower, and carrying capacity. Several of the ships took part in the enslaving of Kiros. Captain Onyx, a prominent Zygerrian Slaver, owned a *Drukarg-Class* named Fate's Hand during the first year of the Clone Wars, before being relieved of command by Jedi Skywalker and Kenobi. His ship was specially modified for dealing with exotic life-forms, sentient and otherwise, that existed in non-standard environments, such as the blixus. The *Drukarg-Class* can be found well into the time of the New Republic, though most organizations will open fire at the sight of it after their re-emergence during the Clone Wars.

Capabilities

The *Drukarg-Class* Slave ship is approximately 96-meters wide and 28-meters tall. The ship is designed to run down and disable other transports before docking to unleash a boarding party. The powerful concussion missiles are then often used to disintegrate the target, erasing all identifiable evidence of its passing. The interior has massive slave holding pens and cargo bays, many of which are hidden. The Republic had decimated much of Zygerria in the past, and as such, the *Drukarg-Class* was supposedly built as a live game transport. Many of the cargo holds, hidden and otherwise, are rigged with knock-out gas to subdue the more violent captive beasts.

Tactical Fire: The *Drukarg-Class* Slave Ship is adept at running down and disabling target craft. As a standard action, a Zygerrian Slave Ship may forgo all attacks to instead provide tactical fire to a 3-square radius. All enemy craft in range suffer a -1 square penalty to movement.



shutting down several ship functions. Onyx sent his chief mechanic, Ikis, to fix the problem, and turned his attention toward buying his crew member time to make the critical repairs.

He ordered his second-in-command, Teek, to release the blixus, a large and violent creature his crew had picked up only recently. The blixus managed to slow down a Jedi-led infiltration of his ship from a separate hatch, killing several clone troopers. Unfortunately, the Jedi were able to reach the bridge. Onyx tried to use Ahsoka as a living shield, but Jedi Master Obi-Wan Kenobi convinced the slaver captain that the Jedi only sought information. Onyx, realizing the futility of further struggle against three armed Jedi, conceded. He told the Jedi of the upcoming grand auction of Togruta slaves on Zygerria, who then arrested him and his crew after stealing his ship to infiltrate the auction. Captain Onyx was transferred to the brig on the RAS Resolute and spent the remainder of the Clone Wars moving through the Republic penal system.

Onyx CL 10
 Medium Zygerrian Male Scoundrel 4/Noble 3/Master Privateer 3
 Force 11; Dark Side 13
 Init +12; Senses Perception +6
Languages Basic, Zygerrian
 Defenses Ref 26 (flat-footed 22), Fort 21, Will 27; Iron Will
Hp 70; Threshold 21
 Speed 6 squares

Melee unarmed +9 (1d8+6) or
 Ranged heavy blaster pistol +10 (3d8+5) or
 Ranged by weapon +10
 Base Atk +8; Grp +10
 Atk Options Dastardly Strike, Point Blank Shot, Take Them Alive
 Special Actions Coordinated Attack, Demand Surrender, Disruptive, Presence

Abilities Str 13, Dex 14, Con 13, Int 12, Wis 13, Cha 12
 Special Qualities Veteran Privateer (1/encounter)
 Talents Attract Privateer (Teek), Dastardly Strike, Demand Surrender, Disruptive, Presence, Take Them Alive
 Feats Advantageous Attack, Coordinated Attack, Coordinated Barrage, Cunning Attack, Martial Arts I, Martial Arts II, Point Blank Shot, Skill Training (Deception), Weapon Proficiency (pistols, simple weapons), Zero Range
 Skills Deception +16, Initiative +12, Knowledge (galactic lore) +11, Persuasion +11, Pilot +12, Use Computer +11
 Possessions Heavy blaster pistol, various personal belongings, Zygerrian Slaver Ship *Fate's Hand*

Organization Score (Zygerrian Slaver) – 18

Teek CL 2
 Medium Zygerrian Male nonheroic minion 7
 Dark Side 7
 Init +10; Senses Perception +9
Languages Basic, Zygerrian
 Defenses Ref 17 (flat-footed 14), Fort 11, Will 13; Iron Will
Hp 28; Threshold 11
 Speed 6 squares
 Melee unarmed +6 (1d6+1) or
 Ranged blaster pistol +7 (3d6) or
 Ranged blaster pistol +5 (4d6) with Rapid Shot or
 Ranged blaster pistols +2/+2 (3d6) or
 Ranged blaster pistols +0/+0 (4d6) with Rapid Shot
 Base Atk +5; Grp +7
 Atk Options Rapid Shot

Abilities Str 13, Dex 15, Con 13, Int 12, Wis 12, Cha 9
 Feats Armor Proficiency (light), Attack Combo (Ranged), Dual Weapon Mastery I, Martial Arts I, Rapid Shot, Skill Training (Perception), Weapon Proficiency (pistols)
 Skills Initiative +10, Knowledge [Technology] +9, Perception +9
 Possessions Bandolier, blaster pistols (2), combat jumpsuit, comlink, datapad

PRINCE XIZOR

Xizor was born into a noble house of Sizhran on his homeworld of Falleen. As is tradition in Falleen noble culture, Xizor left his homeworld to spend some time among the rest of the galaxy, the better to deal with them in royal business later in life. In a very short period of time, Xizor had created the largest private merchant fleet in the galaxy in Xizor Transport Systems. Obsessed with power, it wasn't long before King Haxim's son diversified into less than legal interests. Eventually he became an agent of Black Sun, a galaxy-spanning criminal organization slowly returning to prominence after being nearly destroyed a decade prior to the Clone Wars.

Xizor was a masterful manipulator of sentient beings, and thought nothing of sacrificing several beings for personal gain or that of his corporation. He once sacrificed an XTS Junior Operations Manager Lasro Javeq in a suicide bombing at Baobab Merchant Fleet Headquarters to give him an edge over his chief competitors. Having crushed Baobab throughout the Clone Wars, he turned his attention to TaggeCo's Shipping, where Baron Orman Tagge was a chief rival for Emperor Palpatine's ear. Xizor orchestrated a complicated scheme that resulted in the permanent blinding of Baron Orman Tagge at Vader's hands. The complex manipulation also increased his status with the Empire by capturing escaped Jedi Padawan Zonder, among other beneficial side-effects.

Of course, throughout this time, he continued striving to achieve status within Black Sun, and mere months after the Clone Wars, was in contention with Kaird of the Nediji for becoming a Vigo. The two were bitter enemies, doing their best to curry favor with Underlord Perhi while making the other a fool in his eyes. Of course, Xizor was considered the more dangerous and ambitious by Underlord Perhi, who allied with Kaird in effort to eliminate him. Xizor soon realized this, and had already implemented an alternate method of taking control of Black Sun through experimental Human Replica Droid technology, where he would create a duplicate of Underlord Perhi.

While the series of events that led to Xizor gaining complete control of Black Sun are not publicly known, he did manage the feat about a decade after the end of the Clone Wars. Lonay the Twi'lek and Shal'mak, a Kian'thar, two of his loyal underlings dating back to the Clone Wars, were rewarded by being made Vigos, as Underlord Xizor consolidated his control over the vast criminal empire. Shortly after the culmination of years of work and planning, Xizor was informed that Darth Vader had ordered a substantial portion of Falleen razed from orbit to contain an escaped bio-weapon that had escaped a secret lab in the region. Xizor's



entire family, including King Haxim, his uncle, and Niece Savan were believed killed in the sterilization procedure. Xizor immediately made certain that all records of his heritage were erased from any connection to the incident, and began plotting the destruction of Darth Vader; a battle he felt was destined to occur.

In one of his early acts as Underlord, Xizor began negotiating with a member of the Besadii Kadijic of Hutts, Durga. Xizor, with the help of his new HRD assassin Guri, was able to assist Durga in taking control of his clan, as well as discovering the identity of his father's murderer. Xizor offered the gifts freely, knowing that once he had his foot in the door, he would be able to gain a firm grip on all Hutt criminal dealings, one of the few criminal enterprises to rival Black Sun. Eventually, Durga found himself forced to accept the position of Vigo, and cede all practical control of Besadii assets to Black Sun as a result.

Black Sun and its leader had achieved a legendary status in the criminal underworld, and the organization was several times more powerful than it had ever been in known history. However, Xizor's genius was only outstripped by his ambitions; the crafty Falleen sought to control the entire known galaxy. Already considered the third most powerful sentient alive, Xizor challenged Darth Vader for the ear of Emperor Palpatine at every turn. The two soon found themselves in a bitter rivalry, which Palpatine enjoyed immensely. To fuel Vader's rage,

the Emperor agreed to two of Xizor's more convoluted schemes to help shape the galaxy in Palpatine's image.

The dissolution of the Bounty Hunter's Guild was a complicated web of intrigue skillfully orchestrated by Xizor and the Assembler, Kud'ar Ma'bat. Xizor had Ma'bat hire Boba Fett to join the guild, which cleaved it into a pair of warring factions almost immediately. Shortly after that, a large bounty was placed on a "renegade stormtrooper", who was, in fact, operating under orders from the Emperor. The guild was destroyed by greed for the exorbitant bounty immediately, and both the Emperor and Xizor had access to thousands of independent bounty hunters that were many times more capable and cheaper than those associated with the Guilds of old.

As years passed, Xizor was given another chance to prove himself to the Emperor by concocting a series of events that would see the Rebel Alliance completely destroyed. Xizor set a trap that leaked the plans and location of the second Death Star, knowing that the malcontents would make an assault against it while it was believed to be non-operational. The belief was that the Imperial fleet would be able to trap the rebels against the fully operational battle station.

While planting the early seeds for the Death Star operation, Xizor learned that Luke Skywalker was Darth Vader's son, and that Vader had been ordered to capture him and turn him to the Dark Side. Sensing his opportunity for revenge at hand, Xizor made several attempts on Skywalker's life, going so far as to seduce then capture Princess Leia, knowing Luke would make a rescue attempt. Unfortunately, unlike Jedi Jax Pavan, who Xizor was a nearly even match for; Skywalker was on an entirely different level outside Xizor's experience. The encounter left the dark prince's Coruscant palace destroyed, and Xizor retreated to his skyhook. Still desperate to kill Skywalker before he left orbit, the rebel was aided from the least likely of sources when Lord Vader ordered the Imperial Fleet to fire upon Xizor's fleet and skyhook. The Underlord of Black Sun was believed killed in the blast after a strafing run by Baron Soontir Fel.

Xizor

CL 15

Medium Falleen Male Noble 10/Scoundrel 2/Crime Lord 3

Destiny 11; Force 13; Dark Side 16

Init +14; Senses Perception +15

Languages Basic, Bocce, Bothese, Dashadi, Falleen, High Galactic, Hutttese, Kian'thar, Rodese, Ryl, Sullustese

Defenses Ref 32 (flat-footed 27), Fort 25, Will 32; Unreadable, Unwavering Resolve

Hp 79; Threshold 25

Speed 6 squares

Melee unarmed +12 (1d10+9) or

Ranged blaster pistol +12 (3d8+7) or

Ranged by weapon +12

Base Atk +10; Grp +12

Atk Options Deadeye, Fatal Hit, Inspire Wrath, Point Blank Shot, Precise Shot

Special Actions Impel Ally, Know Your Enemy, Quick Skill

Abilities Str 14, Dex 15, Con 11, Int 18, Wis 16, Cha 16

Special Qualities Black Sun Operative, Black Sun Enforcer, Command Cover, Hold Breath, Pheromones, Pheromone Acclimation

Talents Connections, Know Your Enemy, Impel Ally I, Impel Ally II, Influential Friends, Inspire Wrath, Seducer, Unreadable, Wealth

Feats Deadeye, Fatal Hit, Linguist, Martial Arts I, Martial Arts II, Martial Arts III, Point Blank Shot, Precise Shot, Skill Focus (Deception, Persuasion), Unwavering Resolve, Quick Skill, Skill Training (Acrobatics), Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Acrobatics +14, Deception +20, Gather Information +15, Initiative +14, Knowledge (bureaucracy) +16, Knowledge (galactic lore) +16, Knowledge (social sciences) +16, Knowledge (tactics) +16, Perception +15, Persuasion +20, Pilot +14

Possessions Blaster pistol, comlink, fine robes, XTS corporation ownership, various personal belongings

Destiny (champion) – Prince Xizor is destined to rise through the ranks and take control of the Black Sun criminal organization.

Organization Score (Black Sun) – 22

QIBBU THE HUTT

Qibbu was a particularly hideous Hutt who owned a building in Coruscant's Uscru district that tripled as a cantina, restaurant and hotel named Qibbu's Hut. At least eight years prior to the Clone Wars, Qibbu had done business with Mandalorian mercenary Kal Skirata, at the conclusion of which Qibbu owed Kal five-hundred thousand credits. Of course, he did not get around to paying Kal, and Qibbu did not see or hear from the aging mercenary until a year into the Clone Wars.

Kal arrived with a handful of Republic clone troopers, and after a violent negotiation, that saw his Duros bodyguard injured, his Twi'lek slave all but freed, and his own throat all but slit, Qibbu agreed to Kal's terms. Qibbu was required to house Kal and his men in his building for two weeks, feed them higher quality food than is typically served, and keep his entourage of con-artists and thieves away from the soldiers. Ten days after their initial agreement, Kal brought his "daughter" before Qibbu to negotiate a potentially profitable business excursion in arms dealing. In exchange for putting the word out to potential customers,

Qibbu received a five-percent finder's fee, much lower than the fifteen percent he typically charged. A few days later, Kal and his crew packed up their things and Qibbu was freed of his debt to the violent Mandalorian. A short time later, Laseema, his Twi'lek slave, was purchased and freed by Kal Skirata.

Qibbu

CL 8

Large Hutt Noble 8

Force 9; Dark Side 12

Init +3; Senses Perception +11

Languages Basic, Durese, Huttese

Defenses Ref 16 (flat-footed 16), Fort 20, Will 22; Force Resistance, Poison Resistance, Supreme Stability

Hp 62; Threshold 25

Speed 2 squares

Melee unarmed +7 (1d6+5) or

Ranged by weapon +5

Base Atk +6; Grp +7

Special Actions Presence, Rapport, Recall

Abilities Str 12, Dex 9, Con 14, Int 14, Wis 14, Cha 14

Talents Connections, Inspire Loyalty (Duros Aggressive Follower), Presence, Undying Loyalty

Feats Friends in Low Places, Poison Resistance, Rapport, Recall, Skill Focus (Deception, Gather Information, Knowledge (galactic lore))

Skills Deception +16, Gather Information +16, Knowledge (galactic lore) +16, Knowledge (social sciences) +11, Knowledge (technology) +11, Perception +11, Persuasion +11 (may reroll, keeping the second result), Use Computer +11

Possessions Qibbu's Hut building, Twi'lek slave, various personal belongings

Qibbu's Enforcer Follower

CL 2

Medium Duros Male defensive follower 8

Dark Side 2

Init acts on Qibbu's Initiative; Senses Perception +4

Languages Basic, Durese, Huttese

Defenses Ref 19 (flat-footed 18), Fort 20, Will 18

Hp 18; Threshold 20

Speed 6 squares

Melee unarmed +8 (1d4) or

Ranged blaster pistol +9 (3d8)

Ranged by weapon +9

Base Atk +8; Grp +9

Abilities Str 10, Dex 12, Con 10, Int 12, Wis 10, Cha 10

Special Qualities follower qualities

Feats Weapon Proficiency (pistols, simple weapons)

Skills Endurance +9

Possessions Heavy blaster pistol

RAAN CALRISSIAN

A native of Socorro, Raan Calrissian, like many who called the ebony sands of the badlands home, was a smuggler. He worked several routes along the Outer Rim in his modified transport, the *Jostaar Express*. He often traveled as far as the Ison Corridor to exchange Corellian Whiskey and the like for basic necessities needed on Socorro. He had a nine year old son named Lando back home when the Clone Wars began.

Seven months into the Clone Wars, Raan was on Bespin with a cargo hold full of minerals bound for Socorro when he discovered a small child in binders trying to escape the docking bay. Reminded of his own son, Raan kept quiet and freed the child from a pair of binders, helping him to avoid a security droid. His conscience clear, Raan was ready to take off when a Separatist cruiser launched an all-out assault on Cloud City. Unable to leave the child to the whims of fate, Raan searched nearby passageways until he found him. Together, they boarded Raan's ship and set course for Socorro.

Raan Calrissian

CL 5

Medium Human Male Scoundrel 5

Force 7

Init +4; Senses Perception +3

Languages Basic, High Galactic

Defenses Ref 19 (flat-footed 17), Fort 15, Will 19

Hp 30; Threshold 15

Speed 6 squares

Melee unarmed +3 (1d3+2) or

Ranged blaster pistol +5 (3d6+2) or

Ranged by weapon +5

Base Atk +3; Grp +5

Atk Options Point Blank Shot

Special Actions Fast Talker (1/day), Vehicular Combat

Abilities Str 11, Dex 14, Con 10, Int 12, Wis 12, Cha 16

Talents Art of Concealment, Fast Talker, Gambler

Feats Expert Briber, Force of Personality, Friends In Low Places, Point Blank Shot, Silver Tongue, Vehicular Combat, Weapon Proficiency (pistols, simple weapons)

Skills Deception +10, Gather Information +10 (may substitute for Knowledge [bureaucracy] checks), Mechanics +8, Persuasion +10, Pilot +9, Use Computer +8

Possessions 500 credits, blaster pistol, comlink, custom light freighter *Jostaar Express*, fine clothes

ROKKO BESADII

A trafficker of black market goods, Rokko the Hutt controlled Clan Besadii's illegal business on Coruscant during the Clone Wars era, and had a reputation as being both extremely vengeful as well as a creative torturer. He spent most of his time competing with rival Clan Desilijic's Ziro, though each had their own territory. Rokko controlled the entire Yaam Sector of Coruscant, encompassing the area also known as Blackpit Slums, where Rokko had a massive residence buried underground. The Hutt gangster also controlled a number of sleazy virtual simulation businesses in Tangor Square. A team of droids and thugs guarded his conapt, including a large Arakyd Industries Aegis-7 battle droid, which guarded the main entrance. Rokko's gang was rounded out with a pair of Gamorrean guards, and Klatoonian and Nikto thugs, as well as a Trandoshan mercenary on retainer. Rokko could often be found amongst his goons admiring his prized decelerated luminescent images by famed, dead, Hutt artist Gorgo alongside his Kubaz majordomo.

Within a month of the Clone Wars' end, Rokko began working with Jax Pavan, who, two months later, he discovered was a former Jedi. The Jedi was forced to reveal his powers to the Hutt after failing to bring back Toh Revo Chryyx alive, because the Cerean committed suicide upon seeing Rokko. Rokko sold the information to the Galactic Empire for a tidy profit, though Jax still appeared a day later at Rokko's residence to broker a partnership in searching for a droid named 10-4T0. Rokko was simultaneously being sold a novelty Sabacc-playing droid by a Sullustan. However, when the droid, I-Five, claimed to know Jax Pavan, Rokko smelled set-up, and ordered Jax, his Twi'lek partner, the Sullustan and the droid all destroyed. Unfortunately, the droid reacted by using a concealed finger-laser to threaten his original Gorgo images, the destruction of which would also produce a several thousand mega-ton explosion as a byproduct. Pavan and his crew were allowed to escape, though an attempt to send his Aegis-7 battle droid after the

Bosso Weex

A spice-lord in the Outer Rim, Weex had a long-standing feud with Zygerrian Slaver Queen Scintel. He launched several attacks on the Queen, hoping to assassinate her and open up the slave trade to his shipping infrastructure.

Kimm Et Forrie

Together with a Bothan comrade, Kimm and his friend Forrie were shipjackers working on Coruscant. Not long after the Clone Wars, they chose the wrong ship when they tried to steal the Cornucopia, which housed a team of former Republic Commandos on a covert mission. The three were slaughtered to conceal the commandos' presence.

Porla The Hutt

A Hutt from the world of Boonta, Porla hired on escaped slave Hondo Ohnaka as a cup-bearer. When his cup bearer pointed out how his smugglers were skimming, he promoted Hondo to advisor, and was promptly betrayed. Porla was robbed by the Weequay, who stole his ships, shuttles, hover tanks, and speeder bikes, and many of his servants in the early days of the Clone Wars. He was considered a laughing stock by the rest of his clan.

Taquito

A smuggler and friend of Jaybo Hood, Taquito found himself stranded on lego early in the Clone Wars. He tried to fly his way off-world, but was struck by a Separatist laser grid, also known as the evil God Drol by those similarly stranded. Taquito transmitted a message back to lego when his ship was hit, documenting his destruction.

Mokshok

A Swokes Swokes diplomat from Makem Te, Mokshok's life took a turn for the worse years before the Clone Wars when his ship suffered a hyperspace malfunction. His decanted from hyperspace near a black hole, and his ship was scuttled by Captain Hethra McGrrrr and his pirate gang. Mokshok chose to join the pirates, seeing little alternative, and eventually became McGrrrr's First Mate. Nine months into the Clone Wars, only hours before the pirate crew was finally able to escape the Black Hole trapping them, Mokshok was murdered by Bossk.

group resulted in I-Five bringing down a sizable chunk of ceiling. Of course, Rokko was able to repair the damage quickly, and continue to do business on behalf of Clan Besadii for years to come.

Rokko Besadii

CL 13

Large Hutt Scoundrel 4/Noble 3/Crime Lord 6

Force 12; Dark Side 12

Init +7; Senses Perception +12

Languages Basic, Bocce, Gamorrean, High Galacatic, Hutttese, Kubazi, Old Corellian

Defenses Ref 25 (flat-footed 24), Fort 25, Will 28; Force Resistance, Supreme Stability

Hp 98; Threshold 35

Speed 2 squares

Melee unarmed +11 (1d6+8) or

Ranged by weapon +10

Base Atk +9; Grp +11

Atk Options Crush, Pin, Point Blank Shot, Rancor Crush

Special Actions Bad Feeling, Inspire Fear I

Abilities Str 15, Dex 12, Con 14, Int 15, Wis 12, Cha 11

Talents Attract Minion (2 Gamorreans, 1 Nikto, 1 Klatoonian), Connections, Gambler, Illicit Dealings, Inspire Fear I, Inspire Loyalty (Kubaz Majordomo Utility Follower)

Feats Crush, Bad Feeling, Friends in Low Places, Improved Damage Threshold, Linguist, Pin, Point Blank Shot, Rancor Crush, Skill Focus (Deception, Persuasion), Weapon Proficiency (pistols, simple weapons)

Skills Deception +16, Gather Information +11, Knowledge (galactic lore) +13, Perception +12, Persuasion +16 (may reroll when haggling for illicit goods, keeping better result), Use Computer +13

Possessions 3PO series protocol droid, Arakyd Aegis-7 battle droid, Gorgo's Last Decelerated Luminescent Images, various sleazy business holdings and personal effects

Organization Score (Besadii Kadijic) – 18

Rokko's Bodyguard Minions (2)

CL 3

Medium Gamorrean Male nonheroic minion 9

Dark Side 7

Init +4; Senses Perception +4

Languages Gamorrean, Hutttese (understand only)

Defenses Ref 18 (flat-footed 10), Fort 17, Will 10; Great Fortitude

Hp 54; Threshold 22

Speed 4 squares

Melee unarmed +10 (1d4+4) or

Melee vibro-ax +10 (2d10+4) or

Melee vibro-ax +5/+5 (2d10+4) with Double Attack or

Ranged by weapon +6

Base Atk +6; Grp +10

Atk Options Attack Combo (melee), Cleave, Double Attack, Power Attack

Abilities Str 18, Dex 10, Con 16, Int 6, Wis 11, Cha 8

Special Qualities Primitive

Feats Armor Proficiency (light, medium), Attack Combo (Melee), Cleave, Double Attack (advanced melee, weapons), Improved Damage Threshold, Power Attack, Weapon Proficiency (advanced melee weapons)

Skills Endurance +12

Possessions Battle armor (+8 armor, +2 equipment), vibro-ax

Rokko's Enforcer Minion

CL 3

Medium Kajain'Sa'Nikto Male nonheroic minion 9

Dark Side 9

Init +7; Senses Perception +5

Languages Hutttese, Nikto

Defenses Ref 19 (flat-footed 16), Fort 13, Will 11; natural armor +1, Vehicular Combat

Hp 36; Threshold 13

Speed 6 squares

Melee unarmed +7 (1d4+1) or

Ranged blaster pistol +9 (3d6)

Base Atk +6; Grp +9

Atk Options Far Shot, Point Blank Shot

Abilities Str 12, Dex 16, Con 13, Int 9, Wis 12, Cha 9

Special Qualities Desert Dweller, Natural Armor

Feats Armor Proficiency (light), Far Shot, Point Blank Shot, Skill Training (Use Computer), Vehicular Combat, Weapon Proficiency (heavy weapons, pistols)

Skills Pilot +12, Use Computer +8

Possessions Armored flight suit (+5 armor, +2 equipment), blaster pistol, comlink

Rokko's Pistoleer Minion

CL 3

Medium Klatoonian Male nonheroic minion 9

Dark Side 8

Init +11; Senses Perception +13

Languages Basic, Hutttese

Defenses Ref 16 (flat-footed 14), Fort 12, Will 11

Hp 45; Threshold 12

Speed 6 squares

Melee unarmed +8 (1d4+2) or



Ranged heavy blaster pistol +9 (3d8) or
 Ranged heavy blaster pistol +7 (4d8) with Rapid Shot or
 Ranged by weapon +8
 Base Atk +6; Grp +8
 Atk Options Rapid Shot, Return Fire
 Special Actions Quick Draw

Abilities Str 14, Dex 15, Con 14, Int 13, Wis 9, Cha 8
 Special Qualities Iron Will
 Feats Armor Proficiency (light), Quick Draw, Rapid Shot, Return
 Fire, Skill Focus (Perception), Weapon Focus (pistols), Weapon
 Proficiency (pistols)
 Skills Initiative +11, Perception +13
 Possessions Combat jumpsuit (+4 armor), comlink, heavy blaster pistol,
 various personal belongings

Rokko's Majordomo Follower CL 4
 Medium Kubaz Male utility follower 13
 Dark Side 3
 Init acts on Rokko's Initiative; Senses low-light vision; Perception +6

KUBAZ

Leathery gray-skinned humanoids with long snouts designed for eating insects, Kubaz hail from Kubindi, a sun-flare ravaged planet in the Outer Rim. Kubaz are found all over the galaxy, most often dealing in information, or, less commonly, as master chefs to those species who dine on insects. Kubaz are most often found on desert planets, whose arid environment mimics that of their homeworld, or in dense cities where insects are commonplace.

Kubaz Species Traits

All Kubaz share the following traits:

Ability Modifiers: +2 Dex, +2 Wis, -2 Str

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

Special Equipment: Kubaz suffer limitations outside their native environment. Without protective goggles, a Kubaz is considered blind (see page 254). Kubaz players begin play with protective goggles at no cost.

Low-Light Vision: Kubaz ignore concealment (but not total concealment) from darkness.

Snitch: Known the galaxy-over as infochants, a Kubaz may choose to reroll any Gather Information check, but the result of the reroll must be accepted even if it is worse.

Automatic Languages: Kubazi

Languages Huttese, Kubazi

Defenses Ref 24 (flat-footed 23), Fort 23, Will 26

Hp 23; Threshold 23

Speed 6 squares

Melee unarmed +8 (1d4) or

Ranged blaster pistol +10 (3d6) or

Ranged by weapon +10

Base Atk +9; Grp +10

Abilities Str 8, Dex 12, Con 10, Int 10, Wis 12, Cha 12

Special Qualities follower qualities, snitch, special equipment

Feats Weapon Proficiency (pistols, simple weapons)

Skills Gather Information +12 (can reroll, keeping second result)

Possessions 1,500 credits, blaster pistol, comlink, datapad, protective goggles

SQUA TRONT & THULA

Squa Tront was an Umbaran con-artist who plied his trade across the galaxy. Squa hailed from an esteemed lineage that could trace itself back to an order of Sith Shadow spies; a cult used by the Brotherhood of Darkness during the New Sith Wars. In addition to providing Tront with sufficient prestige to leave his homeworld, it bestowed him with a natural talent for telepathic and empathic reading.

Thula was a talented Falleen swindler who had been using her good looks and control of her pheromones to convince rich men to set her up in upscale locales and treat her to lavish meals on a routine basis. However, the ease with which she was able to obtain such comforts quickly bored her, and she began searching the galaxy for more complicated schemes to challenge her skills. Beyond her adeptness at manipulation, she was stealthy, trained with explosives and an experienced combatant.

During one particularly daring con, both Thula and Tront found themselves pitted against one another. While that caper ended in disaster as the pair exposed themselves trying to exert control over the mark to opposing ends, the two were thrown together to manage an escape from local law enforcement. Squa and Thula both decided that life would be more profitable if they were to combine efforts, and they quickly created a reputation for efficiency in the months afterward.

Tront initially controlled the credits from their illicit deals and confidence scams, but after a pattern of squandering their fortune on lavish clothing and hotels, financial control of the duo was assumed by Thula. Two years after the Clone Wars broke out across the galaxy, Tront and Thula had just run out of credits from their previous scheme, and were desperate for work. Recommended by Black Sun spy Klo Merit, Kaird of the Nediji hired the duo to set up a smuggling operation where

Bota could be smuggled off Drongar into Black Sun control.

Squa and Thula were happy to play in the "big game", and were well compensated to set up the initial operation. However, Kaird kept shifting the time tables without explaining himself, and making demands that would cause great risk to the pair of criminals. The pair quickly realized that Bota would soon become worthless and having possession of the last of the miracle drug would be worth a thousand-fold what Black Sun was paying. Instead of delivering a final shipment of Bota to Kaird in a carbon-froze attaché case, it was rigged with a series of thermal detonators. Meanwhile, Squa and Thula took off into the Outer Rim, looking for a buyer for some of the last Bota available in the galaxy, and were still working together at least a year after the end of the Clone Wars, though what became of the fifty kilograms of Bota is unknown.

Squa Tront

CL 8

Medium Umbaran Male Scoundrel 7/Force Adept 1

Force 10; Dark Side 13

Init +4; Senses light sensitivity; low-light vision; Perception +15

Languages Basic, High Galactic, Huttese, Umbarese

Defenses Ref 20 (flat-footed 20), Fort 21, Will 23

Hp 54; Threshold 21

Speed 6 squares

Melee unarmed +6 (1d4+5) or

Ranged holdout blaster +5 (3d4+4)

Ranged by weapon +5

Base Atk +5; Grp +6

Atk Options Point Blank Shot

Special Actions Bad Feeling, Drain Knowledge, Knack, Mind Probe

Force Powers Known (Use the Force +12): mind trick (2), obscure, prescience

Abilities Str 12, Dex 11, Con 12, Int 15, Wis 13, Cha 16

Talents Drain Knowledge, Knack, Mind Probe, Telepathic Influence, Telepathic Link

Feats Bad Feeling, Force Sensitivity, Force Training (2), Point Blank Shot, Skill Focus (Deception, Perception, Persuasion), Weapon Proficiency (pistols, simple weapons)

Skills Deception +17, Mechanics +11, Perception +15, Persuasion +17 (may reroll, keeping the second result), Use Computer +11, Use the Force +12

Possessions 500 credits, Umbaran shadowcloak, holdout blaster, security Kit, various personal belongings

Thula

CL 11

Medium Falleen Female Noble 2/Scoundrel 5/Charlatan 4

Force 11; Dark Side 11

Init +12; Senses Perception +11

Languages Basic, Falleen, (2 unselected)

Defenses Ref 26 (flat-footed 23), Fort 21, Will 26; Unreadable

Hp 62; Threshold 21

Speed 6 squares

Melee unarmed +8 (1d6+6) or

Ranged blaster pistol +9 (3d6+5)

Base Atk +7; Grp +9

Atk Options Sneak Attack

Special Actions Cunning Distraction, Gearhead

Abilities Str 12, Dex 14, Con 10, Int 14, Wis 12, Cha 15

Special Qualities Hold Breath, Pheromones, Pheromone Acclimation, Score, Swindle

Talents Connections, Cunning Distraction, Electronic Forgery, Seducer, Sneak Attack (+1d6), Unreadable

Feats Gearhead, Linguist, Martial Arts I, Skill Focus (Deception, Mechanics, Persuasion) Skill Training (Mechanics, Stealth), Weapon Proficiencies (pistols, simple weapons)

Skills Deception +17, Gather Information +12, Initiative +12, Knowledge [Social Sciences] +12, Mechanics +17, Perception +11, Persuasion +17, Pilot +12, Stealth +12, Use Computer +12

Possessions 1,000 credits, blaster pistol, portable computer, security kit, variety of clothing, various personal belongings

TOOKARTI

Two years prior to the Clone Wars, Tookarti began a partnership with a dark and mysterious Kiffar named Korto Vos. Not realizing he was in fact Jedi Knight Quinlan Vos, Tookarti helped "Boss Vos" on a number of less than honorable assignments. Shortly after the Battle of Geonosis, Tookarti noticed that Vos had taken a turn for the darker, and it was then that Tookarti was contacted by Count Dooku himself, to work as a double agent against Vos. The conniving, greedy Chadra-Fan eagerly accepted, feeling little loyalty toward the recently gruff Vos.

Dooku's first mission for the wily Chadra-Fan was to ensure that plans for a Separatist invasion of Kamino were leaked to the Republic, without the Separatists being made aware. Tookarti was able to achieve this by having Khaleen Hentz steal a datachip with the orders for the attack on them from a Falleen Separatist courier named Zenex. The plans were delivered to Zenex's contact, who was none the wiser that the message had been compromised. Four months later, Tookarti partook in a similar scheme, this time he and Vos lured Republic forces into a

TOOKARTI



slaughter on Brentaal IV. Finally, Tookarti set Vos up when he tried to sell holocomm codes to the Separatists so that he could gain their trust and join them as an agent. Thanks to Tookarti, the Jedi knew the codes were current, not the outdated ones they had planned to let loose, and that Quinlan Vos had truly fallen. After escaping a vicious battle with Jedi Master Agen Kolar, Vos tracked down Tookarti, and when the panicked Chadra-Fan drew his blaster to shoot his way free, Quinlan Vos cut him down with his lightsaber.

Tookarti

CL 5

Small Chadra-Fan Male Scoundrel 3/Noble 2

Force 7; Dark Side 7

Init +4; Senses darkvision; Perception +2

Languages Basic, Chadra-Fan, Huttese

Defenses Ref 20 (flat-footed 18), Fort 15, Will 16; Dodge

Hp 34; Threshold 15

Speed 4 squares

Melee unarmed +3 (1d3+2) or

Ranged blaster pistol +5 (3d6+2) or

Ranged by weapon +5

Base Atk +3; Grp +5

Atk Options Point Blank Shot

Special Actions Double Agent, Fast Talker, Quick Draw, Quick Skill

Abilities Str 11, Dex 14, Con 11, Int 13, Wis 11, Cha 15

Special Qualities Tinkerer

Talents Art of Concealment, Double Agent, Fast Talker

Feats Dodge, Friends in Low Places, Point Blank Shot, Quick Draw, Quick Skill, Weapon Proficiencies (pistols, simple weapons)

Skills Deception +9, Gather Information +9, Mechanics +8 (may reroll, keeping second result), Persuasion +9, Use Computer +8

Possessions Blaster pistol, datapad, encrypted comlink, security kit, tool kit

TRILLOT

Trillot was rumored to speak up to one-hundred languages, a skill that served him well in his first job as a communications specialist for Cestus Cybernetics, the only galactic corporation based on his homeworld of Ord Cestus. He only toiled in the position a short time until finding his true niche in labor relations, where he worked for seven years. He soon made contacts with the local Tenloss Syndicate Overboss, the labor unions, and the Five Families which owned Cestus Cybernetics. Having amassed a small fortune in illicit credits, Trillot bought a speakeasy and named it The Night Shade. Soon after, he became a full-time agent and then Ord Cestus Overboss for the Tenloss Syndicate, though he still held only a fraction of the power his distant cousin Caiza Quill wielded as a leader of the Five Families that owned Cestus Cybernetics.

Seven months after the Battle of Geonosis, Ord Cestus came into the galactic spotlight when Cestus Cybernetics developed the JK-13 Jedi Killer droid for the Separatists. Trillot, now a female, having undergone the triennial conversion between genders universal to X'Ting, became central to a web of intrigue that surrounded negotiations between Ord Cestus' Regent and the Republic. The Republic was represented by Jedi Master Obi-Wan Kenobi, who wished to see JK-13 production cease. Trillot was allied with the Five Families, owners of Cestus Cybernetics, who held great influence over the Regent, G'mai Duris. The Five Families who were naturally in the Separatist camp, desiring the small fortune that would accompany the deadly droid sales. Kenobi thought Trillot an ally, and frequently visited him for information and guidance, unaware that Trillot was obeying Asajj Ventress' every command.

Trillot was under a great deal of stress acting as the fulcrum between the powerful Force-user factions, and the only thing keeping her from fleeing the planet was the offer of being made into the head of a sixth

family; labor, with a seat at the table and all the perks that entailed. To add to her stress, she often took glitterstim, which had the unfortunate side-effect of glimpsing into Asajj Ventress' dreams of death and destruction. The Jedi eventually triumphed, calling down an orbital strike that slaughtered the Five Families and the Cestus Cybernetics factory where JK-13's were being produced. Ventress was furious, and murdered Trillot just as she woke from sharing another of Ventress' dreams. It is believed that Fizzik, Trillot's cousin, took over the criminal empire.

Trillot CL 10

Medium X'ting* Noble 5/Scoundrel 2/Crime Lord 3

Force 11; **Dark Side** 12

Init +6; **Senses** Perception +12

Languages Basic, Binary, Bith, Bocce, Bothese, Chadra-Fan, Durese, Givin, High Galactic, Huttese, Quarren, Rodese, Shriiwook, Skakoverbal, **Vergine**, **Wroonian**, **X'tingian**

Defenses Ref 25 (flat-footed 24), Fort 20, Will 25; natural armor +2

Hp 57; **Threshold** 20

Speed 6 squares

Melee unarmed +7 (1d4+6) or

Melee poison stinger +7 (2d4+6*) or

Ranged by weapon +7

Base Atk +6; **Grp** +9

Special Actions **Double Agent**, **Feed Information**, **Rapport**

Abilities Str 12, Dex 12, Con 10, Int 16, Wis 13, Cha 14

Special Qualities Four Arms, Natural Crafters (Knowledge (technology)), Poison Stinger

Talents Attract Minion (Fizzik, Remlout), Connections, Double Agent, Feed Information, Illicit Dealings, Wealth of Allies

Feats Friends in Low Places, Linguist (3), Rapport, Recall, Skill Focus (Deception, Gather Information), Weapon Proficiency (pistols, simple weapons)

Skills Deception +17, Gather Information +17, Knowledge (bureaucracy) +13, Knowledge (physical sciences) +13, Knowledge (social sciences) +13, Knowledge (technology) +17, Perception +11, Persuasion +12 (may reroll when haggling for illicit goods, keeping better result), Use Computer +13

Possessions Hookah pipe, The Night Shade Speakeasy, various personal belongings, **viptiel cocktail**

Organization Score (Tenloss Syndicate) – 12

**Statistics for the X'ting species can be found in the Fandom Comics Alien Species chapter.*

Fizzik CL 2

Medium X'Ting* Male nonheroic minion 7

Dark Side 2

Init +3; **Senses** Perception +15

Languages Basic, X'Tingian

Defenses Ref 12 (flat-footed 12), Fort 11, Will 12; natural armor +2

Hp 28; **Threshold** 11

Speed 6 squares

Melee unarmed +5 (1d4) or

Melee poison stinger +5 (2d4*) or

Ranged by weapon +5

Base Atk +5; **Grp** +7

Special Actions **Bad Feeling**, **Recall**

Abilities Str 10, Dex 10, Con 12, Int 16, Wis 14, Cha 12

Special Qualities Four Arms, Natural Crafters (Knowledge (technology)), Poison Stinger

Feats **Bad Feeling**, Friends in Low Places, Recall, Skill Focus (Gather Information, Perception), Weapon Proficiency (pistols)

Skills Gather Information +14, Knowledge (technology) +11, Perception +15

Possessions Attendant's jacket, various personal belongings

**Statistics for the X'ting species can be found in the Fandom Comics Alien Species chapter.*

Remlout CL 2

Medium X'Ting* Male nonheroic minion 7

Dark Side 9

Init +11; **Senses** Perception +2

Languages Basic, X'Tingian, Xamster

Defenses Ref 16 (flat-footed 12), Fort 11, Will 9; natural armor +2

Hp 28; **Threshold** 11

Speed 6 squares

Melee unarmed +8 (1d6+3) or

TAL-GUN

You are trained in Tal-Gun fighting techniques, giving you an edge in unarmed combat.

Prerequisites: Martial Arts I, Dex 15

Benefit: After a successful attack, each additional attack against the same target enjoys a +2 bonus to the attack roll and damage roll. This bonus stacks with each subsequent successful attack made against the same target in the same round, including attacks of opportunity.

Melee unarmed +3/+3 (1d6+3) or

Melee poison stinger +8 (2d4+3*) or

Ranged by weapon +8

Base Atk +5; Grp +10

Abilities Str 16, Dex 17, Con 13, Int 12, Wis 9, Cha 7

Special Qualities Four Arms, Natural Crafters (Knowledge [Physical Sciences]), Poison Stinger

Feats Attack Combo (Melee), Dual Weapon Mastery I, Martial Arts I, Skill Focus (Acrobatics), Tal-Gun, Weapon Proficiency (advanced melee weapons, simple weapons)

Skills Acrobatics +16, Initiative +11

Possessions Various personal belongings

*Statistics for the X'ting species can be found in the Fandom Comics Alien Species chapter.

TURK FALSO

As Hondo Ohnaka's lieutenant, Turk Falso often acted as Hondo's internal enforcer and usually led boarding parties during pirate actions. As his second-in-command, Turk drew a larger share of profits, though the disgruntled Weequay felt he incurred a much greater degree of personal risk than Hondo himself. By the time of the Clone Wars, Falso was merely awaiting his moment to unseat the pirate chieftain. Eight months after the Battle of Geonosis, during a salvage run near the Vanqor System, his opportunity arrived in an unexpected fashion when the raiders detected a pair of crashed shuttles on the primary planet, one of which belonged to Separatist leader Count Dooku.

After capturing Dooku, Ohnaka brokered a deal to sell the fallen Jedi to the Republic for a million credits worth of spice on the condition that two unarmed Jedi were allowed to verify the Count was indeed alive and secured. After the Jedi reported in, giving the spice delivery the go-ahead, Turk and his men locked up the Jedi with Dooku. Turk was put in charge of meeting the two senators delivering the spice and escorting them to the pirate's compound. Falso, convinced he could double-cross Ohnaka and make off with the spice to start up his own gang, had one of his men shoot the Republic transport down over Doshar Fields, where his team of deserters could pick up the spice and then flee the system before Ohnaka was the wiser.

The plan immediately went off track, as Representative Binks, Commander Fox, and three clone troopers survived the crash. After reaffirming the resolve of his team, they rode out on half a dozen speeder bikes to secure the spice and deal with any survivors. The pick-up went smoothly, but the survivors mounted local Skalders and gave chase, ambushing Turk's men. Turk was the only one who managed to escape

and return to the compound, but he was unable to bring the spice with him. Convinced Hondo would find him out in short-order, Turk lied, claiming the Republic had sent an army instead of spice, and pleaded with Hondo to let him lead a counter-attack with hover tanks. Hondo acquiesced to Turk's request, more concerned with several Jedi escape attempts.

Turk sent a trio of hover tanks out to slow the survivor's progress toward the compound to buy him time as he found the eye-patched Weequay pilot who initially shot the Republic shuttle down. Convinced they had to leave immediately, the pair made for Hondo's shuttle as the power to the base was shut down due to a mishap with the tank unit he sent out. Just as Turk and his remaining ally were about to board, Count Dooku, free from his cell, grabbed up Turk in a Force choke. He dominated Turk's feeble mind, forcing him to blast his co-conspirator. Turk's throat



was then crushed beyond all repair by Dooku's dark manipulation of the Force, while Dooku made use of the prepped get-away craft. Ohnaka remained unaware of Turk's treachery, holding a ceremony to honor his passing in defending the shuttle with his life.

Turk Falso CL 4
 Medium Weequay Male Scoundrel 1/Soldier 2/Noble 1
 Force 7; Dark Side 9
 Init +9; Senses Perception +2
Languages Basic, Sriluurian
 Defenses Ref 19 (flat-footed 17), Fort 18, Will 16; natural armor +1,
 Vehicular Combat
 Hp 42; Threshold 18
 Speed 6 squares
 Melee unarmed +3 (1d4+3) or
 Ranged blaster pistol +4 (3d6+2) or
 Ranged blaster pistol +2 (4d6+2) with Rapid Shot
 Base Atk +2; Grp +4
 Atk Options Point Blank Shot, Rapid Shot, Skirmisher
Special Actions Presence
 Abilities Str 13, Dex 14, Con 14, Int 12, Wis 10, Cha 10
 Special Qualities Pheromones
 Talents Grabber, Presence, Skirmisher
 Feats Point Blank Shot, Rapid Shot, Skill Focus (Deception), Vehicular
 Combat, Weapon Proficiency (pistols, rifles, simple weapons)
 Skills Deception +12, Initiative +9, Knowledge (tactics) +8, Persuasion
 +7, Pilot +9
 Possessions DL-18 blaster pistol (with scope), grenades, various
 personal belongings
 Organization Score (Ohnaka's Raiders) – 18

URDRUUA DESILIJIC

Urdruua was the offspring of Wallanooga, one of Jabba Desilijic Tiure's underlings on Tatooine. Like his father, Urdruua was experienced at arranging assassinations with highly-skilled operatives, acting as a middleman. Urdruua sought to increase his standing in the Desilijic Clan by erasing one of his father's greatest achievements, and greatest mistakes, in killing Aurra Sing. Three months after the Battle of Geonosis, Urdruua lured the former Padawan to Nar Shaddaa under the guise of a Jedi-hunting contract, only to reveal she herself was the target. Urdruua first launched a gas attack against Sing before she retreated to the roof, and watched via holocam as she handily bested his assembled crew of mercenaries and assassins. Angered, Urdruua opened a communications

URDRUUA THE HUTT



link with Sing to swear an oath of vengeance when Sing detonated a bomb she had smuggled into his palace earlier. Urdruua and his Gran majordomo were both killed in the blast.

Urdruua Desilijic CL 8
 Large Hutt Noble 7/Crime Lord 1
 Force 10; Dark Side 12
 Init +2; Senses Perception +11
Languages Basic, Duresse, Gran, Hutttese, Rodese
 Defenses Ref 17 (flat-footed 17), Fort 21, Will 24; Force Resistance,
 Poison Resistance, Supreme Stability, Unstoppable Force
 Hp 78; Threshold 26
 Speed 2 squares
 Melee unarmed +7 (1d6+6) or
 Ranged by weapon +3
 Base Atk +5; Grp +7
Special Actions Bad Feeling, Know Your Enemy, Presence, Recall
 Abilities Str 14, Dex 6, Con 16, Int 13, Wis 14, Cha 14
 Talents Attract Minion (Gran Majordomo), Connections, Know Your
 Enemy, Presence, Wealth
 Feats Bad Feeling, Linguist, Poison Resistance, Recall, Skill Focus
 (Deception, Persuasion), Unstoppable Force, Weapon Proficiency
 (pistols, simple weapons)
 Skills Deception +16, Gather Information +11, Knowledge (galactic
 lore) +10, Knowledge (social sciences) +10, Perception +11,
 Persuasion +16 (may reroll, keeping better result), Use Computer +10

Possessions Various personal belongings

Organization Score (Desilijic Clan) – 16

Urdruua's Majordomo Minion

CL 2

Medium Gran Male nonheroic minion 6

Dark Side 4

Init +4; Senses darkvision; Perception +10

Languages Basic, Gran, Huttese

Defenses Ref 11 (flat-footed 10), Fort 11, Will 12

Hp 24; Threshold 11

Speed 6 squares

Melee unarmed +4 (1d4) or

Ranged blaster pistol +5 (3d6)

Base Atk +4; Grp +5

Atk Options Deadeye, Point Blank Shot, Precise Shot

Abilities Str 11, Dex 12, Con 12, Int 12, Wis 14, Cha 13

Special Qualities Target Awareness, Triple Vision

Feats Deadeye, Point Blank Shot, Precise Shot, Skill Training (Deception, Knowledge (social sciences), Persuasion), Weapon Proficiency (pistols)

Skills Deception +9, Gather Information +9, Knowledge (social sciences) +9, Perception +10, Persuasion +9

Possessions Blaster pistol, comlink, datapad, various personal belongings

VILMARH "VILLIE" GRAHRK

Known the galaxy over by the lowest forms of sentient life as a liar, thief and smuggler, Vilmarh Grahrk, better known as Villie, has been cheating his way across the galaxy for years. Villie's smuggling ship, a custom tramp freighter called the *Inferno*, is co-piloted by a hard-wired astromech named NT-600. Entee is able to remotely control a probe droid, which follows Villie around, often acting as his conscious. The treacherous Devaronian has tried numerous times to remove her ethics circuitry, but NT began moving and diffusing that part of her personality throughout the ship after his first attempt, leaving Villie to try and reconcile her morals with his greed.

Villie was involved in a great number of adventures, most of which revolved around his life as a smuggler or ensuring a profitable outcome on an outlandish bet. Eleven years before the Clone Wars, he was hired by a mysterious benefactor, who, unknown to Villie, was Darth Sidious. Sidious hired Villie to first arm and equip the Yinchorri with advanced

VILLIE AND QUINLAN VOS HAVING A DISCUSSION



weapons of war before convincing them to pick a fight with the Jedi Order. This debacle resulted in the destruction of Golden Nyss Shipyards, the razing of Mayvitch 7, and the deaths of a number of Jedi, including Council member Micah Giett. Villie managed to escape capture when Jedi forces led by Master Mace Windu discovered his name and location, but with his profile raised, he was forced to lay low and take jobs far out on the Rim.

Villie spent the next two years planet-hopping to stay ahead of the Judiciaries, taking a number of odd jobs, two of which involved the safe transport of princesses. Princess Foolookoola of Ootoola needed to escape political persecution, and Villie, after a series of double-crosses designed to more than double his payday, got her and her Mistryl Shadow Warrior bodyguard to Dur Sabon safely. A year later, after losing an extraordinary amount of money betting on Sebulba at the Boonta Eve Classic, he picked up Princess Miaria Prrt, to bring her home to Felacat, though he went unpaid on that job. Months later he won a great sum betting on Sebulba to win the Phoebus Classic on Malastare while hiding out on Nar Shaddaa. A firm believer in enjoying his winnings, Villie lost it all to Sebulba and others in the Nar Shaddaa crowd at the Circus Horrificus when he bet Mace Windu and Depa Bilaba would be executed by the Hutts. Ironically, the distraction caused by his refusal to pay when the crowd began to riot gave the Jedi the moment they needed to turn the tables.

Shortly afterward, Villie was hired by corrupt Ryloth Senator Chom Frey Kaa to deliver a load of Kessel energy spiders to Ryloth, where they would be fed Ryll and create a new form of Glitterstim called Glitteryll. When Quinlan Vos and his Padawan, Aayla Secura, were sent to investigate it set off a chain of events that saw the Jedi's memories wiped and Vos dumped on Nar Shaddaa. Villie had placed a bet on the Jedi's survival, and used his martial skills to protect his investment, eventually resulting in Vos' safe escape of the planet, recovery of his memory, and unraveling of the Glitteryll plot. A year later, during a Kiffex smuggling job gone wrong, Villie found himself on a prison planet. Once again, he teamed up with Quinlan Vos, as well as three other Jedi, in the defeating of Dark Jedi Volfe Karkko and the rescue of Aayla Secura. His freedom was secured by Quinlan Vos, who then decided to travel with Villie for what ended up being about a year. By this point Villie considered the Jedi a personal good luck charm and was happy to have him.

Seven years before the Battle of Geonosis, Villie was working for Twi'lek exile Kh'aris Fenn, first smuggling cortosis, then aiding in the kidnapping of Clan Secura prime heir Nat Secura. Villie eventually sold out Fenn to Quinlan Vos, and returned to Ryloth to deliver a message on his Jedi-buddy's behalf before filling his holds with Ryll spice. Villie spent most of the next seven years going from job to job, enjoying what he referred to as "the game", where credits were stolen or cheated, not earned. Days before the Battle of Geonosis, Villie was spotted outside the Outlander Club on Coruscant, no doubt up to some nefarious scheme.

The Clone Wars were good to Grahk, and he quickly amassed a fortune that even he would have a hard time blowing all at once. Unfortunately, in doing so he managed to anger the Republic, the Corporate Sector Authority, and later, the Confederacy's top bounty hunter, Durge with his rampant double-crossing. Two years into the Clone Wars, Villie settled down in the Wookiee village of Palsaang, a small village on Kashyyyk. There, in exchange for asylum, Villie would make occasional smuggling runs for supplies, though Palsaang alongside Palsaang local Wookiee youth Cha'ka, a gifted navigator and member of the Clatuvaac Guild.

Unfortunately, the inexperienced Chak bragged about his prowess to the wrong people, and soon the Confederacy was invading Kashyyyk. Quinlan Vos was assigned to Kashyyyk under Master Yoda as a result, and Villie's reunion with his old friend came as Villie saved him from a Crab Droid just outside Palsaang. The two fought together at the Battle of Kashyyyk, and when Order 66 was given. Villie did his part to falsify Quinlan Vos' death, burning Commander Faie's body in a funeral pyre and claiming it was Vos when questioned by clone troopers. Villie left Chak behind and instead brought Vos to Nar Shaddaa and nursed him back to health before returning to Palsaang with Vos eight months later,

IS HOKAY, CAN TRUST VILLIE, MONIES INVOLVED. - VILLIE

reuniting him with his love, Khaleen Hentz. After the reunion, Villie used Vos on a number of jobs, along with Chak, Khaleen, and Jedi Tholme and T'ra Saa.

Vilmarh Grahk

CL 12

Medium Devaronian Male Scoundrel 11/Scout 1

Destiny 4; Force 11; Dark Side 4

Init +8; Senses Perception +6

Languages Basic, Devaronese, Huttese, Pidgin Basic

Defenses Ref 26 (flat-footed 24), Fort 24, Will 23; Vehicular Combat

Hp 76; Threshold 24

Speed 6 squares

Melee unarmed +9 (1d4+7) or

Ranged heavy blaster pistol +11 (3d8+6) or

Ranged heavy blaster pistol +9 (4d8+6) with Rapid Shot or

Ranged by weapon +10

Base Atk +8; Grp +10

Atk Options Advantageous Opening, Collateral Damage, Point Blank Shot, Lucky Shot, Rapid Shot, Return Fire

Special Actions Bad Feeling, Fast Talker, Jedi Familiarity, Knack, Quick Draw, Uncanny Luck,

Abilities Str 13, Dex 15, Con 12, Int 14, Wis 11, Cha 12

Special Qualities Destiny fulfilled (rescue), Natural Curiosity

Talents Advantageous Opening, Art of Concealment, Fast Talker, Knack, Lucky Shot, Uncanny Luck, Vehicle Sneak

Feats Bad Feeling, Collateral Damage, Jedi Familiarity, Point Blank Shot, Quick Draw, Rapid Shot, Return Fire, Skill Focus (Deception), Skill Training (Jump, Stealth), Vehicular Combat, Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +17, Gather Information +12, Jump +12, Mechanics +13, Persuasion +12, Pilot +13, Stealth +13, Use Computer +13

Possessions DL-44 heavy blaster pistol, custom freighter *Inferno*, NT-600 astromech

Destiny fulfilled (rescue) – Grahk's destiny is to rescue Jedi Quinlan Vos, who is constantly in danger. While Villie rescues Vos a number of times throughout their relationship, this destiny reflects Villie's final rescue of Quinlan Vos from death at the hands of his own troops when Order 66 is given.

VOLVEN ROXE

Known as the Spicelord of the Undercity, Volven Roxe has clawed his way to the top of his illicit trade. The narcissistic Roxe owed his success largely to his understanding of the client base: the club-goer. He catered to party-minded sentient beings by building a number of nightclubs where his spice could be readily purchased; far from the prying eyes of Judicials. Roxe dealt primarily with only a handful of narcotics, including andris, ryll, glitterstim and lumni-spice. While he never sampled his own spice, he was addicted to Drovian Zwill. The Outlander Club was perhaps Roxe's most successful location, managed by a pair of Columni known as the Baath Brothers. It was one of the few clubs where the legitimate income was able to match the illegal revenue.

Roxe was a rare independent operator, free of the control of the Hutt Clans or Black Sun, who dominated the spice trade throughout most of the galaxy. Of course, both the Hutts and Black Sun constantly sought to bring his business into their respective organizations, but the canny Shistavanen managed to pay each of them tribute by allowing them each a single spice dealer in his clubs, tribute enough to keep the limited relationship more profitable than a gang war. Roxe also made it a point to stay paid up with the right members of local government and law enforcement.

Volven Roxe CL 7

Medium Shistavanen Scoundrel 7

Force 8; Dark Side 10

Init +10; Senses heightened senses; low-light vision; Perception +4

Languages Basic, Hutttese, Mugaar, Shistavanen

Defenses Ref 21 (flat-footed 19), Fort 17, Will 19

Hp 42; Threshold 17; healing factor

Speed 6 squares, Run on All Fours; Running Attack

Melee unarmed +6 (1d4+4) or

Ranged by weapon +7 (3d8+3)

Base Atk +5; Grp +7

Atk Options Lucky Shot 1/day, Point Blank Shot, Precise Shot,

Special Actions Dumb Luck, Knack

Abilities Str 12, Dex 14, Con 10, Int 13, Wis 12, Cha 14

Talents Dumb Luck, Illicit Dealings, Knack, Lucky Shot

Feats Dodge, Friends In Low Places, Linguist, Mobility, Point Blank Shot, Precise Shot, Running Attack, Weapon Proficiency (pistols, simple weapons)

Skills Deception +10, Gather Information +10, Initiative +10, Knowledge (galactic lore) +9, Stealth +10

Possessions Comlink, engraved zwill flask, heavy blaster pistol

XIST

Lord Xist of the Falleen House Izhiq was a senior member of Black Sun, who rose through its ranks as an enforcer and hired gun. Eventually, his Vigo put him in charge of Trigalis, a planet in the Outer Rim. In the city of New Coronet, Xist was placed in charge of what amounted to a criminal fiefdom, a safe hideaway for Black Sun members, and any pirate, mercenary, or scum able to purchase asylum. From his palace in New Coronet, Xist managed his master's information network and illegal arms trade throughout much of the Outer Rim. Lord Xist's Vigo master valued his anonymity, and often had Xist act as his public face. Many people mistook Xist for an actual Vigo himself, a misconception Xist did nothing to correct.

Interested in entering into an arrangement with Xist, the Confederacy offered to eliminate his chief rival, a Corellian arms dealer named Drama Korr. After receiving his master's approval, Xist agreed to move Separatist weaponry into the Core worlds to arm terrorist cells and resistance groups for a fair price. Five months prior to the end of the Clone Wars, Jedi Knight Obi-Wan Kenobi came to New Coronet on the trail of Asajj Ventress – a trail carefully placed by Black Sun. Xist tested his mettle against the legendary Jedi, and while he was bested, he sent Obi-Wan into a trap onboard Drama Korr's transport in the Maramere System, where an army of droids and bounty hunter Durge lay in waiting to kill the obsessed Jedi Master. Xist continued to rule over Trigalis, constantly seeking an opportunity to ascend to Vigo.

Xist CL 11

Medium Falleen Scoundrel 5/Soldier 2/Master Privateer 3/Crime Lord 1

Force 11; Dark Side 10

Init +6; Senses low-light vision; Perception +10

Languages Basic, Falleen, Old Corellian

Defenses Ref 24 (flat-footed 23), Fort 25, Will 25; Inspire Fear, Vehicular Combat

Hp 83; Threshold 25

Speed 6 squares

Melee combat gloves +10 (1d4+8) or

Melee vibrowhip +11 (2d6+9) or

Ranged heavy blaster pistol +9 (3d8+5) or

Melee vibrowhip +6 (2d6+11) and

Ranged heavy blaster pistol +4 (3d8+5) or

Base Atk +8; Grp +10

Atk Options Dastardly Strike, Point Blank Shot, Trip, Weakening Strike

Abilities Str 15, Dex 13, Con 14, Int 13, Wis 11, Cha 13

Special Qualities Black Sun Operative, Black Sun Enforcer, Pheromones,



Pheromone Acclimation, Veteran Privateer

Talents Blaster And Blade I, Blaster And Blade II, Dastardly Strike, Illicit Dealings, Inspire Fear I, Weakening Strike, Weapon Specialization (advanced melee weapons)

Feats Armor Proficiency (light), Dual Weapon Mastery I, Friends in Low Places, Implant Training, Point Blank Shot, Trip, Vehicular Combat, Weapon Focus (advanced melee weapons), Weapon Proficiency

(advanced melee weapons, pistols, simple weapons), Zero Range Skills Deception +11, Gather Information +11, Perception +10, Persuasion +11 (may reroll when haggling for illicit goods, keeping better result), Pilot +11

Possessions Combat gloves, comlink, expensive wardrobe, heavy blaster pistol, implants (bio-stabilizer implant, combat implant, regenerative implant, variety of personal belongings, vibrowhip)

Organization Score (Black Sun) – 21

ZABOSHKA

Zaboshka was a shady information dealer on Kashyyyk during the Clone Wars, and was known to associate with a number of rougher criminals passing through the Wookiee homeworld. During the day, he made his living as a mechanic. While Zaboshka was unable to match the hand-craftsmanship of the items made by the local Wookiees, he was considerably better at repairing items imported from off-world than the average local. During Clone Wars, Zaboshka was doing quite well financially in both his legitimate and side businesses, due to the increased demand for both his services that the war created.

Seven months after the Battle of Geonosis, Zaboshka was hired by one of Ziro the Hutt's enforcers, a shape-shifter named Goomi, to collect information on Crovan Dane and his Wookiee sidekick. The sneaky Toydarian expediently learned they were hiding out in the Shadowlands of Kashyyyk downlevels. Shortly after giving this key information to Ziro's man, he was approached by two Jedi Padawans also hunting for Crovan Dane. Seeing no conflict with profiting twice from the same data, he sold the information to the Padawans, and directed them to speak with Goomi in a nearby cantina, aware that the shapeshifter could easily manipulate the young do-gooders into helping further Ziro's schemes. Zaboshka continued to thrive on Kashyyyk throughout the galactic conflagration, though it is unknown if he survived, fled, or remained on Kashyyyk after the Separatists invaded toward the end of the Clone Wars.

Zaboshka

CL 3

Small Toydarian Male Scoundrel 2/Scout 1

Force 6; Dark Side 3

Init +2; Senses Perception +7

Languages Basic, Huttese, Shriiwook, Toydarian

Defenses Ref 17 (flat-footed 16), Fort 15, Will 15; Force Resistance

Hp 30; Threshold 15

Speed 4 squares, fly 6 squares

Melee unarmed +0 (1d3-1) or

Ranged by weapon +2

Base Atk +1; Grp +2

Atk Options Point Blank Shot

Special Actions Gearhead, Scavenger, Shake It Off,

Abilities Str 8, Dex 13, Con 13, Int 14, Wis 13, Cha 12

Talents Illicit Dealings, Jury-Rigger

Feats Gearhead, Point Blank Shot, Scavenger, Shake It Off, Skill Focus (Deception, Mechanics), Weapon Proficiency (pistols, simple weapons)

Skills Deception +12, Gather Information +7, Mechanics +13 (may reroll when jury-rigging, keeping second result), Perception +7, Persuasion +7 (may reroll when haggling for illicit goods, keeping better result), Use Computer +8

Possessions 800 credits, datapad, security kit, toolkit, utility vest, various personal belongings

ZENEX

Zenex was the highest sentient on the criminal food-chain aboard the space station known as The Wheel. Just before the Battle of Geonosis the crafty Falleen began acting as a courier for the Separatists, allowing their agents to drop off and pick up messages from him directly. Shortly after the Battle of Geonosis, one such message was stolen by Khaleen Hentz, a local thief. Zenex put his best hunter, Grakko, on her trail, but he was killed in the effort. Eventually, Khaleen contacted him, desiring to return the datacard and be allowed to leave with her life. While Zenex quickly agreed to her terms, he had no intention of letting her go.

Upon receipt of the datacard, he shot his own Shistavanen and Klatoonian underlings before turning his attention back to Khaleen. Zenex used his phenomenal manipulations to convince Khaleen to kill herself, though Jedi Knight Quinlan Vos interfered before he could get the young woman to pull the trigger. Like many Falleen, however, Zenex was skilled in combat, and managed to best Vos, leaving him dangling from a ledge holding onto Hentz. Unfortunately, before he could shove either off to a lethal drop, Jedi Knight Aayla Secura made her presence known. The female Jedi recovered the datacard, and resisted Zenex's pheromones before killing the Separatist agent.

Zenex

Medium Falleen Noble 7/Crime Lord 3

Force 11; Dark Side 12

Init +12; Senses Perception +9

Languages Basic, Falleen, Huttese

Defenses Ref 19 (flat-footed 17), Fort 23, Will 25

CL 10

ZENEX



Hp 73; Threshold 23

Speed 6 squares

Melee unarmed +8 (1d4+6) or

Ranged heavy blaster pistol +9 (3d8+5) or

Ranged heavy blaster pistol +4/+4 (3d8+5) with Double Attack

Base Atk +7; Grp +9

Atk Options Double Attack, Point Blank Shot

Special Actions Dirty Tactics, Misplaced Loyalty, Two-Faced, Quick Draw, Rapport

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

Special Qualities Command Cover, Hold Breath, Pheromones, Pheromone Acclimation

Talents Attract Minion (Klatoonian, Shistavanen, Quarren), Connections, Dirty Tactics, Misplaced Loyalty, Two-Faced Feats Armor Proficiency (light), Double Attack (pistols), Point Blank Shot, Quick Draw, Rapport, Skill Focus (Persuasion), Weapon Proficiency (pistols, simple weapons), Zero Range Skills Deception +12, Gather Information +12, Initiative +12, Perception +11, Persuasion +17, Pilot +12, Use Computer +11 Possessions Heavy Blaster Pistol, Separatist Secret Message, Armored Flight Suit

Zenex's Enforcer Minion CL 2

Medium Klatoonian Male nonheroic minion 7
 Dark Side 9
 Init +5; Senses Perception +4
Languages Huttese
 Defenses Ref 20 (flat-footed 18), Fort 15, Will 13; Iron Will
Hp 42; Threshold 15
 Speed 6 squares (4 squares in armor)
 Melee unarmed +6 (1d4+1) or
 Ranged blaster rifle +8 (3d8) or
 Base Atk +5; Grp +7
Atk Options Power Blast
 Abilities Str 12, Dex 14, Con 16, Int 10, Wis 12, Cha 8
 Feats Armor Proficiency (light, medium), Power Blast, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles)
 Skills Mechanics +8
 Possessions Battle armor (+8 armor, +2 equipment), blaster rifle

Zenex's Enforcer Minion CL 2

Medium Shistavanen Male nonheroic minion 7
 Dark Side 10
 Init +6; Senses heightened senses; low-light vision; Perception +8
Languages Basic, Shistavanen
 Defenses Ref 17 (flat-footed 12), Fort 11, Will 10
Hp 28; Threshold 11; healing factor
 Speed 6 squares, Run on All Fours
 Melee unarmed +7 (1d8+2) or
 Ranged blaster pistol +8 (3d6)
 Base Atk +5; Grp +8
Special Actions Conditioning
 Abilities Str 14, Dex 16, Con 13, Int 12, Wis 11, Cha 8 (2)
 Feats Armor Proficiency (light), Conditioning, Martial Arts I, Martial Arts II, Weapon Proficiency (pistols, simple weapons)
 Skills Perception +8, Survival +8 (may reroll, keeping second result)
 Possessions Blast vest (+2 armor), blaster pistol

Grakko CL 2

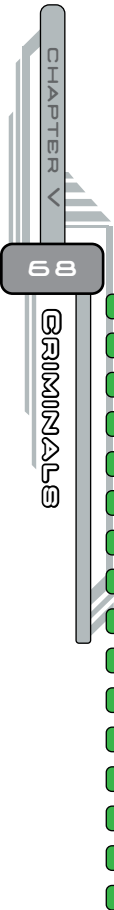
Medium Quarren Male Minion 7
 Dark Side 4
 Init +5; Senses low-light vision; Perception +2
Languages Basic, Quarrenese
 Defenses Ref 20 (flat-footed 18), Fort 15, Will 9
Hp 42; Threshold 15
 Speed 6 squares
 Melee unarmed +7 (1d4+2) or
 Ranged blaster rifle +7 (3d8) or
 Ranged grenade +9 (4d6)
Base Atk +5; Grp +7
 Abilities Str 14, Dex 14, Con 16, Int 11, Wis 9, Cha 8
 Special Qualities Breathe Underwater, Expert Swimmer
 Feats Armor Proficiency (light, medium), Mighty Throw, Weapon Proficiency (pistols, rifles, simple weapons)
 Skills Endurance +11
 Possessions Battle armor (+8 armor, +2 equipment), blaster rifle, frag grenades (2)

ZIRO THE HUTT

The ambitious Ziro the Hutt began his criminal career as a loan shark for Clan Desilijic on the Tibanna Refinery world of Sleheryon. The planet was a mecca for his people, and Hutts from all clans gathered to gamble and watch their slaves and pets fight against their rivals in gladiatorial matches. It was there that Ziro was given his distinctive golden tattoos and adopted his peculiar sense of fashion and accent.

Ziro felt cheated of his birthright on Nal Hutta when he heard his brother Zorba was given control of Clan Desilijic. In a short period of time, the ruthless Hutt managed to wrest a percentage of most criminal activity on Sleheryon, and began to plot taking control of Clan Desilijic. Aware that he would need more resources than Sleheryon had to offer, Ziro allied himself with Black Sun and purchased the Lantillian Spacers Brotherhood building in Coruscant's downtown Uscru District to set up shop.

By the time of the Clone Wars, Ziro had achieved the position of Vigo within Black Sun, and with the imprisonment of his brother Zorba, was third only to Jiliac and Jabba in control of Clan Desilijic. Despite his exile from Nal Hutta, he still visited his gargantuan mother often, and fostered a relationship with singer Sy Snootles. Sy was one of Jabba's favorite acts, and Ziro was able to acquire data and holos to use for both blackmail and his own schemes. Ziro's criminal empire included control of seven systems located at key hyperspace cross-roads between Coruscant and



Hutt Space. Ziro Desilijic Tiure had a variety of operations running on Coruscant as well, ranging from spice trafficking to assassination and contraband smuggling. However, he was perhaps best known for being the most informed InfoChant on Coruscant.

None of this was enough power for Ziro, who still wanted to see Zorba's heir, Jabba, destroyed; leaving Ziro to control Clan Desilijic. To achieve this, he first sought to make a bid for Underlord of Black Sun by sending his most advanced IG-86 Assassin Droid, KRONOS-327 to target a rival Vigo on Youtu-12, but the attempt failed, and Kronos was scrapped for parts. It wasn't until Ziro was approached by Count Dooku that he recognized a real opportunity to replace Jabba as Clan Elder.

Dooku and Ziro conspired to kidnap Rotta, Jabba's son, and blame his abduction on the Jedi. Ziro felt that if Jabba was seen to be dealing with the Republic or Jedi from a position of weakness, he could be ousted through internal politics, but as Jedi Skywalker and Kenobi continued to interfere with Dooku's plans, a more radical design was implemented. In the adjusted plan, the Jedi were blamed for the death of Rotta, and Jabba was to have Skywalker and his Padawan killed. This would bring the Jedi Order down on Jabba, leaving Ziro to take control of Clan Desilijic. Ziro was delighted, and all seemed fool-proof until Senator Padmé Amidala came to Ziro's palace on Coruscant to re-open negotiations.

After a pair of failed attempts to imprison the senator and claim the Trade Federation bounty on her head, Commander Fox and his fellow clone troopers invaded Ziro's palace. Ziro was taken prisoner for his role in the conspiracy and forced to confess via holonet to Jabba himself. Ziro posted bail immediately, and returned to his palace to spend the next two months trying to control the jury that would oversee his case. During that time, he became involved with Ros Lai of the Nightsisters of Dathomir. Ros Lai was aware of a new Separatist superweapon being developed, and in exchange for transport off of Coruscant, she was willing to give Ziro the necessary information.

Ziro saw an opportunity to cut a deal, and hoped to sell information on the superweapon to the Republic, hoping it would result in charges against him being dropped. Unfortunately, before he could contact the Republic, he was captured by Asajj Ventress. Ventress was tracking Ros Lai on behalf of the CIS-allied Nightsisters, and chained Ziro to his own throne, torturing and searching his palace for information on Lai's whereabouts. Help came for Ziro from the most unlikely of places when Jedi Masters Mace Windu and Plo Koon stormed Ziro's palace, accompanied by R2-D2 and C-3PO on loan from Senator Amidala. Ventress' forces and the dark assassin herself were scared off, which brought Ros Lai out of hiding. The Jedi took possession of the information about the new superweapon and held up Ziro's end of the bargain with Lai, giving her transport off Coruscant.

Unfortunately, the Jedi did not give him opportunity to negotiate the

release of the information like his allies on Senate defense committees might have, and he was found guilty at his trial. Imprisoned for only a short time, he was soon freed by Cad Bane and his band of bounty hunters. Ziro was taken directly to Nal Hutta, and imprisoned by his own kin, desperate to locate and destroy his cache of blackmail recordings that had kept him safe for so many years. Ziro capitalized on a chance meeting of his old flame, Sy Snootles, and convinced her to free him. Together, the two fled to visit Ziro's mother, who loaned them her starship to travel to Teth. Cad Bane and the Jedi were both on Ziro's tail, though after recovering the blackmail datacards from a tomb on Teth, he was betrayed by Snootles. His former lover murdered him and recovered the offending data for her Hutt masters, leaving the Jedi and Bounty Hunters to fight over Ziro's corpse.

Ziro Desilijic Tiure

Large Hutt Noble 7/Scoundrel 3/Crime Lord 4

Force 13; Dark Side 14

Init +6; Senses Perception +14

Languages Basic, Binary, Bocce, Duresse, Gamorrean, High Galactic,

CL 14



ZIRO THE HUTT

Huttese, Rodese, Trandoshan

Defenses Ref 22 (flat-footed 22), Fort 25, Will 30; Dodge, Force Resistance, Poison Resistance, Slippery Maneuver, Supreme Stability, Unwavering Resolve

Hp 88; Threshold 30

Speed 2 squares

Melee unarmed +10 (1d6+7) or

Ranged by weapon +9

Base Atk +10; Grp +10

Atk Options Point Blank Shot

Special Actions Bolster Ally, Impel Ally III, Influential Friends, Inspire Confidence, Inspire Wrath, Labyrinthine Mind, Leader of Droids, Recall

Abilities Str 11, Dex 9, Con 13, Int 17, Wis 14, Cha 15

Special Qualities Command Cover

Talents Bolster Ally, Connections, Illicit Dealings, Impel Ally I, Impel Ally II, Impel Ally III, Influential Friends, Inspire Confidence, Inspire Wrath, Labyrinthine Mind

Feats Dodge, Friends in Low Places, Leader of Droids, Linguist, Point Blank Shot, Poison Resistance, Recall, Slippery Maneuver, Skill Focus (Deception, Persuasion), Unwavering Resolve, Weapon Proficiency (pistols, simple weapons)

Skills Deception +19, Gather Information +14, Knowledge (bureaucracy) +15, Knowledge (galactic lore) +15, Knowledge (physical sciences) +15, Knowledge (social sciences) +15, Knowledge (technology) +15, Perception +14, Persuasion +19 (may reroll when haggling for illicit goods, keeping better result)

Possessions 15 WED-15 treadwell droids, 6 IG-86 droids (haven't been memory wiped), gaudy jewelry, modified luxury yacht, various personal belongings

Organization Score (Black Sun) – 25