

STAR WARS®

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

BOUNTY HUNTERS

CLONE WARS FAN SOURCEBOOK

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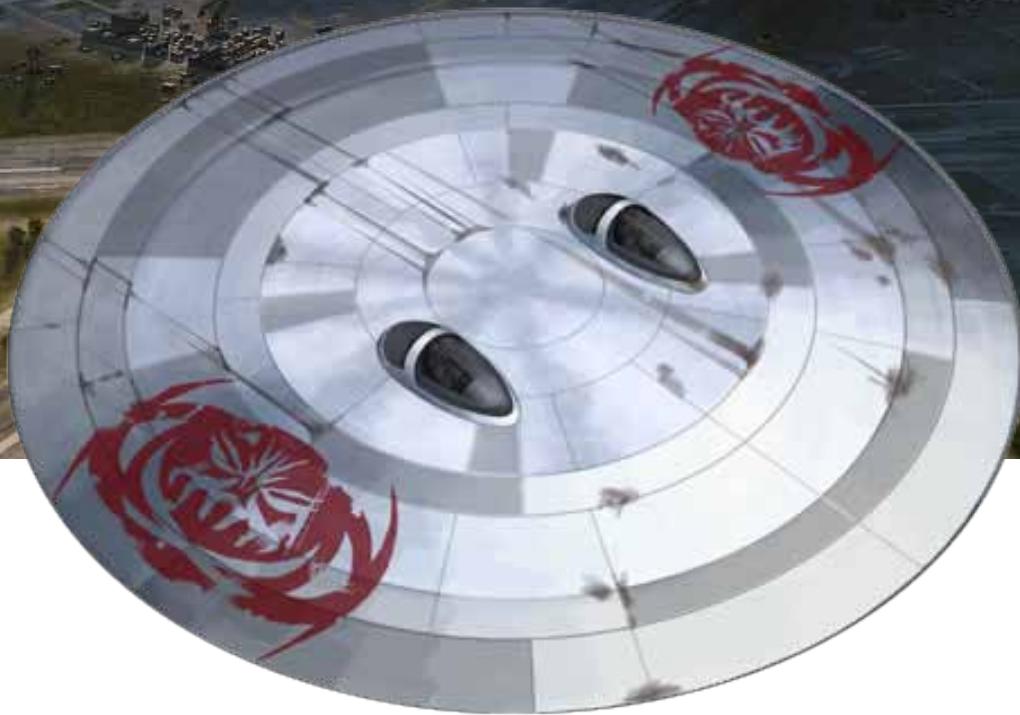


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CHAPTER 5 BOUNTY HUNTERS





The Clone Wars were waged by more than just the warriors who fought for principles and politics of the Republic or Separatists. Many missions were carried out by bounty hunters and mercenaries, skilled sentient beings with colorful backgrounds and unique abilities that were preferable to droids or clones for many types of missions. The following characters are combatants who worked for the highest bidder, either as mercenaries or bounty hunters.

AURRA SING

Aurra Sing was born on Nar Shaddaa to Auruanna, a spice-addicted street merchant, and a swoop-thug father. At a relatively young age, Aurra's Force-sensitivity was discovered by the Jedi Order, and she was taken for training. However, the intense negative emotions of the Nar Shaddaa underworld had left a permanent scar on Aurra's psyche. Aurra did not go through the typical youngling clan training regimen, but was assigned to Anya Kuro, also known as the Dark Woman, who nicknamed Sing "Nashtah". At the age of nine, during a trip to Ord Namur, Aurra was kidnapped by pirates in the Sennex Sector, and over the next several years, grew to hate the Jedi Order, especially the Dark Woman, for abandoning her.

After a doomed stint as a dancing girl for Wallanooga the Hutt, teenaged Aurra was sent to the Anzat. Wallanooga hoped she would take to the Anzati assassination arts. Aurra reported to Anzati trainers Anis and Torgo Tahn and was fitted with a Rhen-Orm Biocomputer, which made her capable of tasting fear like the Anzati. Sing learned their ways, and then used Torgo's romantic interest in her to pit her trainers against each other. The confusion left Aurra free to escape and pursue her revenge plot against the Jedi Order and the Dark Woman.

The details of Aurra Sing's first Jedi kill are unknown, but starting two years after escaping the clutches of the Anzati, she killed Jedi Knight Mana Veridi on Kwannot. Some time later, she added a fourth trophy lightsaber to her collection when she killed Jedi Knight turned pirate Reess Kaim. A decade before the Clone Wars began, Aurra went to Tatooine, involving herself in a complicated scheme employed by Jabba the Hutt to sell off an overstock of Dreddon the Hutt's weaponry while weakening his



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rival, Gardulla. Sing played both sides, earning numerous fees from both Hutts as she sold Gardulla out to Jabba and killed legendary Jedi Knight Sharad Hett. Unfortunately, Sing was unable to recover Hett's lightsaber before Ki-Adi-Mundi and A'Sharad Hett intervened. Two years later, Sing slaughtered Jedi J'Mikel and Peerce before traveling to Talas, where a pair of Quarren hired her to kill Senator Tikkes and her former master, the Dark Woman. Sing failed in her mission completely, defeated by A'Sharad Hett before she could kill the senator. Luckily, a meteor shower in the vicinity of Tikkes' ship forced the Jedi to lift off before securing Sing, who escaped.

At some point during the next intervening years, Aurra traveled the Outer Rim acting as a more conventional bounty hunter. She teamed up with Hondo Ohnaka, whom she was also romantically involved with for a short time. After their break-up, Aurra worked a short string of botched jobs with a bounty hunter named Castas, and even Cad Bane.

A year before the start of the Clone Wars, Sing was lured onto a wrecked Jedi cruiser by Anzati Assassin Torgo Tahn, who sought to claim either her heart, or the Republic bounty on her head. However, Aurra easily defeated her former instructor and left him to rot on the derelict craft. Her next job was to capture Rigorra the Hutt on Balmorra, an opportunity to avenge his poor treatment of her years earlier, when she was Wallanooga's dancing slave. She soon encountered Jango Fett, who was after the same bounty, and then Bossk and Skorr, who were after a bounty on Rigorra's brother, Groodo. All four were captured by the Hutts, but they worked together to escape. However, Aurra alone claimed the bounty on Rigorra.

As the Clone Wars took the galaxy by storm, Aurra was hired by Count Dooku to retrieve young Boba Fett, alive. She tracked the son of Jango to Coruscant, where she rescued him from bounty hunter Nan Mercador. Aurra delivered Boba to Count Dooku's secret base on Raxus Prime, and accepted the *Slave I* as payment. Aurra knew that Jango Fett had a small fortune in various banks across the galaxy, and hoped his ship held some clue how to access his accounts. However, Jango had set his finances up so only Boba could access them. Aurra learned young Fett had escaped Dooku's clutches, so Sing tracked Boba to Bespin, hoping to forge an alliance. Fett refused, forcing Aurra detain him at one

of her deep space safehouses until he changed his mind. In the interim, Sing took on a number of other jobs.

By the third month of the Clone Wars, Aurra returned to her homeworld of Nar Shaddaa to take a job from Urdruuu the Hutt, a clan member of Wallanooga's. Prepared for deception, Sing hid a potent explosive within a holo unit that projected the message she received from Urdruuu. Not surprisingly, the Hutt betrayed her, and wanted her dead for setting his clan's fortune back generations to pay for her assassin training. Aurra easily evaded Urdruuu and his clumsy thugs' attempts to kill her before detonating the device she left with Urdruuu. A month later Aurra went to Tatooine to help provide security for Jabba's end of a cortosis smuggling operation with the dark witch Saato. Together the two were able to briefly imprison Jedi Padawan Anakin Skywalker, though Sing left to take other jobs before Skywalker would escape.

Five months into the Clone Wars, Aurra Sing was hired by Devaron's Senator Vien'sai'Malloc to kill her colleague, Senator Elsay'sai'Moro. Aurra murdered the Senator, but not before she contacted the Jedi for assistance. Vien quickly rehired Aurra to help her out of this new threat to her station. Sing was jubilant to discover that The Dark Woman was among the Jedi coming to investigate, and lured her former master into an ambush, trapping her under a ton of rubble alongside Jedi Master Tholme. With only Jedi Knight Aayla Secura standing between Aurra and vengeance, Sing engaged the Twi'lek Jedi, leading her into several explosive traps. However, the antenna on Aurra's biocomputer was severed by Aayla's lightsaber, giving the Twi'lek Jedi the opening to defeat Sing.

The Republic took Aurra Sing to the prisons of Oovo IV, but the assassin immediately made a deal with Warden Fenn Booda, ensuring her early release. Within three months of her arrest, she was contacted by notorious bounty hunter Cad Bane, who wanted her to join a special team he was assembling. To prove her ability to work with a team, she first joined Bane, Robonino and Shahan Alama on Keyorin. Together, Aurra and Cad's crew killed Davtokk, a bounty hunter that had proven a thorn in Bane's side. Convinced they could work together, Aurra went with Bane and his crew to Coruscant, where Sing acted as the team's sniper, killing several Senate Guardsmen during their

assault of the Senate East Landing Platform. During the hostage crisis that followed, Aurra helped Shahan and Robonino capture an unarmed Anakin Skywalker. The mission to free Ziro the Hutt was a complete success, and Sing fled Coruscant with half her fee. Unlike the rest of the posse, Aurra Sing was not captured by Republic Forces within days of the operation, and managed to collect the rest of her fee from Bane.

Weeks later, Sing worked with Bane again, this time on Devaron. Utilizing her sniper rifle, Sing acted as a forward scout, and located Jedi Master Bolla Ropal for Bane before turning her attention to his Padawan. Unfortunately, the clever Padawan managed to save himself by destroying a nearby dam, flushing Aurra from her sniper's nest. Sing barely escaped the remaining Republic forces.

Toward the end of the tenth month of the Clone Wars, the imprisoned Boba Fett finally agreed to help Aurra empty Jango's accounts, if she first helped him avenge his father's death. Aurra Sing recruited Castas and Bossk to assist, realizing that a Jedi of Windu's prominence would require the versatility to adapt plans on the fly. First, Sing and her team helped Fett to infiltrate a youth brigade of clone troopers touring the *RAS Endurance* over Vanqor. When multiple attempts on Windu's life failed, even after scuttling the *Endurance*, Sing set course for Florrum to regroup, with Admiral Kilian and two officers their prisoners.

Though Aurra was unable to convince ex-flame Hondo Ohnaka to join forces, he vowed not to interfere, or worse, hand her over to the Jedi for a reward. Castas made no such promise, and when he tried to sell Aurra out to the Jedi, Sing was forced to kill him. Being short on manpower didn't deter Aurra from her plans, and she sent a message to the Republic, hoping to lure Mace Windu to Florrum by threatening the hostages. Unfortunately, when the Jedi finally arrived, Mace Windu was not among them. After a brief battle and swoop chase, Aurra Sing left Boba behind and made it to the *Slave I*, Jango's treasure forgotten for the moment. However, Ahsoka Tano disabled the ship, forcing it to crash in Florrum's wastelands. Still, the maneuver bought her enough distance to escape.

Aurra Sing freed Fett from prison within weeks. After convincing Boba she tried her best to help him, the unlikely pair went to Aargau to retrieve the first of Jango's many accounts.

But Aurra was betrayed, Fett ditched her and tried to claim all the credits for himself. Furious, Sing tracked him mercilessly throughout the InterGalactic Banking Clan's ziggurat, but to no avail. Mid chase, Aurra was stopped by local security, who Fett convinced her permits were fakes. Sing was imprisoned, and the newly repaired *Slave I* was stolen by Boba. Fortunately for Sing, the Separatists had need for a woman with her skills, and set her free in exchange for a job.

Toward the end of the Clone Wars, Aurra Sing found herself imprisoned by the Republic, but after a little over a year, was freed by Darth Vader to hunt down the escaped Jedi Jax Pavan. After encounters with Gregor Typho and Grey Paladin Laranth Tarak, Sing finally faced Jax Pavan in lightsaber combat. However, she was bested, barely escaping death by repositicator. Nearly two decades later, and for forty years after that, Aurra Sing continued to work the blood trade. Her targets during these eras included Force-sensitive trouble-maker Wade Vox and Hapan Queen Mother Tenel Ka.

Aurra "Nashtah" Sing CL 15
 Medium Near-Human Female Jedi 3/Scoundrel 3/Scout 3/Bounty Hunter 5/Gunslinger 1
 Destiny 5; Force 11; Dark Side 12
 Init +10; Senses Perception +13
Languages Basic, Bocce, Huttese
 Defenses Ref 33 (flat-footed 29), Fort 29, Will 28; Deflect, Force Blank
Hp 134; Threshold 29
 Speed 6 squares
 Melee unarmed +15 (1d6+9) or
 Melee lightsaber +15 (2d8+9) or
 Melee lightsabers +10/+10 (2d8+9) or
 Ranged blaster pistol +16 (3d6+7) or
 Ranged blaster pistols +11/+11 (3d6+7) or
 Ranged Czerka Adventurer rifle +16 (2d10+7) or
 Base Atk +13; Grp +16
 Atk Options Deadeye, Point Blank Shot, Precise Shot, Sneak Attack
 Special Actions Quick Draw
 Force Powers Known (Use the Force +14): Force thrust,



Vorkskr's ferocity

Abilities Str 14, Dex 16, Con 14, Int 14, Wis 12, Cha 14
 Special Qualities Familiar Foe +2
 Talents Acute Senses, Deflect, Expert Tracker, Force Blank, Hunter's Mark, Improved Sneak Attack, Jedi Hunter, Ranged Disarm, Sentinel's Observation, Sneak Attack
 Feats Deadeye, Dual Weapon Mastery I, Exotic Weapon Proficiency (lightsabers), Force Sensitivity, Force Training,

Martial Arts I, Point Blank Shot, Precise Shot, Quick Draw, Skill Training (Deception, Mechanics, Use Computer), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Acrobatics +15, Deception +14, Mechanics +14, Perception +13 (may reroll, keeping second result), Stealth +15, Survival +13, Use Computer +14, Use The Force +14
Possessions All-temperature cloak, blaster pistols (2), breath-filter, charges/mines, comlink, customized XS-800 light freighter, Czerka Adventurer rifle, dagger, datapad, electrobinoculars, goggles, jetpack, lightsabers (7), portable scanner, Rhen Orn bio computer, swoop, thermal detonators, toe dart launcher, (as prp-500 dart shooter), tracker utility vest

Destiny Fulfilled (rescue) – Aurra Sing was destined to help free Ziro the Hutt from Republic imprisonment. Aurra gained +1 to Strength and Constitution.

Destiny Fulfilled (corruption) – Aurra Sing was destined to plant the initial seeds of darkness within A'Sharad Hett, causing him to eventually fall to the Dark Side after the Clone Wars. Aurra gained +1 to Strength and Constitution.

Destiny Fulfilled (destruction) – Aurra Sing was destined to kill Sharad Hett, a legendary Jedi Knight. Aurra Sing gained +2 to Charisma as a result.

BIROK

Leader of a swoop gang on Diado, Birok was recruited by the Separatists to keep the locals from organizing against a Confederate R&D facility. Birok's gang counted a dozen of the toughest scum on Diado in its ranks, where most had lived their entire lives. Eleven months after the Battle of Geonosis, Birok picked a fight with the wrong tourist: Jedi Master Saesee Tiin. After a brief scuffle, Birok recognized him as a Jedi Knight, and rallied his gang. Birok and his gang lost a brief battle that traversed the streets of Diado's main settlement, but they stalled the Jedi-General long enough for vast droid reinforcements to arrive. Birok was rewarded by his Separatist masters for Tiin's capture, but when the Jedi Master escaped, Birok found himself

BIROK



on the wrong side of a prototype fighter stolen by Tiin for his getaway. Birok died alongside his Confederate contacts when Tiin unleashes a salvo of laserfire into the hangar control room.

Birok

CL 4

Medium Human Male Scout 1/Soldier 3

Force 7; Dark Side 4

Init +4; Senses Perception +7

Languages Basic

Defenses Ref 18 (flat-footed 16), Fort 18, Will 14

Hp 50; Threshold 18

Speed 6 squares

Melee unarmed +4 (1d4+4) or

Ranged blaster pistol +5 (3d8+2) or

VEHICLE DRAG

You drag an enemy along the ground behind your vehicle, causing damage and denying them the ability to act.

Effect: A gunner uses a weapon such as a harpoon (*SE* 177) mounted on a vehicle to make a grapple check against an opposed target at least one size smaller than the attacking vehicle. The gunner must make an attack roll against the target; if successful, the pilot must make an opposed grapple check. Each round the grapple check succeeds, the target is dragged a number of squares equal to the number of squares that vehicle moves that turn (minimum 7). If the pilot's grapple check that round also exceeds the target's fortitude defense, 1 point of damage is done for every square moved that round. If the pilot rolls a natural 20, he can make an attack of opportunity against any target within 5 squares of where the vehicle ends its movement. Such attacks do 3d10 points of damage, are made with a -5 attack bonus, and deal half damage to the dragged target. On a turn when the vehicle moves at least 7 squares, the target cannot take any move actions or standard actions, and is unable to make attacks of opportunity. Rules for escaping the bonds can be found with the specific weapon causing the ranged grapple.

Ranged by weapon +5

Base Atk +3; Grp +5

Atk Options Commanding Presence, Pin, Vehicle Drag

Special Actions Gang Leader, Gunnery Specialist, Shake It Off, Vehicular Combat

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

Talents Commanding Presence, Gang Leader, Mechanized Rider

Feats Armor Proficiency (light), Gunnery Specialist, Pin, Shake It Off, Trip, Vehicle Drag, Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +9, Perception +7, Persuasion +8, Pilot +9, Ride +9, Survival +7

Possessions Blaster pistol, bola launcher (as snare pistol), comlink, swoop, utility belt

BOBA FETT

Boba Fett was created as payment for bounty hunter Jango Fett's services as genetic template for the Republic's clone army. A pure genetic replication of Jango Fett, Boba was in every way his father's son, showing an aptitude for adaptation to adversity and natural combat instincts. He was raised by Jango Fett, but Boba's father often traveled to other planets to ply his dangerous trade, leaving the young boy to be cared for by a droid named MU-12, the Kaminoan administrator Taun We or bounty hunter Zam Wessel. One year before the Battle of Geonosis, Boba's training as a Mandalorian warrior truly began. Working for Lord Tyranus, Boba and his father slaughtered an entire resistance movement on Kuat.

Days before the Clone Wars began, Boba's father returned from business and informed his son that Zam Wessel was dead. Boba was given a holobook by Jango to open only in the event of his untimely death, unaware of how quickly that day would come. Hours later, Jedi Knight Obi-Wan Kenobi arrived at the Fett residence to question Boba's father about Zam's death. The interrogation set off a chain of battles with Kenobi that culminated in a dangerous chase through Geonosis rocky rings.



YOUNG BOBA FETT

After landing safely, Boba left his father to business with Tyranus to explore Geonosis, where he found that Jedi Knight Obi-Wan Kenobi had somehow survived their battle in orbit. Fett was able to alert nearby sentries, resulting in Kenobi's capture. Boba and his father were invited to view the execution that followed at the Petrunki arena. Unfortunately, the entertainment was spoiled by the arrival of 212 Jedi, intent on freeing their comrades. Boba watched the battle that followed in paralyzed horror as his father was decapitated by Jedi Master Mace Windu. On his own at only ten years old, Boba moved his father's corpse to a desolate bluff where he stripped Jango of his armor and weapons, storing them onboard the *Slave I* before burying the man that had seemed invincible hours earlier.

Boba briefly returned to Kamino in order to obtain the holobook his father left him. Boba took to wearing Jango's helmet and consulting his dad's holobook as a way to stay close to him. Fett was given two objectives by his father through the holobook: gain self-sufficiency from Tyranus, and knowledge from Jabba the Hutt. Boba's search for Tyranus took him from Bogg IV to Coruscant, where he was captured by Aurra Sing. Fortunately, Aurra Sing was hired by Count Dooku, and she delivered Fett to the count on the garbage world of Raxus Prime in exchange for the *Slave I*. There, Boba learned that Dooku and Tyranus were in fact the same individual, which made him a threat to Sidious' plot against the Jedi. Luckily for Fett, the Republic chose the moment his execution was at hand to launch their assault, giving Fett an opportunity to escape Dooku's citadel. Boba was eventually rescued by clone troopers attached to Jedi Master Glynn-Beti, who brought him onboard the *RAS Candaserri*, where he posted as an orphan named Teff.

Boba was only loosely monitored by the good-natured Gran Padawan Ulu Ulix, allowing the bounty hunter-in-training to explore the *Acclamator-class* cruiser with his new friend, a fellow orphan named Garr. The two bonded while the *Candaserri* traveled to Bespin to resupply and put its accumulated orphans in a foster home. Boba slipped away upon arrival at Bespin, walking away from a potentially normal life at an orphanage with his new friend. Instead, Fett tracked down Aurra Sing, focused on getting the *Slave I* back from her. When Boba refused to help Aurra Sing access his father's bank accounts in exchange for his ship, Sing

took him prisoner. Boba Fett was held on a deep space station, one of Aurra's many safehouses. Boba attempted to escape numerous times, and tried to kill Aurra at every opportunity.

During the tenth month of the Clone Wars, Fett and Aurra came to an arrangement – if Aurra would help Fett kill Jedi Master Mace Windu, he would give her Jango's accounts. Fett and Sing were joined by bounty hunters Bossk and Castas to assist in the hit, and they helped Boba infiltrate a clone trooper youth brigade touring the *RAS Endurance*, Mace Windu's command ship. Boba was able to slip away from the group and plant an incendiary device in Mace's quarters, but the resulting explosion failed to kill the Jedi Master. Instead, Fett was forced to overload the *Endurance's* reactors, which forced all hands to abandon ship before it crashed-landed on Vanqor. Boba, alongside Aurra, Bossk and Castas, made it to the wreckage before the Republic, and captured Admiral Kilian, Commander Ponds, and a deck officer, leaving only a booby-trapped replica of Jango Fett's mandalorian helmet for the Jedi. Fett and his allies watched from a safe distance as Skywalker and Windu entered the wreck soon after and set off the explosive hidden in the helmet. Fett wanted to be certain he had avenged his father, and convinced the others that if they had proof of the kill, they could get paid by the Confederacy. Before Fett could make it to the bridge, Bossk reported that Mace Windu's starfighter had lifted off and was making a run for hyperspace. Despite a heated chase, Mace Windu's ship was able to escape.

Fett and Aurra's team fell back to Florrum, where they hoped to use the hostages to lure Mace Windu into an ambush. Unfortunately, when the Jedi came for the hostages, Mace Windu was not among them. After an intense stand-off, Sing fled to the *Slave I*, which crashed into the Florrum wastelands, leaving Fett and Bossk to face Republic Justice.

Fortunately, Fett didn't have to wait in prison long; Aurra somehow survived, repaired the *Slave I*, and broke Boba out of prison. The two renegotiated their agreement in regard to Jango's accounts during the hyperspace journey to Aargau, a fifty-fifty split. Upon landing, however, Boba ditched Aurra Sing, intent on claiming his father's fortune for his own. Fett was still inexperienced in the ways of the underworld, and he was soon conned out of three quarters of his inheritance by a Clawdite

money launderer named Nuri. Fett nonetheless managed to evade Aurra Sing long enough to claim what few credits were left in Jango's accounts, reclaim the *Slave I*, and make for Tatooine, where he planned to find Jabba the Hutt.

The Clone Wars entered their twelfth month as Boba reached Tatooine, intent on meeting with Jabba to gain knowledge as his father's book instructed. Upon landing, Boba had a brief encounter with Durge before both his father's book and helmet were stolen by a local street urchin named Ygabba. Fett chased her through Mos Espa back to her lair, where he learned an entire group of orphans were made into slaves for Neimoidian smuggler Gilramos Libkath. Boba befriended Ygabba before convincing Jabba to take him on as an apprentice bounty hunter. Onboard Jabba's Sail Barge, Boba allied himself with Gab'borah Hise, one of Jabba's dessert chefs. Upon their arrival at Jabba's Palace, Fett was given his first bounty, Gilramos Libkath: dead or alive. The only catch was that Durge would also be hunting the wanted Neimoidian. The resourceful boy borrowed a jetpack from Gab'borah, allowing him to track down Libkath before Durge, who was then killed when Durge caught up to Fett and detonated a crate of delicate weapons. It was Fett, however, who returned to Jabba with the trophy of the kill, earning him respect, credits, and the right to exclusive bounty contracts. His first solo bounty also resulted in reuniting Gab'borah with his long-lost daughter, Ygabba. He would count the two as friends for years to come.

By the thirtieth month of the Clone Wars, Boba's reputation had grown fearsome, and he was considered one of the top bounty hunters in Jabba's employ. One of the more impressive bounties he took on during this time was Jhordvar, a Nogrhi assassin who had crossed Jabba. Fett killed the fierce warrior in a shootout in the Dune Sea and returned to Jabba with only Jhordvar's hands and signature ring. However, his apprenticeship status under Jabba's tutelage continued to limit the pay-outs on his bounties. Confident he had learned all the Hutt could teach, Fett sought his independence as a hunter. The impressive kill prompted Jabba to give him his most difficult assignment yet – Wat Tambor, Foreman of the Techno Union. Boba was thrilled to accept his first target off Tatooine and negotiated an end to his apprenticeship upon completion. His friends Gab'borah and Ygabba were thrilled for him and gave Boba a number of gifts to celebrate including

gleb rations, a holoshroud, and Jango Fett's armor, which had been resized for the thirteen year-old bounty hunter.

After a brief battle with Uzran Krag that resulted in the death of the rival bounty hunter, Boba went to Xagobah, intent on capturing Emir Tambor. Through the assistance of a local Xamster named Xern, Boba was able to approach the front lines of the ongoing battle at Mazariyan Citadel with little difficulty. After saving Padawan Ulu Ulix from an almost-certain death, he gained the assistance of Jedi Master Glynn-Beti, both of whom were unaware that Fett was also the orphan Teff they had picked up on Raxus Prime so long ago. In Fett's debt, the Jedi provided him with some information on their timetables, giving him the perfect window to strike at Tambor. Fett was able to infiltrate the Foreman's Citadel and confront him, but was unsuccessful in capturing the Foreman before General Grievous arrived to extract Tambor. Defeated, Fett only survived by intentionally coming into contact with paralysis spores, fooling Grievous and Tambor into thinking him dead. Unwilling to give up, Fett rushed back to the *Slave I* to pursue Tambor in orbit, but was stymied by Asajj Ventress in her fighter. Just when it seemed all was lost, the young bounty hunter was saved by a timely intervention from Anakin Skywalker, who drove off the Sith assassin. However, she had bought enough time for Emir Tambor, whose ship had made the jump to the safety of hyperspace.

Matters deteriorated further when Skywalker claimed the bounty hunter as a prisoner. Fett knew that he had to play the only card he had left -- the knowledge that Dooku and Tyranus were the same person. Refusing to speak to anyone but the Supreme Chancellor, Skywalker gave him clearance to fly directly to Coruscant. Boba, aware that his meeting would give him an opportunity to confront Jedi Master Mace Windu, looked forward to avenging his father's death. After arming himself during a visit to crime lord Hat Lo, Boba went to await his meeting with Palpatine in the Chancellor's lobby. There, he confronted his father's murderer and managed to wound Master Windu, but was ultimately overcome. Refusing to surrender, it looked as though the Jedi would end Fett's life on the spot, if not for the Chancellor's interference. Boba was given asylum within Palpatine's office, where he revealed the truth about Count Dooku and the origins of the Clone Army. Well aware of the deceptive nature of the army,

Palpatine merely paid Fett a handsome ransom to keep the secret, and promised that the Jedi would soon get their comeuppance.

Boba Fett believed Palpatine and felt validated as he read the early reports on the night of Order 66. Vindicated, but still determined to become the greatest bounty hunter that ever lived, Boba headed to Jubilar to participate in their All-Human Free-For-All where he met Han Solo for the first time. Determined to get back to his roots, he went to Jango Fett's homeworld, Concord Dawn, where he became a Journeyman Protector under the alias Jaster Mereel, the name of Jango's adoptive father. At age 16



THE INFAMOUS BOBA FETT

Fett married a Kiffar woman named Sintas Vel, and within a year the two had a child named Ailyn. Two years later, his wife was raped, and after murdering the man responsible, he was exiled from Concord Dawn, forcing him to walk out on his family.

The trauma forced Fett to become a cold-hearted mercenary and bounty hunter with a deadly reputation that quickly grew infamous throughout the galaxy. Boba began working largely for the Hutt clans once again, and developed a rivalry with smuggler Han Solo. For years the two would engage in games of tabaga-and-vrelt, but Solo always seemed to ultimately emerge the victor, either by luck or the timely intervention of allies. Their rivalry culminated twenty-two years after the Clone Wars at the battle at the Pit of Carkoon, where the smuggler knocked Fett into the Sarlacc. He emerged from certain death days later; his armor protected him from the digestive acids, though he was horribly scarred.

Fett returned to bounty hunting with great fervor, taking down a number of high-profile targets and solidifying his reputation as the most fearsome bounty hunter in the galaxy. Following the death of Fenn Shysa, Boba Fett was named Mandalore, a title he largely ignored, preferring to focus on hunts. However, during the Vong Invasion, he realized it was time to take his title seriously and led the Mandalorians in a deadly game of subterfuge against the alien invaders. During the civil war that followed the Vong Invasion, at the age of seventy-three, Boba Fett began feeling the effects of clone degenerative disease. He went on a journey to uncover the path to extending his life and ultimately reversing the disease's effects. In the process, he also connected with his granddaughter, Mirta Gev, and his true Mandalorian heritage. He also managed to finally put aside his enmity with his nemesis, training Solo's daughter, Jaina, to end the threat posed by Darth Caedus.

Boba Fett (Battle of Geonosis)

CL 1

Medium Child Human Male Soldier 1

Destiny 1; Force 5

Init +2; Senses Perception +6

Languages Basic, Huttese

Defenses Ref 16 (flat-footed 13), Fort 14, Will 13

Hp 30; Threshold 14

WHIPCORD**Simple Weapon**

The whipcord is a short range snare weapon designed largely to immobilize creatures for capture, though they are also popular with bounty hunters who seek to capture sentient beings as well. The cable is a smartrope, and when small sensors in the tip detect a suitable target, such as arms, legs, torso's or beams, the rope will automatically wrap around the target in an attempt to ensnare them. On a successful ranged attack, you make a grapple check against your target as a free action. Success puts your opponent in the grappled state, and if the attacker has the pin or trip feats, they may use them against this opponent. Crush, Rancor Crush Throw, and Knock Heads are not viable feats for use with the whipcord. The attacker may also try to drag his opponent with an opposed grapple check, moving the opponent 1 square for every point they succeed by, to a maximum of their move speed.

Size Tiny; Cost 200; Damage (grapple); Stun Damage –; Weight 0.3kg; Type grappling; Availability –; Range 0-1m / 2-3m / 4-5m / 6-7m

PRAX ARMS VELOCITY-7**DART PISTOL****Exotic Weapon**

This dart pistol can fire any type of dart ammunition, and is treated like a blaster pistol for range. The relatively stealthy weapon uses a burst of compressed air to achieve projectile launch, and can use either standard dart ammunition (1d4), to electrodarts (3d8 stun), or even Kamino sabredarts (1d4 + special damage).

Size Small; Cost 1,500; Damage by dart; Stun Damage by dart; Weight 1.1 kg; Type by dart; Availability Licensed

Speed 6 squares

Melee unarmed +1 (1d6) or

Ranged pocker +3 (1d4)

Base Atk +1; Grp +3

Special Actions Jet Pack Training, Vehicular Combat

Abilities Str 10, Dex 14, Con 10, Int 12, Wis 12, Cha 9

Talents Jet Pack Training

Feats Armor Proficiency (light, medium), Vehicular Combat, Martial Arts I, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +5, Knowledge (tactics) +6, Perception +6, Pilot +7, Use Computer +6

Possessions 250 credits, flight bag, Jango Fett's Mandalorian battle helmet (filters), Jango Fett's medium Mandalorian Beskar'gam armor, Jango's legacy journal, pocker (as dart pistol), poncho, *Slave #* (SG 85)

Destiny (Fett legacy) – Boba Fett is a part of the Fett Clan Legacy, and can spend a Destiny Point as a free action to score critical hits on natural rolls of 19 or 20.

Boba Fett (Infiltration of the RAS Endurance) **CL 3**

Medium Child Human Male Soldier 1/Scout 2

Destiny 3; Force 6; Dark Side 1

Init +3; Senses Perception +7

Languages Basic, Huttese

Defenses Ref 19 (flat-footed 16), Fort 16, Will 15; Dodge

Hp 40; Threshold 16

Speed 6 squares

Melee unarmed +2 (1d6+1) or

Ranged pocker +4 (1d4+1)

Base Atk +2; Grp +4

Special Actions Acute Senses, Jet Pack Training, Vehicular Combat

Abilities Str 10, Dex 14, Con 10, Int 12, Wis 12, Cha 9

Talents Acute Senses, Jet Pack Training

Feats Armor Proficiency (light, medium), Skill Training (Stealth), Improved Defenses, Martial Arts I, Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +6, Knowledge (tactics) +7, Perception +7 (may reroll, keeping second result), Pilot +8, Stealth +8, Use Computer +7

Possessions 10 credits, flight bag, Jango Fett's Mandalorian battle helmet (filters), Jango Fett's medium Mandalorian

Beskar'gam armor, Jango's legacy journal, pocker (as dart pistol), poncho, *Slave I** (SG 85)

Destiny (Fett legacy) – Boba Fett is a part of the Fett Clan Legacy, and can spend a Destiny Point as a free action to score critical hits on natural rolls of 19 or 20.

Boba Fett (Battle of Xagobah) CL 7

Medium Young Adult Human Male Soldier 4/Scout 3

Destiny 6; Force 8; Dark Side 3

Init +5; Senses Perception +10

Languages Basic, Huttese, (1 unselected)

Defenses Ref 21 (flat-footed 19), Fort 20, Will 20; Dodge Hp 69; Threshold 20

Speed 6 squares

Melee unarmed +7 (1d6+4) or

Melee integrated combat gloves +7 (1d6+5) or

Melee vibroshiv +7 (2d4+4) or

Ranged WESTAR-34 blaster pistol +8 (3d6+3) or

Ranged WESTAR-34 blaster pistol +6/+6 (3d6+3) or

Ranged integrated whipcord +8 (grab) or

Ranged integrated grappling missile +3 (6d6+3) or

Ranged integrated knee-rocket launcher +3 (by ammo, CW 63)
or

Ranged DC-15S blaster carbine +8 (3d8+3) or

Ranged ion pistol +8 (3d6+3 ion) or

Ranged cyroban grenade +8 (3d6+3) or

Ranged pocker +8 (1d4+3) or

Ranged Stokhli spray stick +8 (3d8+3 stun)

Base Atk +6; Grp +8

Special Actions Acute Senses, Jet Pack Training, Vehicular Combat

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

Talents Acute Senses, Armored Defense, Improved Initiative, Jet Pack Training

Feats Armor Proficiency (light, medium), Dual Weapon Mastery I, Dual Weapon Mastery II, Skill Training (Knowledge [tactics], Stealth), Improved Defenses, Martial Arts I, Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +9, Knowledge (tactics) +10, Knowledge (technology) +10, Perception +10, Pilot +10, Stealth +10,

Survival +10, Use Computer +10

Possessions Combat gloves, cryoban grenade, DC-15S blaster carbine, flight bag, glib rations, holoshroud, ion stunner, Jango's legacy journal, medpac, medium Mandalorian Beskar'gam armor (+7 armor, +1 equip; as battle armor with helmet package; integrated equipment: 5 slots [aural amplifiers, electrobinoculars, flight suit, jet pack, 1 slot remaining], weapon mount: 4 slots [grappling missile, whipcord, 2 knee-mounted wrist-rocket launchers]), pocker (as dart pistol), poncho, repair kit, *Slave I** (SG 85), Stokhli spray stick, toolkit, vibroshiv, WESTAR-34 blaster pistols (2)

Destiny (Fett legacy) – Boba Fett is a part of the Fett Clan Legacy, and can spend a Destiny Point as a free action to score critical hits on natural rolls of 19 or 20.

**The Slave I uses the same stats as those presented in Starships of the Galaxy page 85 except that its weaponry is replaced with the following: swap concussion mines for ion mines, medium concussion missiles for small concealed concussion missiles, add concealed light turbolaser cannon, backup battery, interstitial stealth field generator (treated as Sensor Mask, SV 61), and sensor jammer.*

BOK

Born to the leader of the nearly extinct Morgukai cult of Kajain'sa'Nikto warriors, Bok was a proud warrior eager to test himself in battle. Bok was eager to live up to his father, Tsyrr, who was famous for surviving a battle with a Jedi Knight. Bok was a model student for his father, albeit reckless and impatient. Eight years before the Clone Wars, Bok and his father were hired by Kh'aris Fenn and Count Dooku to assist with their attempted coup on Ryloth. Operating from a hidden base on Kintan, Bok and Tsyrr kidnapped the prime heir of Clan Secura, as well as his protector Jedi Master Tholme. However, the Jedi had allies searching for him, and Bok and his father soon found themselves locked in an epic battle with Jedi Quinlan Vos and Aayla Secura. Bok was outmaneuvered in his first action against the Jedi when Aayla left him stranded on a rock floating down a river of lava. When Bok asked his father for help, Tsyrr refused him. Bok rode his rock off a



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massive cliff, but somehow managed to survive the fall.

When he returned to the fortress on Kintan, where he found his father engaged in combat with the Jedi. Bok proved himself to his father by surviving, but their reunion was cut short when Quinlan Vos beheaded Tsyrr with his lightsaber. Bok lost his right arm to Aayla Secura's lightsaber moments later, and when she offered him mercy, he leapt off yet another cliff, letting the Jedi think him dead and the Morgukai extinct once again. Bok survived the fall, and regrouped with Kh'aris Fenn and Count

Dooku, who promised Bok that in exchange for his service, he would help rebuild the Morgukai, and deliver vengeance on the Jedi who maimed him and killed his father.

Bok was quickly sent to Saleucami to serve as the genetic template and chief trainer of a Morgukai clone army. While not as large an operation as the Kaminoan cloning center, the Morgukai army still numbered several thousand, and by two years after the Battle of Geonosis, the initial batch of clones was deemed combat-ready. Bok was disappointed in the clones, convinced they weren't true Morgukai. Dooku was even less impressed. In an effort to make the clones more formidable, Anzati were brought in to train them in the anzati arts of stealth and assassination. After six months of watching the Anzati train his clones, Bok was longing for real combat.

Combat came when, six months before the end of the Clone Wars, Jedi Master Tholme located their cloning facility on Saleucami and warned the Jedi, who sent Jedi Master Oppo Rancisis to combat the threat. Bok often led his clones into battle, especially after discovering that both Quinlan Vos and Aayla Secura were on Saleucami. Bok was surprised to learn that Vos was a double agent, and attacked the Jedi that killed his father at every provocation, despite his importance to Dooku's schemes. Bok's instincts proved right when, after five long months of fighting on Saleucami, Vos revealed his true loyalties.

Bok had been sent on a wild bantha chase to disarm Republic explosives near the shield generator, when in fact they were in the geothermal power plant lava pump. Bok escaped the cloning chambers and barracks just in time to avoid the deadly lava floe and spot the Jedi responsible, Aayla Secura. Delirious with bloodlust, Bok chased the Jedi down for his long-overdue rematch. Bok was able to quickly disable Secura's lightsaber, but the Bok's rage proved his undoing. When Bok charged the Jedi, outmaneuvered the Morgukai and used the Force to push him into a deadly laser gate, killing him instantly.

Bok

CL 16

Medium Nikto (Kajain'sa'Nikto) Male Scout 1/Soldier 7/Gladiator 5/Elite Trooper 3

Force 14; Dark Side 9

Init +10; Senses Perception +9

MORGUKAI CORTOSIS STAFF

Exotic Weapon

The ancient Sect of Kajain'sai'nikto known as the Morgukai were the original creators of the cortosis staff – a weapon they wielded against the Jedi mercilessly. The weapon consists of a long staff made from cortosis ore, which is capable of parrying a lightsaber blade. An energy spearhead enveloped in a plasma sheath is fixed to one end of the shaft. Morgukai Cortosis staves are coveted by collectors, as they are exceedingly difficult to locate and acquire. The Morgukai Cortosis staff is a double weapon. You can attack with both ends of the weapon as a full-round action, but both attack rolls take a -10 penalty (although certain feats and talents can reduce these penalties).

The weapon has the Cortosis template applied and retains its DR against lightsaber attacks.

Size Large; Cost 12,000; Damage 2d6/1d6; Stun Damage –; Weight 4 kg; Type Energy/Slashing (blade), Bludgeoning (staff); Availability Rare

Languages Huttese, Nikto, Pidgin Basic

Defenses Ref 35 (flat-footed 32), Fort 36, Will 27; natural armor +2

Hp 126; DR 1; Threshold 41

Speed 6 squares

Melee Morgukai staff +20 (2d6+15) or

Melee Morgukai staff +20 (1d6+15) or

Melee Morgukai staff +10/+10 (2d6+15/1d6+15) or

Melee Morgukai staff +20 (3d6+15) with Mighty Swing or

Melee Morgukai staff +24 (2d6+23) with Powerful Charge or

Melee unarmed +18 (1d6+12) or

Ranged heavy blaster pistol +17 (3d8+8) or

Ranged by weapon +17

Base Atk +15; Grp +18

Atk Options Flurry, Mighty Swing, Powerful Charge

Special Actions Delay Damage, Personal Vendetta, Shake It Off, Unflinching (2/encounter)

Abilities Str 16, Dex 14, Con 15, Int 13, Wis 12, Cha 8

Talents Armored Defense, Brutal Attack (Morgukai staff),

Devastating Attack (Morgukai staff), Evasion, Greater

Devastating Attack (Morgukai staff), Greater Weapon Focus

(Morgukai staff), Melee Smash, Personal Vendetta, Stunning Strike

Feats Armor Proficiency (light, medium), Exotic Weapon

Proficiency (Morgukai staff), Flurry, Improved Damage

Threshold, Martial Arts I, Mighty Swing, Powerful Charge,

Shake It Off, Weapon Focus (Morgukai staff), Weapon

Proficiency (advanced melee, pistols, rifles, simple weapons)

Skills Endurance +14, Jump +15, Mechanics +13, Pilot +14,

Survival +13 (may reroll, keeping second result), Use

Computer +13

Possessions Anzati blades (2), bionic arm (treated as cortosis

gauntlet LE 183), heavy blaster pistol, Morgukai staff,

Morgukai armor (as light Beskar'gam SV 48), throwing razors

(as daggers)

Event (crippled) – Bok lost his right arm at the elbow to Aayla Secura's lightsaber. He has a cybernetic prosthesis that acts as a cortosis gauntlet (LE 183), and if his Fortitude Defense is reduced as a result of moving down the Condition Track, his damage threshold remains the same.

BOSSK

Bossk, born thirty-one years before the Clone Wars, was the son of Cradossk, head of the Bounty Hunters Guild. Bossk was a savage Trandoshan hunter who already had begun gaining valuable experience alternately working with and competing for hunts against the likes of Jango Fett, Aurra Sing, Zam Wessel and others on worlds like Esselles, Kuat and Balmorra. By the time of the Battle of Geonosis, he was already a respected pilot and bounty hunter by his peers, if still a bit green.

Seven months into the Clone Wars, Bossk took part in the Battle of Akoshissss, flying a Sabaoth Starfighter. His actions in

BOSSK



the battle earned him a 35,000 credit Republic bounty. Because of his father, Bossk had no shortage of experienced bounty hunters willing to take him on as a partner, in hopes of gaining exclusive access to higher profile hunts from Cradosk.

Days later Bossk was pulled out of hyperspace by a black hole while traveling toward the edge of Wild Space. He was then captured by the cursed Black Hole Pirates, and press-ganged into joining Captain McGrrrr's crew. The black hole prevented any ship from jumping to hyperspace, but there was an ancient Kwa Infinity Gate at the site, which could theoretically transport them all to safety if only a Jedi were there to activate it. Bossk, convinced he might spend the rest of his life there, began bullying other members of the crew, in effort to move up the pecking order. A few days after becoming stranded, a group of new arrivals counted a Jedi among their number. Though Bossk managed to murder his way into the position of First Mate, he abandoned the Black Hole Pirates to return to civilized space as soon as he was on the other side of the Infinity Gate.

Ten months into the Clone Wars, Bossk was contacted by Aurra Sing to join a crew she was putting together to kill Jedi Master Mace Windu. The 1.25 million-credit bounty from the Separatists would catapult Bossk immediately into the upper

echelon of bounty hunters in the galaxy, earning him enough Jagganath Points to sit at the Great Scorekeeper's right hand in the afterlife. Bossk joined Aurra Sing, Castas, and future rival Boba Fett onboard the *Slave I*. Bossk was by far the best pilot on his team, and was always at the controls of Jango Fett's unique craft.

The team's first and second attempts on Mace Windu proved failures, though they were able to capture Republic Admiral Kilian, Clone Commander Ponds, and a deck officer from Kilian's ship, who they hoped to turn in for smaller bounties with the Confederacy. Bossk flew the team to Florrum, where they hoped to draw in Mace Windu with the threat of hostage execution. While Castas, Sing and Fett went into Hondo Ohnaka's compound on Florrum, Bossk took the prisoners to the planet's wastelands to await word from Sing to release or kill the captives.

Just as the time limit Sing set as a failsafe expired, and Bossk prepared to kill the prisoners, Jedi Ahsoka Tano and Plo Koon arrived on the scene in hot pursuit of Aurra Sing. Bossk's weapon was knocked loose and both Bossk and Boba Fett were taken prisoner by the Republic. By religious doctrine, Bossk's Jagganath Points were reset to zero as a result. This experience cemented his hatred for both Boba Fett, and hunting in packs. He was eventually released from prison by the Galactic Empire to track a number of Imperial bounties at a discounted rate.

Bossk's career and reputation were eventually rebuilt after the Clone Wars, and he purchased his own YV-666 light freighter named the *Hound's Tooth*. Over the next eighteen years, Bossk, as a member of the Guild, took on Imperial bounties, worked for the Hutt cartels and even crime lord Tyber Zann. During this time, Bossk's rivalry with the Wookiee Chewbacca and fellow hunter Boba Fett grew increasingly deadly, though Bossk found himself roped into working alongside Fett a number of times over the intervening years.

Bossk was eventually able to take over a faction of the then-splintered Bounty Hunter's Guild he called the Guild Reform Committee. He spent most of his time working out of Tatooine for Lady Valarian or Jabba the Hutt, though he would also conduct guild business from his ship, which routinely patrolled the Kashyyyk System on the hunt for free Wookiees visiting home.

Twenty-one years after the end of the Clone Wars, Bossk was

considered one of the greatest hunters in the galaxy, second only to Boba Fett. He was hired by Darth Vader to track and capture Han Solo and the *Millennium Falcon* in orbit around Hoth. Bossk had teamed with up-and-coming hunters Tinian I'att and Wookiee Chenlambec, but the two betrayed him and stole his ship, instead freeing thousands of enslaved Wookiees.

A year later, Bossk finally got one over on Boba Fett when he held a critical piece of evidence Fett needed. Bossk was able to sell the evidence for an exorbitant sum, which he retired on. Almost twenty years later, during the Yuuzhan Vong invasion, Bossk ran into Han Solo. Bossk had heard his rival, Chewbacca, had been killed in the initial invasion, and he spat on the Wookiee's grave to spite Solo. In the brawl that followed, Bossk was knocked unconscious and locked up, though he escaped before the Vong destroyed the station.

Bossk CL 6
 Medium Trandoshan Male Scout 4/Soldier 2
Destiny 5; Force 8; Dark Side 4
Init +10; Senses darkvision; Perception +4
Languages Basic, Dosh
 Defenses Ref 22 (flat-footed 19), Fort 22, Will 17; natural armor +1, Thick Skin
Hp 67; Threshold 22; limb regeneration
 Speed 6 squares
 Melee unarmed +8 (1d4+6) or
 Ranged micro grenade launcher +7 (special) or
 Ranged by weapon +7
 Base Atk +5; Grp +8
 Atk Options Forceful Blast
 Special Actions Commanding Presence, Dive for Cover,
 Regenerative Healing, Shake It Off, Vehicular Combat
Abilities Str 16, Dex 14, Con 15, Int 12, Wis 13, Cha 10
 Talents Acute Senses, Commanding Presence, Expert Tracker
 Feats Armor Proficiency (light), Dive For Cover, Forceful Blast,
 Regenerative Healing, Targeted Area, Thick Skin, Toughness,
 Vehicular Combat, Shake It Off, Weapon Proficiency (pistols,
 rifles, simple weapons)
 Skills Endurance +10, Initiative +10, Jump +11, Pilot +10,
 Survival +9, Use Computer +9

Possessions comlink, flight suit, micro grenade launcher

Destiny (champion) – Bossk was destined to take control of the Bounty Hunter's Guild, a fact he held dear from the moment of his birth.

Organization Score (Bounty Hunter's Guild) – 9

CAD BANE

Considered to be the most skilled and cunning bounty hunter of the Clone Wars, Cad Bane was feared and respected by most sentient beings in the galaxy. He was largely utilized by the Hutt kadjijcs in the Outer Rim for years before Darth Sidious and the Separatists became his primary clients. Toward the end of the seventh month of the Clone Wars, Cad Bane was anonymously holed up in a shabby Coruscant motel room when he was hired by Darth Sidious to capture Jedi Master Ring-Sol Ambase on the Separatist-occupied world of Kynachi. Bane was able to manipulate Ring-Sol's Padawan, Nuru Kungamura, into helping him with his mission, which, despite the loss of the planet to the Republic, was a complete success. Bane dropped the comatose Jedi Master off on Bogden V before fading back into the shadows.

Nearly a month later, Bane was hired by a mysterious sentient to free Ziro the Hutt from Coruscant's correctional facilities. Bane realized it was hardly a one-man job, and recruited a team of hired guns to help complete his contract. However, the ruthless Duros first had to see how his team would work together under combat conditions. To accomplish this, Bane brought Aurra Sing, Shahan Alama and Robonino to Keyorin, where he had arranged to meet with Davtokk, a rival mercenary. Bane's crew was flawless in their execution of the plan, and Davtokk was disabled shortly after his arrival on-world before Bane eliminated any threat he could pose permanently.

Days later, Bane and his crew made their way to Coruscant, having resolved to hold key members of the Galactic Senate hostage to force the Chancellor to pardon Ziro. Bane and his crew were flawless in their execution of the crafty Duros' plan. They were able to infiltrate and lock down the East Wing of the Senate Hall in moments, and corral nearly a dozen Senators and their aides into a single room. The senators were unused to taking

orders, however, and Bane was forced to murder Senator Philo to show the others the folly of disobedience. Despite interference from an unarmed Jedi Knight Anakin Skywalker, Bane's plan was a complete success, and the explosives his crew left synced to a remote detonator ensured their clean getaway. Bane instructed his posse to scatter, paying them only half their agreed-upon fee out of his own pocket, promising the rest after successful delivery of Ziro safely offworld. Fortunately for Bane, Shahan Alama and Robonino were captured, and Cad Bane only had to pay Aurra Sing the remainder of the agreed-upon amount.

Within days, early in the ninth month of the Clone Wars, the ruthless mercenary was again on the job, still working for a mysterious client. This time, Bane was contracted to acquire the gravitic core for Kul Teska's experimental Gravitic Polarization Beam being built for the Separatists on their secret base on Behpour in the Naboo System. Bane intercepted the core on its way to Behpour onboard a Separatist *Munificent-class* frigate near Alzoc III by way of Seylott. He left the frigate to crash into the icy mountains of Alzoc III, and took his prize to his rendezvous at Ryloth onboard the *Sleight of Hand*.

Unfortunately, Bane's delivery was interrupted by a pair of clone troopers, followed by a horde of separatist battle droids, and then Jedi Knight Skywalker and his Padawan. Luckily, the Jedi and clones were able to destroy the droids and transported Bane with his bounty to his ship, which they intended to commandeer. However, Kul Teska ambushed them and stole Bane's ship and the core instead. Bane, furious, used the distraction of Teska's attack to escape, disguising himself as a clone trooper. Within his armored guise, he was able to hitch a ride with the Republic to Behpour, and infiltrate Teska's Gravitic Polarization Beam facility. He sabotaged the hyperdrive on the *Sheathipede-class* shuttle used by Count Dooku and Asajj Ventress before making his way to the control room of the beam weapon, intent on taking revenge on Teska. To Bane's delight, he found Skywalker and Tano already doing battle with the cyborg Skakoan, though coming up the worse for their efforts. Bane, having shed his disguise, launched a sneak attack on Teska, disabling the skakoan's rocket boots and stranding him near the beam ignition ring. The cold mercenary then stole back the *Sleight of Hand* and left the system, forced to settle for vengeance instead of success.

CAD BANE



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Two weeks later, Bane was hired by Darth Sidious to steal a Jedi Holocron and the Kyber Crystal in exchange for triple the usual rate and a customized starfighter. Bane, realizing that once again, this job was too big to be accomplished solo, subcontracted an on again, off again Clawdite partner, having killed Jedi Knight

Ord Enisence for her to replace. From his sometimes-headquarters in one of the Purple Mer Motel's seedier rooms, Bane briefed changeling Cato Parasitti and his droid, Todo-360 on the mission to infiltrate the Jedi Temple Archive's Holocron Vault. Though Todo-360 was sacrificed as a diversion to keep Obi-Wan Kenobi and Anakin Skywalker off his trail, and Parasitti was captured by Ahsoka Tano, Bane was able to escape Coruscant with the holocron in his possession, making his best possible speed for Devaron.

With his partner captured, and likely selling him out, Bane quickly replaced her with Aurra Sing, and convinced Nute Gunray to loan five *Munificent-class* frigates for a brief assault of Devaron. Cad Bane launched an all-out attack as a diversion while he engaged Jedi Master Bolla Ropal in personal combat. Bane defeated him handily after disabling his lightsaber with cortosis-shot. Bane hoped to torture Ropal until he agreed to activate the holocron and combine it with his Kyber Crystal, but the Rodian Jedi Master perished under Bane's harsh ministrations. Desperate for another Jedi to do the job for him, Anakin Skywalker and his Padawan obliged his needs by boarding his frigate, intent on recovering the holocron and crystal. However, Cad was far too crafty, and quickly captured Tano, which allowed him to blackmail the emotional Skywalker into doing his bidding. Successful in unlocking the list of Force-sensitive children locked within the Kyber Crystal, Bane faked his own death before stowing away onboard Skywalker's transportation back to the *RAS Resolute*, once again disguised as a clone trooper. His ruse was quickly uncovered after landing, thanks to the green trail left by a grievous wound inflicted by the clone he was impersonating. However, Bane was still able to acquire a V-19 Torrent starfighter and hyperspace ring, escaping before the Republic could react.

Successful in his mission against all odds, Darth Sidious happily reimbursed Nute Gunray for his lost frigates and paid Bane his outrageous fee. Bane had impressed his client so much, that he was immediately hired again to kidnap the first four children on the list and bring them to Mustafar. Disguised as a Jedi Master, Cad Bane first went to Glee Anselm and, with the help of a hypnogazer, convinced the parents of Zinn Toa to part with their infant son before going to Rodia to convince Wee

BOLA

Exotic Weapon

The bola is a thrown weapon that allows one to slow down or capture a target at a short distance (uses thrown weapons for range modifiers). A bola allows you to initiate a grab or a grapple attack against a character at range. If the grab attack succeeds, the target takes the listed stun damage from the force of the bola. A character that is grabbed or grappled can attempt to escape the bola (requiring a DC 20 Acrobatics Check) or break out of it (requiring a DC 15 strength check). You can use the Pin and Trip feats with a snare rifle, but you cannot use the Crush or Throw feats.

Size Small; Cost 200; Damage grappling; Stun Damage –; Weight 1.2 kg; Type grappling Availability –

DOUBLE-BARRELED SHOTGUN

Rifles

The double-barreled shotgun is a close range weapon (use hold-out blaster ranges) that does a lot of damage to organics. The double-barreled shot gun does 2d6 damage (piercing) though it deals double damage to unarmored organics. The double-barreled shot gun can also be loaded with cortosis shot, which can disable lightsaber blades. The wide-area attack nature of the shotgun gives it a +2 bonus to attacks against lightsaber blades, and a successful hit shorts out a lightsaber out for 2d6 rounds, though it requires a Mechanics check DC 15 to reactivate as a full round action. The shotgun itself takes 1d4 points of damage (ignoring DR) every time it fires a cortosis shot. Reloading requires a full round action. The double barreled shotgun only holds two rounds, and both can be fired at the same time to add +1d6 to the damage.

Size Medium; Cost 700; Damage 2d6; Stun Damage –; Weight 4.6 kg; Type piercing Availability Restricted

ION STUNNING GAUNTLET

Simple Weapon

An insulated glove with an embedded energy cell, the ion stunning gauntlet produces an electrifying charge when it strikes an electronic target. An ion stunning gauntlet changes the wearer's unarmed melee attacks to ion damage, and they provide a +1 bonus to ion damage on a successful unarmed attack.

Ion stunning gauntlets are two sizes smaller than their wearer. Because of how they are worn, ion stunning gauntlets cannot be disarmed or dropped.

Size –; **Cost** 250; **Damage** –; **Stun Damage** +1; **Weight** 0.4 kg; **Type** energy **Availability** Restricted

Dunn's mother to do the same. While Obi-Wan Kenobi caught up with Bane briefly on Rodia, the bounty hunter was well prepared, and managed to escape on his starfighter, the *Xanadu Blood*. After securing both infants at the Mustafar facility, Bane went to Naboo to acquire Roo Roo Page. Bane walked right into a Jedi trap, and was captured and returned to Coruscant. After Jedi Masters Yoda, Windu and Kenobi combined their powers to compel Bane to give them the location of the two captured children, Bane led Kenobi and Windu to *Black Stall Station*, one of Bane's many boltholes. The Jedi immediately triggered the automatic defenses, and though the Jedi recovered the Kyber Crystal and Holocron, Bane was able to escape in the ensuing chaos. Aware that his station was compromised, as well as his fee, Bane initiated *Black Stall Station's* autodestruct and disappeared into the Outer Rim.

Cad Bane

CL 17

Medium Duros Male Scout 3/Scoundrel 3/Soldier 2/

Bounty Hunter 5/Gunslinger 3/Elite Trooper 1

Force 11; Dark Side 13

Init +17; Senses Perception +15

Languages Basic, Duresse, Huttese, Military Sign, (1 unselected)

Defenses Ref 35 (flat-footed 31), Fort 32, Will 31; Strong-Willed

Hp 127; Threshold 32

Immune inhaled poison

Speed 6 squares

Melee unarmed +15 (1d6+9) or

Melee stunning gauntlet +15 (1d6+10 stun) or

Melee ion stunning gauntlet +15 (1d6+10 ion) or

Ranged LL-30 blaster pistol +19 (3d6+11) or

Ranged LL-30 blaster pistol +16/+16 (3d6+11) or

Ranged LL-30 blaster pistol +16/+16 (3d6+11) with Double Attack or

Ranged LL-30 blaster pistol +13/+13/+13 (3d6+11) with Double Attack or

Ranged LL-30 blaster pistol +17 (4d6+11) with Rapid Shot or

Ranged LL-30 blaster pistol +14/+14 (4d6+11) with Rapid Shot or

Ranged LL-30 blaster pistol +14/+14 (4d6+11) with Double Attack and Rapid Shot or

Ranged LL-30 blaster pistol +11/+11/+11 (4d6+11) with Double Attack and Rapid Shot or

Ranged hold-out blaster +19 (3d4+10) or

Ranged hold-out blaster +16/+16 (3d4+10) with Double Attack or

Ranged hold-out blaster +17 (4d4+10) with Rapid Shot or

Ranged hold-out blaster +14/+14 (4d4+10) with Double Attack and Rapid Shot or

Ranged double-barreled shotgun +18 (2d6+8) or

Ranged bola +18 (1d6+8 stun + grab) or

Ranged thermal detonator +18 (8d6+8) or

Ranged whipcord +18 (grab)

Base Atk +14; Grp +18

Atk Options Double Attack, Hailfire, Pin, Point Blank Shot, Precise Shot, Rapid Shot

Special Actions Delay Damage, Quick Draw

Abilities Str 13, Dex 18, Con 12, Int 16, Wis 14, Cha 14

Special Qualities Delay Damage, Familiar Foe +2, Trusty Sidearm +1

Talents Acute Senses, Exotic Weapon Mastery, Hailfire, Improved Initiative, Improved Skirmisher, Jedi Hunter, Multiattack Proficiency (pistols), Notorious, Skirmisher, Strong-Willed, Weapon Specialization (pistols)

Feats Armor Proficiency (light), Armor Proficiency (medium),

HYNOGAZER

This device hypnotizes subjects into a very compliant state. As a full-round action, the hypnogazer makes an attack against the target's Will Defense (1d20+5). A successful attack means that any Persuasion checks made against the target are always considered to be made against a friendly target.

Size Small; Cost 3,000; Weight 2 kg

MAGNO-GRIP BOOTS

Electromagnetic grippers enable the wearer to cling to a ship's hull, even when the ship is moving at high speed. They also enable a +10 bonus to Climb checks on metallic surfaces, and allow Climb Checks to be made on even sheer metallic and inverted surfaces.

Size varies; Cost 500; Weight 1.5 kg

STUN BINDERS

Stun binders are restraints designed to work on Jedi or other powerful prisoners. The cuffs have Damage Reduction 15, 20 hit points, and Strength 40. Breaking them requires a DC 30 Strength check, and removing them without the seven-digit release code requires a DC 25 Mechanics check. Any attempt to break the cuffs with a Strength check, or a failure at a Mechanics check causes the wearer to take 2d6 Stun damage.

Size Small; Cost 225; Weight 0.5 kg

Dual Weapon Mastery I, Double Attack (pistols), Martial Arts I, Pin, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +15, Gather Information +15, Initiative +17 (may reroll, keeping second result), Mechanics +16, Perception +15 (may reroll, keeping second result), Pilot +17 (may reroll, keeping second result), Survival +15, Use Computer +16

Possessions *Black Stall Station*, bola, cybernetic breather tubes (as breath mask), double-barreled shotgun (with cortosis shot), earbud comlink (2), hold-out blaster, hypnogazer, ion stun gauntlet, LL-30 blaster pistol (with scope) (2), mango-grip boots (with mitronomin rocket thrusters), nashtah-hide tunic, Padawan braid trophies (4), *Sleight of Hand Telgorn-class* dropship, stun binders, stunning gauntlet, thermal detonator, Todo 360 techno-service droid, wide-brim hat, wrist gauntlets (with comlink, data uplink, datapad, and whipcord), *Xanadu Blood* Porax-38 starfighter

Occupation (criminal) – Cad Bane is an experienced thief and killer, and Gather Information and Persuasion are always considered class skills for him.

CASTAS

Castas had the undeserved reputation of a seasoned professional, and was a well-respected bounty hunter by the time of the Clone Wars. He managed to keep quiet that all his successes were engineered through a series of lucky breaks and betrayals. Ten months after the Battle of Geonosis, Castas was offered a spot on Aurra Sing's team assembled to kill Jedi Master Mace Windu. Despite warnings from his friend Fong Do and a history of botched jobs he worked with Sing, Castas signed on, joining Sing, Bossk and Boba Fett. He was impressed with Sing's plan, and even more thrilled that it entailed him risking and doing very little.

While, the first attempt on Windu's life failed, but the second was believed to be a success. Unfortunately, Castas was forced to accompany Aurra Sing and Boba Fett into the wreckage of the *RAS Endurance* to try and recover evidence of Windu's death to ensure a 1.25 million-credit payday from the Separatists. Castas was wary of the wreck, and complained loudly about it. As the group climbed a turbolift shaft, they were attacked by falling debris and even a thermal detonator before Castas convinced Sing that their plan was not going to work.

The group headed back to the *Slave I*, where Bossk reported that a Jedi starfighter had just lifted off. Castas identified it as Mace Windu's fighter, and operated the sensors onboard the *Slave I* while the team gave chase, though the Jedi-General's



fighter escaped into hyperspace. Lamenting the loss of a fortune, and the likelihood of Jedi reprisal, Castas made clear his intention to leave Aurra's band of hunters. Castas was dropped off on Florrum, where Sing and her allies planned to regroup.

Castas contacted his friend Fong Do on the holocomm, hoping to convince him to pick him up. He knew he could make a decent credit selling out Aurra Sing to the Jedi, and hoped that with Fong Do's contacts on Coruscant, he could get negotiate for the best price. Unfortunately, he made his intentions known to his friend while still within earshot of Aurra Sing, who called out to her former ally. Castas turned around, and Aurra Sing blasted him in the face in the middle of his transmission.

Castas

CL 8

Medium Klatoonian Male Scout 6/Soldier 1/Bounty Hunter 1
Force 9; Dark Side 5

Init +14; Senses Perception +14

Languages Basic, Huttese

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

Hp 85; Threshold 23

Speed 6 squares

Melee unarmed +8 (1d4+8) or

Ranged Merr-Sonn model 434 +6 (3d8+4) or

Ranged Merr-Sonn model 434 +4 (4d8+4) with Rapid Shot or

Ranged by weapon +6

Base Atk +5; Grp +8

Atk Options Hobbling Strike, Rapid Shot

Special Actions Conditioning, Tough as Nails

Abilities Str 16, Dex 13, Con 16, Int 12, Wis 10, Cha 8

Talents Acute Senses, Hunter's Mark, Keen Shot, Tough As Nails, Watchful Step

Feats Armor Proficiency (light), Bad Feeling, Conditioning,

Hobbling Strike, Informer, Rapid Shot, Skill Focus

(Perception), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Climb +12, Endurance +12, Knowledge (tactics) +10

Perception +14 (may reroll, keeping second result), Survival +9, Use Computer +10

Possessions Bandolier, heavy blaster pistol

CATO PARASITTI

A Clawdite assassin from Zolan, Cato Parasitti was a frequent partner of bounty hunter Cad Bane. The infamous Duros mercenary often used her unique abilities as a changeling and slicer to complete complicated assignments, or even sub-contract out work he did not have the time to do himself. Nine months into the Clone Wars, Parasitti met with Cad Bane on Coruscant to discuss the latest job, the theft of a Jedi Holocron. Cato took

on the form of Jedi Ord Eminence, a Skrilling member of the Jedi Order that Cad Bane had recently killed to provide a disguise for Cato.

Her convincing imitation easily allowed her access to the Jedi Temple Archives, where she was able to hack the Jedi security network from an archive terminal, and provide mission support to Cad Bane and Todo 360, his techno-service droid. However, the Jedi were aware of a pending infiltration, and when Jedi Master Jocasta Nu alerted Cato the temple was on high alert, she lashed out at the venerable librarian, knocking her unconscious and taking her form. Cato continued to provide mission support for Bane until she was confronted by Jedi Padawan Ahsoka Tano.

Parasitti was caught, but hoped to fight her way past the young Togruta to escape the temple and disappear into Coruscant's lower levels. Unfortunately, Ahsoka was far too skilled a duelist,

CATO PARASITTI



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and managed to capture Cato in short order. Loyal only to herself, Cato gave the Jedi all the information she knew related to Cad Bane's next stop, in hopes of avoiding a lengthy prison sentence. It is believed she spent the remainder of the Clone Wars in the Republic Penal System regardless.

Cato Parasitti CL 13

Medium Clawdite female Scoundrel 7/Scout 3/Infiltrator 2/
Assassin 1

Force 8; Dark Side 5

Init +14; Senses Perception +13

Languages Basic, Bocce, Clawdite, Huttese

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

Hp 73; Threshold 25

Speed 6 squares

Melee combat gloves +11 (1d6+9) or

Melee combat gloves +11 (2d6+9 stun) or

Melee lightsaber +6 (2d8+7) or

Ranged sporting blaster rifle +13 (3d6+6)

Base Atk +10; Grp +13

Atk Options Dastardly Strike, Mighty Swing, Precise Shot, Point
Blank Shot, Sneak Attack, Surprise Strike

Special Actions Shapeshift, Startle

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

Special Qualities Unarmed Stun (+1 die)

Talents Blend In, Gimmick, Incognito, Dastardly Strike,
Murderous Arts I, Silent Takedown, Sneak Attack, Surprise
Strike

Feats Assured Attack, Impersonate, K'tara Training, Martial
Arts I, Mighty Swing, Precise Shot, Skill Focus (Deception,
Stealth), Sniper, Point Blank Shot, Weapon Proficiency
(pistols, rifles, simple weapons)

Skills Acrobatics +14, Deception +17 (may reroll when creating
a deceptive appearance, keeping the better result), Initiative
+14, Perception +13, Stealth +19, Use Computer +13

Possessions Blast pauldron, blaster rifle, bracers, comlink,
datapad, greaves, holoshroud, lightsaber (during Holocron
Heist only), mechanical interface visor

CIAN SHEE

A talented young slicer in Coruscant's underworld, Cian Shee was hired by Kalyn Farnmir on many occasions during the Separatist Crisis that preceded the Clone Wars. The two immediately realized their skill sets were perfectly complimentary and began a formal partnership after a few bounties. Their most notorious case was the capture of High Priest Scri Oscuro of the Cult of Psusan, gaining them notoriety and access to higher profile bounties.

Unfortunately, the court system was unable to sentence Oscuro for long, and he swore revenge on both ladies. When Shee was cornered alone by Oscuro and a gang of his thugs, she made a deal to sell out Kalyn to the cult in exchange for her own life and a tidy sum of credits. Oscuro agreed, and Shee planned the betrayal of her friend and partner. Just days before she was supposed to ambush Kalyn, her friend called her to the Outlander Club to meet for a drink. Shee was convinced her friend suspected nothing, but when they left together to discuss a potential job, Kalyn tackled Cian to the ground in the alley behind the club. Realizing she was outmatched, Shee was able to escape Farnmir's clutches and vanish into the lower levels.

Throughout the Clone Wars, Shee worked extensively for the Republic, with only occasional jobs for members of the underworld. When the Clone Wars ended, her track record with the Republic made it easy for her to obtain her Imperial Peace-Keeping Certificate, where she tracked down Separatist holdouts, war criminals, and rebel sympathizers. Years into the reign of the Galactic Empire, Shee noticed Kalyn Farnmir's name on the Imperial Enforcement DataCore. Tired of looking over her shoulder for nearly a decade, Shee accepted the bounty and began tracking down her former partner. Cian finally caught up to Kalyn on Nar Shaddaa, confident her years of training and experience since the dissolution of their partnership would ensure she came out on top, but she was wrong. Despite stormtrooper support, Cian Shee was killed at the hands of Kalyn Farnmir.

Cian Shee
Medium Human Female Scoundrel 7/Improvisor 1
Force 11; Dark Side 4
Init +7; Senses Perception +5

CL 8

CIAN SHEE



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Languages Basic, Binary (understand only), Huttese

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

Hp 47; Threshold 18

Speed 6 squares

Melee unarmed +5 (1d4+5) or

Melee hydrospanner +5* (1d4+1d6+5) or

Ranged blaster pistol +7 (3d6+5) or

Ranged by weapon +7

Base Atk +5; Grp +7

Atk Options Point Blank Shot, Sneak Attack

Special Actions Close Combat Escape, Electronic Sabotage,
Quick Draw, Vehicular Combat

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

Special Qualities No Tools Required

Talents Electronic Sabotage, Gimmick, Security Slicer, Sneak
Attack, Virus

Feats Close Combat Escape, Gearhead, Improvised Weapon Mastery, Point Blank Shot, Quick Draw, Skill Focus (mechanics, use computer), Vehicular Combat, Vehicle Systems Expertise, Weapon Proficiency (pistols, simple weapons)

Skills Acrobatics +13, Deception +11, Gather Information +11, Knowledge [technology] +13, Mechanics +18, Persuasion +10, Pilot +13, Use Computer +18

Possessions blaster pistol, comlink (hands-free), computer interface visor, datapad, lectroticker, hibaka 2000 mem-stik, computer spike (+8), security kit, toolkit

**treated as an improvised weapon*

CROVAN DANE & TAHNCHUKKA

A small-time smuggler, bounty hunter and slaver, Crovan Dane often partnered up with Tahnchukka, a one-eyed, gray-furred Wookiee who he nick-named "Tank". While not inherently evil, the outbreak of the Clone Wars had forced the two to accept some less than savory jobs to survive. They eventually associated with Ziro the Hutt on Coruscant, and failed to carry out their end of an unknown bargain. Desperate to balance the creditsheet with the notorious Hutt gangster, seven months into the Clone Wars, Dane and Tank took a job with Doctor Bitt Panith of the Confederacy.

The pair spent weeks on Kashyyyk collecting a variety of creatures on the Muun doctor's checklist, including a Terentatek and small group of Wookiees. During those grueling weeks in Kashyyyk's Shadowlands, they began running out of supplies and to keep the operation afloat, Crovan and his companion had to sell a Wookiee named Sunchoo into slavery to Trade Federation Ambassador Bankor. Unfortunately, before they could make their delivery, Panith was taken prisoner by Republic forces. It is unknown if Dane and Tank managed to evade capture, ended up in prison, or were convinced to switch sides, lending their abilities to the cause of the Republic.

Crovan Dane

CL 5

Medium Human Male Scout 2/Scoundrel 3

Force 5; Dark Side 4

Init +9; Senses Perception +2

Languages Basic, Shriiwook (understand only)

Defenses Ref 19 (flat-footed 17), Fort 18, Will 16

Hp 56; Threshold 18

Speed 6 squares

Melee unarmed +4 (1d4+3) or

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

Ranged blaster pistol +0/+0 (3d6+2)

Base Atk +3; Grp +5

Atk Options Bantha Herder, Point Blank Shot

Special Actions Lure Closer, Shake It Off, Trick Step, Vehicular Combat

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

Talents Lure Closer, Trick Step, Vehicle Sneak

Feats Bantha Herder, Dual Weapon Mastery I, Pistoleer, Point Blank Shot, Shake It Off, Toughness, Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +9, Initiative +9, Knowledge (galactic lore) +8, Mechanics +8, Pilot +9, Survival +7, Use Computer +8

Possessions Blaster pistols (2), modified Corellian freighter

Occupation (pilot) – Dane was once a legitimate pilot, making Use Computer a class skill for him.

Tahnchukka

CL 5

Medium Wookiee Male Scout 2/Soldier 3

Force 6; Dark Side 4

Init +3; Senses Perception +8

Languages Basic (understand only), Shriiwook,

Defenses Ref 18 (flat-footed 17), Fort 20, Will 17

Hp 62; Threshold 20; Extraordinary Recuperation, Resurgent Vitality

Speed 8 squares; Long Stride

Melee unarmed +7 (1d4+6) or

Ranged bowcaster +5 (3d10+2)

Base Atk +4; Grp +7

Atk Options Pin**Special Actions Conditioning, Shake It Off**

Abilities Str 17, Dex 12, Con 16, Int 10, Wis 12, Cha 8

Special Qualities Rage, Weapon Familiarity (bowcasters)

Talents Long Stride, Melee Smash, Unrelenting Assault

Feats Conditioning, Pin, Resurgent Vitality, Shake It Off, Weapon Proficiency (rifles, simple weapons), Wroshyr Rage

Skills Climb +10 (may take 10 even when distracted or threatened), Endurance +10, Perception +8, Persuasion +6 (always favorable circumstances, may reroll when intimidating, keeping second result), Survival +8

Possessions Bowcaster, eyepatch

Event (scarred) – Tahnochukka lost his eye in an unknown event in his past, leaving heavy scarring even around the eye patch he wears to conceal the worst of it. Persuasion is always considered a class skill, and when trying to intimidate, Tahnochukka always is considered to have favorable circumstances.

CYDON PRAX

Growing up, Cydon Prax was a pariah on his homeworld thanks to his mixed parentage. This prompted Cydon to leave home in search of his place in the galaxy at an early age, and it wasn't long before he was one of the most feared bounty hunters in the galaxy. Prax was hand-picked by Count Dooku to replace Jango Fett after the Battle of Geonosis. Prax was already overseeing the operation on Raxus Prime for Count Dooku, aiding him in his search for the Force Harvester. There, Prax provided dig-site security and made sure that the captive xenoarcheologist Bera Kazen cooperated with the Separatists. Days after the Battle of Geonosis, Prax was also assigned to keep an eye on Jango Fett's son, Boba, who was delivered by Aurra Sing. The boy had secrets that could expose Count Dooku's master, and he soon proved too much trouble to keep alive. However, before Prax could kill the boy, the Republic launched its assault on Raxus Prime, and Cydon was forced to escort Dooku to his shuttle to evacuate the site.

Prax was warned by Dooku that Jedi Padawan Skywalker had stowed away onboard their ship. Cydon Prax hid

CYDON PRAX



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himself and waited for Skywalker to confront Dooku. The merciless mercenary then hit him from behind with a powerful stun blaster and locked him up with Bera Kazen. The two were left on the Kashyyyk moon of Alaris Prime for the test firing of the Force Harvester. Dubbed a success, Prax and Dooku then went to Thule to install it in the *Dark Reaper* superweapon at the ancient city of Kessiak.

On Thule, Prax was again in charge of site security, which he commanded from the cockpit of his customized hovertank, the *Dreadnought*. The Republic attack came days later, and Cydon Prax tested his mettle against the Grand Army of the Republic and its Jedi leaders. Despite Republic forces quickly gaining the tactical advantage quickly, Prax was able to ambush Mace Windu. Prax's assault disintegrated Windu's Jedi fighter tank, though the Jedi Master somehow survived. After reporting in to Dooku that Republic forces would soon reach the *Dark Reaper*, he was ordered to hold them off just a few minutes longer so the ancient weapon could be brought online. Jedi Padawan Anakin Skywalker was the first to reach Kessiak's arena, and Prax engaged him in a vicious duel, his *Dreadnought* against Anakin's TX-130 repulsortank. Prax was bested, and died in the resulting explosion, but he fulfilled his orders, the *Dark Reaper* was fully operational.

Cydon Prax CL 12
 Medium Chistori Male Soldier 9/Ace Pilot 3/Elite Trooper 1
 Force 12; Dark Side 7
 Init +8; Senses Perception +7
Languages Basic, Chistori
 Defenses Ref 32 (flat-footed 29), Fort 30, Will 23; Cold-blooded
 Hp 109; DR 2; Threshold 30
 Speed 4 squares
 Melee unarmed +14 (1d6+8) or
 Ranged mounted blaster carbine +14 (3d8+6) or
 Ranged by weapon +14
 Base Atk +12; Grp +14
 Atk Options Burst Fire, Overcharged Shot, Point Blank Shot
 Special Actions Ambush Specialist, Rage (1/day), Vehicular
 Combat

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

Talents Ambush Specialist, Armored Defense, Controlled Burst, Destructive Ambusher, Devastating Attack (heavy weapons), Expert Gunner, Improved Armored Defense, Overcharged Shot, Penetrating Attack (heavy weapons)

Feats Armor Proficiency (light, medium), Artillery Shot, Autofire Assault, Burst Fire, Flood Of Fire, Point Blank Shot, Martial Arts I, Vehicular Combat, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)

Skills Knowledge (tactics) +12, Mechanics +12, Pilot +13, Use Computer +12

Possessions Comlink, customized GTU AV-15 Scout Armor (+6 armor, +2 equipment, mounted blaster carbine, jetpack removed), *Dreadnought* battle tank.

ENACCA

A trusted associate of Kal Skiratta, Enacca was a procurement specialist whose expertise involved vehicle acquisition. Thirteen months into the Clone Wars, Enacca was recruited by Skiratta for a covert terrorist hunt on Coruscant being conducted by his Republic Commandos. Enacca acted as the unit quartermaster, and spent much of her time recovering ditched vehicles and disposing of them. She was also used to assist Walon Vau in interrogations, where her presence alone made Vau's prisoners much more cooperative.

During the final month of the Clone Wars, Enacca heard of the Separatist invasion of Kashyyyk, and returned to her homeworld to help drive out the invaders alongside Jedi Etain Tur-Mukan and the Republic Commandos known as Delta Squad. She was given explicit orders by Kal Skiratta to keep a watchful eye on Etain. Enacca participated in the early days of the Battle of Kashyyyk, resisting the Trandoshan invaders and their Separatist allies. She supported Delta Squad in the liberation of Chieftan Tarfful, and the destruction of the supply bridge at Kachirho.

After paving the way for the Grand Army of the Republic's counter-attack, Enacca extracted Etain to Coruscant to avoid any conflicts with the Jedi-led liberation force. Enacca headed back to Kashyyyk as quickly as she could, though by the time

she returned, Order 66 had already been enacted. Weeks later she met up with Mandalorian Walon Vau, who paid her a vast sum on behalf of Skiratta for services rendered over the past two years. Together, Enacca and Vau searched for missing Republic Commando Sev for weeks. Eventually, Enacca was forced to give up the hunt, and went to Togoria. There, she organized a resistance movement to combat the Imperials on Kashyyyk.

Enacca CL 12

Medium Wookiee Female Scout 4/Scoundrel 3/Improvisor 5

Force 12; Dark Side 3

Init +8; Senses Perception +8

Languages Basic (cannot speak), Dosh (cannot speak),

Mandalorian (cannot speak), Shyriiwook

Defenses Ref 26 (flat-footed 24), Fort 23, Will 28

Hp 76; Threshold 23; Extraordinary Recuperation

Speed 6 squares

Melee unarmed +11 (1d4+9) or

Ranged bowcaster +11 (3d10+6) or

Ranged by weapon +10

Base Atk +8; Grp +11

Atk Options Crush, Pin, Point Blank Shot,

Special Actions Burst of Speed, Rage (1/day), Shake It Off,

Vehicular Combat

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

Special Qualities Contraband (4,000), No Tools Required,

Weapon Familiarity (bowcaster)

Talents Black Market Buyer, Excellent Kit, Hot Wire, Illicit

Dealings, Improved Stealth, Only the Finest, Vehicle Sneak

Feats Bone Crusher, Burst of Speed, Crush, Pin, Point Blank

Shot, Rancor Crush, Shake It Off, Skill Focus (Mechanics),

Vehicular Combat, Weapon Focus (bowcaster), Weapon

Proficiency (pistols, rifles, simple weapons)

Skills Climb +14 (may take 10, even when distracted or

threatened), Endurance +11, Mechanics +18, Persuasion +11

(may reroll when intimidating, keeping second result, may

reroll when haggling for restricted, military or illegal goods,

keeping better result), Pilot +13, Stealth +13 (may reroll,

keeping second result), Use Computer +13

Possessions Bowcaster, comlink, stock courier transport

FONG DO

Fong Do was a bounty hunter and mercenary during the Clone Wars, working both sides of the conflict. He was popular in the bounty hunter community for his endless supply of humorous stories about the trade. Ten months after the Clone Wars, he was between jobs on Coruscant when he was contacted by Castas, a fellow bounty hunter. Fong Do had warned Castas off about working with Aurra Sing, but his friend ignored Fong's advice and took the job regardless.

Fong Do was intrigued by Castas' offer to sell out Aurra Sing to the Jedi in exchange for a ride off Florrum, but never got the chance to act on it. Fong Do watched via holocomm as Aurra Sing murdered Castas before he could reveal his dirt on her. Hours later, Fong was in a seedy bar on Coruscant's lower levels, relating the story to a former member of Hondo Ohnaka's pirate band when he noticed a small Togruta child taking far too much interest in his conversation. An intense stand-off ensued, and Fong Do realized the child was a Jedi Padawan, and she was not



FONG DO

alone. Fong Do was eager to test himself against the Jedi, but the Padawan threw the cantina into disarray by tossing a fistful of credits on the bar floor. When Fong turned back around, the two interlopers had vanished.

Fong Do CL 6
Medium Nautolan Male Scoundrel 5/Scout 1
Force 8; Dark Side 5
Init +5; Senses low-light vision; Perception +9
Languages Basic, Huttese, Nautila

Defenses Ref 20 (flat-footed 18), Fort 17, Will 18
Hp 34; DR 2; Threshold 17

Speed 6 squares, 4 squares (swimming)
Melee unarmed +5 (1d4+3) or
Melee vibroblade +5 (2d6+3) or
Melee vibroblades +0/+0 (2d6+3)
Ranged by weapon +5
Base Atk +3; Grp +5
Atk Options Pin, Point Blank Shot, Sneak Attack
Special Actions Quick Draw, Quick on Your Feet

Abilities Str 10, Dex 15, Con 10, Int 12, Wis 13, Cha 14
Special Qualities Breathe Underwater, Expert Swimmer
Talents Skirmisher, Sneak Attack, Sudden Strike, Quick On Your Feet
Feats Dual Weapon Mastery I, Pin, Point Blank Shot, Quick Draw, Weapon Finesse, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Gather Information +10, Perception +9 (may reroll when detecting deception or influence, keeping second result or keeping better result when underwater), Persuasion +10, Stealth +10, Swim +9 (may reroll, keeping second result, may take 10 even when distracted or threatened)
Possessions 500 credits, aural amplifiers, comlink, vibroblades (2), wrist computer

GOOMI

A shapeshifter working for Ziro Desilijic, Goomi was one of the hutt's few organic henchmen. Seven months into the Clone Wars, Goomi was contracted to locate and capture Crovan Dane and his wookiee companion, "Tank". Goomi tracked the duo of debtors to the Kashyyyk shadowlands, but knew that he couldn't take them both on by himself. The crafty changeling set up shop in a seedy cantina in the lower levels of Kashyyyk's Royal City, hoping to recruit some competent thugs to assist him. It is believed Goomi was unable to find help before Dane and Tank left the system, though it is unknown if Goomi continued pursuit or returned to Ziro on Coruscant for another assignment.

Goomi CL 6
Medium Clawdite Male Scout 3/Scoundrel 3
Force 8; Dark Side 3
Init +5; Senses Perception +4
Languages Basic, Clawdite, Huttese

Defenses Ref 20 (flat-footed 18), Fort 18, Will 18
Hp 52; Threshold 18

Speed 6 squares
Melee unarmed +4 (1d4+3) or
Ranged blaster pistol +6 (3d6+3) or
Ranged stun pistol +6 (3d6+3 stun) or
Ranged by weapon +6
Base Atk +4; Grp +6
Atk Options Point Blank Shot
Special Actions Blend In, Dive for Cover, Impersonate, Metamorph, Metamorph II, Shake It Off, Shapeshift, Sneak Attack, Startle

Abilities Str 10, Dex 14, Con 13, Int 12, Wis 12, Cha 15
Talents Blend In, Improved Sneak Attack, Incognito, Sneak Attack

METAMORPH II

You are an extremely talented shapeshifter, capable of adapting your form to the needs of the moment.

Prerequisites: Constitution 13, shapeshift species trait, trained in the Deception skill, trained in the Endurance skill, Metamorph.

Benefit: as a full-round action, you can alter your physical form to assist with specific tasks, At the time of the transformation, choose either the Strength, Dexterity or Constitution attribute. So long as you stay in this form, you benefit from a +4 bonus to the chosen attribute.

METAMORPH III

You are an exceptionally talented shapeshifter, capable of altering your body to provide alternate forms of movement, growing wings, fins, or specialized limbs.

Prerequisites: Constitution 13, shapeshift species trait, trained in the Deception skill, trained in the Endurance skill, trained in the Climb, Jump or Swim skills, Metamorph I, Metamorph II.

Benefit: As a full-round action, you can alter your physical form to change your primary form of movement, At the time of the transformation, choose either flight, swimming, climbing, or leaping as a primary means of locomotion. Whichever you choose, you gain a movement speed equal to your standard movement speed (flight, swimming) or half your movement speed (climbing, jumping), though any talents or feats that increase this apply to flight as well. Further, if you choose climbing, jumping or swimming, and you are trained in that skill, for the duration of the transformation, you are considered to have the appropriate Skill Focus feat as well.

Feats Dive For Cover, Impersonate, Metamorph, Metamorph II, Point Blank Shot, Shake It Off, Skill Focus (Deception), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Climb +8, Deception +15 (may reroll when making deceptive appearance, keeping better result), Endurance +9, Jump +8, Pilot +10, Survival +9

Possessions blaster pistol, stun blaster

KALYN FARNMIR

Kalyn Farnmir was once a respected member of Kuat Security Forces on her homeworld of Kuat. She lost her job a decade before the Clone Wars when she was framed for the sale of corporate secrets to the Neimoidians of the Trade Federation. Left with only her skills as a bringer of justice, she became a bounty hunter, bringing the law to those who would run from it. She soon partnered with talented slicer Cian Shee, and together, the two ran a successful business for a number of years. Just before the Battle of Geonosis, the two hunted Psusan High Priest Scri Oscuro, who was using his cult as a front for a number of illegal enterprises. Kalyn captured Oscuro, who swore his revenge, earning her the enmity of the cult of Psusan.

Just days before the Battle of Geonosis, one of Farnmir's informants told her that her partner Shee had sold her out to the cult, who was planning an ambush to get their revenge. Kalyn invited Shee to the Outlander Club later that night, and noticed she was being watched by Psusan Cultists into the club. She pulled Nyrat Agira aside and interrogated her, learning that Shee had indeed betrayed her, and was paid off. Farnmir met with Shee and acted as though everything was fine. When the two left, Kalyn attacked her friend and pinned her in a back alley. Shee was able to escape, but Kalyn swore to balance the scales one day.

Throughout the Clone Wars, Kalyn dealt largely with independent contracts, though she did the occasional job for the Republic or Separatists when credits were tight. After the Clone Wars ended, Kalyn rejected the formation of the Galactic Empire, and did jobs for the Rebel Alliance at a discounted rate. Years later, Kalyn was on Nar Shaddaa, and Shee cornered her, on a job from the Galactic Empire. The two fought, and Kalyn emerged victorious, killing her former friend and partner.



Kalyn Farnmir

Medium Humane Female Noble 3/Scout 3/Soldier 1/
Bounty Hunter 1

Force 10; Dark Side 2

Init +11; Senses Perception +10

Languages Basic, Durese, High Galactic, Neimoidian

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

Hp 63; Threshold 22

Speed 6 squares

Melee unarmed +8 (1d6+6) or

Ranged silverplate heavy blaster pistol +8 (3d8+4) or

Ranged by weapon +8

CL 8

KALYN FARNMIR

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Base Atk +6; Grp +8

Atk Options Charging Fire, Pin

Special Actions Demand Surrender, Quick Draw

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

Talents Acute Senses, Armored Defense, Demand Surrender,
Detective, Improved Initiative, Presence

Feats Armor Proficiency (light, medium), Charging Fire,
Intimidator, Linguist, Martial Arts I, Pin, Quick Draw, Weapon
Proficiency (pistols, rifles, simple weapons)

Skills Deception +9, Gather Information +9, Initiative +11 (may
reroll, keeping second result), Knowledge (bureaucracy)
+10, Perception +10 (may reroll, keeping second result),
Persuasion +9, Stealth +11, Treat Injury +10

Possessions battle armor (+8 armor, +2 equipment), silverplate
heavy blaster pistol

Event (imprisoned) – Kalyn Farnmir was sent to prison by
corrupt Kuat Security officials to cover up their wrong-
doings a decade before the Clone Wars. Stealth is always
considered a class skill, and Kalyn can obtain black market
goods in half the time it usually takes (minimum 1 day).

KARNISS

Karniss was the leader of a gang of Trandoshan slavers active throughout the Clone Wars. During the conflict's final month, he was working the Wookiee slave trade on Kashyyyk, like many of his kind. Between slave runs, an informant told him the legendary Clatuvaac Guild stored its hyperspace routes in the village of Palsaang. Karniss immediately took his slavers out, hoping to score huge Jagganath Points with the Scorekeeper, and huge credits from the Separatists. However, Karniss' unit was ambushed by Jedi, clonetroopers and Wookiees en route to the village. The ambush wiped out Karniss' slavers and Karniss himself was wounded. Jedi Quinlan Vos and Luminara Unduli interrogated Karniss with Jedi techniques and learned of his mission. Realizing what he had compromised, Karniss made a last ditch effort to kill the Jedi by disarming a clonetrooper and opening fire on them. The Jedi easily deflected his attacks, and Clone Commander Faie blasted him, ending his life.



Karniss CL 5
Medium Trandoshan Male nonheroic 4/Scoundrel 3/
Master Privateer 1
Force 8; Dark Side 10
Init +6; Senses darkvision; Perception +5
Languages Basic, Dosh, Shyriiwook

Defenses Ref 19 (flat-footed 17), Fort 16, Will 19; natural armor +1
Hp 46; Threshold 16; limb regeneration

Speed 6 squares

Melee unarmed +8 (1d4+4) or
Ranged concussion rifle +8 (2d10+2) or
Ranged by weapon +8
Base Atk +6; Grp +8
Atk Options Dastardly Strike, Point Blank Shot, Take Them Alive, Trip
Special Actions Melee Defense, Never Surrender, Vehicular Combat

Abilities Str 14, Dex 14, Con 14, Int 13, Wis 12, Cha 9
Talents Dastardly Strike, Illicit Dealings, Take Them Alive
Feats Improved Disarm, Melee Defense, Never Surrender, Point Blank Shot, Skill Training (deception, gather information), Toughness, Trip, Vehicular Combat, Weapon Proficiency (rifles)
Skills Deception +8, Endurance +11, Gather Information +8, Pilot +11
Possessions Comlink, concussion rifle, electrobinoculars, flight suit

MAGUS

A ruthless warrior on retainer to the Corporate Alliance, Magus was skilled in working as a bounty hunter, assassin, and saboteur. Seventeen years before the outbreak of the Clone Wars, Magus had been hired to assassinate twenty planetary leaders during a secret conference on Rondai-2. To carry out his mirthless mission, Magus put together a team of ruthless bounty hunters including getaway expert Pilot, Mandalorian master of disguise Lunasa, Raptor the aquatic assassin, and the infamous Gorm the Dissolver. Unfortunately, their scrambled communications were intercepted by child prodigy Talesan Fry prior to the attack.

Determined to keep their contract secret, Magus pursued the boy and his parents across the galaxy, from Cirrus to Quadrant VII before his ship was stolen by Padawans Obi-Wan Kenobi and Siri Tachi, forcing Magus to resort to placing a general bounty on Talesan Fry. Luckily, the bounty was collected by core-based pirates, who captured the young genius on his way to Coruscant. Aware the Jedi were on his trail, Magus wisely decided to keep the boy as a shield and bargaining chip. His caution was validated two days later, when Jedi Qui-Gon Jinn and Adi Gallia appeared

during the carefully planned assassination. Magus' plans were foiled. With his team either captured or killed, Magus chose to flee the scene.

Angered to vengeance, Magus tracked down and murdered Fry's parents immediately following his escape. Afterward, he was forced to lay in hiding for nearly two decades, but resurfaced during the sixth month of the Clone Wars. Still working for Magistrate Passel Argente of the Corporate Alliance, Magus was sent to Genian to retrieve a code-breaker developed by Talesan Fry, now the head of a massive security corporation. Corporate Alliance insider Helina Dow was his contact, but once again the Jedi were placed hot on his trail. Magus was able to retrieve the code-breaker, but shot Dow dead to hide his destination. Unfortunately, Magus' bad luck continued, and upon his return to the Separatist Fleet, he discovered he had grabbed a false prototype.

Always the prepared hunter, Magus knew that Dow had placed a transponder in the real code-breaker as well as the false duplicate. Magus alerted the Separatist fleet and together they went to the planet of Azure, where the code-breaker had been transported by the Jedi. Magus participated in the Separatist assault of Azure, until he intercepted Talesan Fry and Senator Padmé Amidala's distress signal as they rode to Azure in an escape pod. Magus and an escort of five tri-droids swarmed the crash site, intent on slaughtering Fry and the Jedi. However, Fry was rescued by Siri Tachi and Obi-Wan Kenobi, former Padawan learners of the Jedi who had stymied his plans so many years ago. The foursome took flight in a pair of ARC-170 starfighters, and Magus gave chase through the winding canyons of Azure. Eventually, Jedi Knight Siri Tachi boarded his craft, and the two fought until his ship crashed. Magus had managed to blast Siri just before the impact tossed him clear of his fighter. Regardless, Magus was still badly injured, and taken into Republic custody, where he sat out the remainder of the Clone Wars in prison.

Magus

Medium Human Male Scoundrel 2/Soldier 5/Scout 3/

Bounty Hunter 2

Force 11; Dark Side 8

Init +14; Senses Perception +12

CL 12



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Languages Basic, Bocce, Huttese

Defenses Ref 32 (flat-footed 29), Fort 27, Will 24

Hp 91; Threshold 23

Speed 6 squares; Running Attack

Melee unarmed +11 (1d4+7) or

Melee vibroblade +11 (2d6+7) or

Ranged heavy blaster rifle +13 (3d10+6) or

Ranged wrist rocket launcher +13 (3d8+6) or
 Ranged wrist rocket launcher +11/+11 (3d8+6) or
 Ranged heavy blaster pistol +13 (3d8+6) or
 Ranged heavy blaster pistol +11/+11 (3d8+6) or
 Ranged grenade +13 (varies by grenade) or
 Base Atk +10; Grp +13

Atk Options Accelerated Strike, Point Blank Shot

Special Actions Acute Senses, Hunter's Target

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

Special Qualities Familiar Foe +1

Talents Acute Senses, Armored Defense, Hunter's Target,
 Juggernaut, Improved Armored Defense, Improved Initiative,
 Skirmisher

Feats Accelerated Strike, Advantageous Attack, Armor
 Proficiency (light, medium), Dual Weapon Mastery I, Dual
 Weapon Mastery II, Flood of Fire, Running Attack, Skill
 Training (Persuasion, Survival), Point Blank Shot, Weapon
 Proficiency (heavy weapons, pistols, rifles, simple weapons)
 Skills Acrobatics +14, Deception +12, Endurance +12, Initiative
 +14 (may re-roll, keeping second result), Perception +12,
 (may re-roll, must keep second result), Persuasion +12, Pilot
 +14, Use Computer +13, Survival +12

Possessions Customized starfighter, customized weave armor
 (+6 Reflex, +2 equip), integrated equipment: 2 slots (liquid
 cable dispenser, helmet package) weapon mount (wrist
 rocket launcher), heavy blaster rifle, light shield, vibroblade,
 various grenades (3)

NACK MOVERS

A Trandoshan killer-for-hire, Nack Movers fancied himself an assassin, though very few of his targets held any political office. Movers often worked for local crime lords, such as the Baath Brothers and Ziro the Hutt. The Trandoshan thug lived with his girlfriend on the upper-east side in an effort to keep his own name off the grid. Toward the end of the ninth month of the Clone Wars, Nack purchased an authentic Jedi lightsaber from the Patrolian thief Bannamu. Movers hoped to be able to use the lightsaber on behalf of the Separatists, who he thought

would pay well if certain Jedi could be implicated in senseless murders. Unfortunately, upon returning home, Nack Movers was lethally poisoned. It remains unknown if the thieves who stole the lightsaber poisoned Movers, or if they came along after the fact, hoping to loot the apartment. It is possible Nack's girlfriend had finally had enough of his freeloadng.

Nack Movers

CL 5

Medium Trandoshan Male Soldier 5

Force 6; Dark Side 5

Init +8; Senses darkvision; Perception +8

Languages Basic, Dosh

Defenses Ref 18 (flat-footed 17), Fort 21, Will 16; natural armor
 +1, Thick Skin

Hp 70; Threshold 21; limb regeneration

Speed 6 squares

Melee unarmed +8 (1d6+6) or

Melee vibroblade +8 (2d6+6) or

Ranged heavy blaster pistol +6 (3d8+2) or

Ranged heavy blaster pistol +4 (4d8+2) with Rapid Shot or

Ranged Blastech DLT-20A rifle +6 (3d12+2) or

Ranged Blastech DLT-20A rifle +4 (4d12+2) with Rapid Shot or

Ranged by weapon +6

Base Atk +5; Grp +8

Atk Options Experienced Brawler, Rapid Shot

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



NACK MOVERS HAD ONE ENEMY
 TOO MANY

Talents Experienced Brawler, Melee Smash, Stunning Strike
Feats Armor Proficiency (light, medium), Martial Arts I, Rapid Shot, Riflemaster, Thick Skin, Toughness, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +9, Initiative +8, Perception +8
Possessions DLT-20A blaster rifle, heavy blaster pistol, vibroblade

NAN MERCADOR

Nan Mercador was a former bounty hunter who retired to Coruscant, where he opened up the Golden Cuff Tavern. The Cuff had a reputation as being a meeting place for bounty hunters to both relax and find potential work. Mercador of course took a small percentage of each contract for the house. Just after the Battle of Geonosis, two of Nan's regular hunters were seeking a boy named Boba Fett on Bogden when their bounty wandered right into the Golden Cuff asking for Count Dooku. Nan contacted his Confederate connections and captured the boy, using his four arms to hold each of young Fett's limbs. The other hunters had already informed the Jedi Temple that Mercador was transporting their bounty, but the boy convinced Nan to contact Dooku first, assuring him that not only would the Count pay more, but there wouldn't be a need to split the credits three ways.

Nan was convinced, and freed one of Boba Fett's legs as he went to contact Dooku. The resourceful prisoner kicked out a light on the ceiling, raining glass on Mercador, causing him to drop his bounty to shield his eyes. Upset, Mercador gathered his strength for a second effort at Fett's capture, but Aurra Sing entered the bar to claim the Fett bounty as her own. Aurra Sing stunned Nan and left with Boba, leaving Mercador to explain to his comrades how he had let a small human escape him.

Nan Mercador CL 8
Medium Besalisk Male Scout 3/Soldier 5
Force 9; Dark Side 4
Init +5; Senses Perception +10
Languages Basic, Besalisk, Rodese

Defenses Ref 22 (flat-footed 20), Fort 22, Will 19;

Hp 80; **Threshold** 22

Speed 6 squares

Melee unarmed +9 (1d6+6) or

Ranged by weapon +8

Base Atk +7; **Grp** +11

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

Special Qualities Arctic Dweller, Extra Arms

Talents Acute Senses, Cantina Brawler, Expert Grappler, Expert Tracker, Grabber

Feats Armor Proficiency (light), Conditioning, Crush, Knock Heads, Martial Arts I, Multi-Grab, Pin, Shake It Off, Weapon Proficiencies (pistols, rifles, simple weapons)

Skills Climb +11, Endurance +11, Knowledge (galactic lore) +10, Knowledge (tactics) +10, Perception +10, Survival +10

Possessions Golden Cuff Tavern, variety of personal belongings

BESALISK

Multi-armed avians from the planet Ojom, the Besalisks are social creatures that enjoy food and the company of others. Most Besalisk are traders or the owners of shops or cafés, where they can interact with a variety of beings. All male Besalisk have four arms, though some females have as many as eight.

Besalisk Species Traits

All Besalisk share the following traits:

Ability Modifiers: +2 Constitution, -2 Dexterity. Besalisks are tough, but their girth often makes them clumsy.

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

Arctic Dweller: When making Survival checks to resist the effects of extreme cold, Besalisk can reroll the check and keep the better result.

Extra Arms: Besalisk can hold up to four items or weapons at a time. This ability does not grant extra attacks; however, it does mean that a Besalisk can wield two two-handed weapons at a time.

Automatic Languages: Basic, Besalisk.

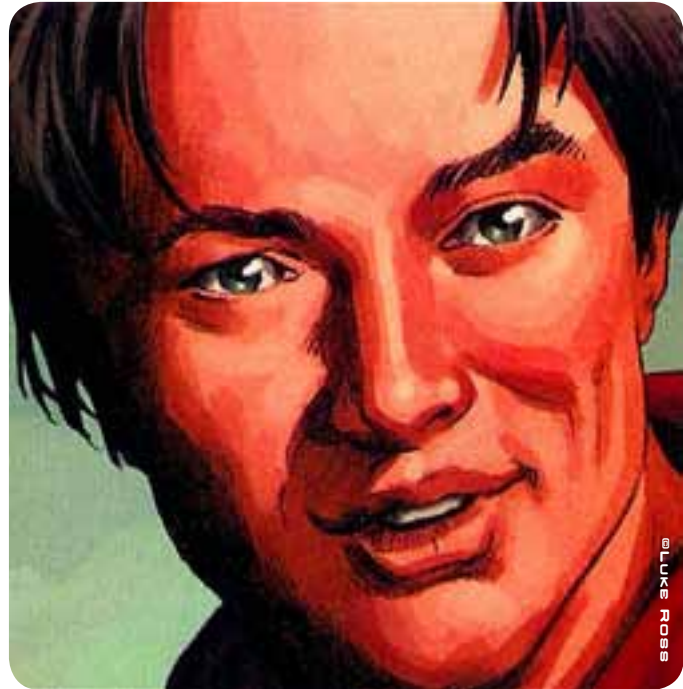
REYMET AUTEM

Son of famed Senate Guardsman Sagoro Autem, Reymet was expected continue the rich family history serving the galactic senate guard and was being groomed for the Senate Guard Academy. Reymet was enrolled at the Leadership School of Andara during his childhood, where he often subverted the local security systems to play practical jokes on teachers. However, his deviant behavior was accepted because of his brilliance, for the most part. Three years before the Clone Wars began, Reymet became acquainted with fellow classmate Ferus Olin. When Ferus went missing, Reymet helped Obi-Wan Kenobi and Siri Tachi pick up the trail. However, Reymet never realized that Obi-Wan and Siri were Jedi Knights, and Ferus was a Padawan Learner, investigating a prior kidnapping.

Reymet left the school soon after the kidnapping scandal, returning to Coruscant, where he was enrolled in the Senate Guard Academy. It was not long before Autem's curious nature led him to the lower levels, and a relationship with a Felacat named Riao Siao. Thanks to the smog-filled air of the Coruscant's undercity, Riao was growing sick, and Reymet vowed to find a way to get Riao back to her homeworld. One of his schemes to raise funds for Riao resulted in his suspension from the Academy, though he managed to keep this secret from his parents. Instead, two years before the Clone Wars began, Reymet entered the Garbage Pit Racing Circuit, hoping to win enough credits to buy himself and Riao passage to Felacat. Unfortunately, the race was raided by Agents of the Judicial Department, and Reymet, his sister Lissa, and Riao were arrested. Reymet's father arrived, using his clout as a Senate Guard to free his children, but Riao was left in prison, earning him Reymet's enmity.

Fortunately, Reymet's Uncle Venco was able to assist with getting Riao out of jail, and book the young lovers a one-way flight to Felacat in exchange for his father's passcodes to the Galactic Senate. While packing his things in preparation to leave, Reymet's father returned, revealing that Venco was behind an assassination attempt. Betrayed, Reymet revealed everything he had done to aide his wayward uncle, angering his father beyond

REYMET AUTEM



measure. Unwilling to deal with the consequences, Reymet, his mother Sula, and Lissa boarded the transport with Riao to head for the Outer Rim. Over the next five years, as the Separatist Crisis boiled over into the Clone Wars, Reymet became a smuggler and infochant of small renown. A month after Palpatine declared himself Emperor, Reymet caught wind that his father was on a watch-list of potential threats to the Empire.

Determined to rescue his father, Reymet donned a disguise and assumed the alias of bounty hunter Evan Hessler. Reymet was able to worm his way into the crew of bounty hunters assembled to hunt Sagoro Autem, enabling Reymet to help his father escape. Once the rest of the bounty hunters were eliminated, Reymet revealed his identity to his father, and spared him from walking into Vader's trap. Eager to make up for lost time, the two fled to the Outer Rim, where Reymet's family was finally made happy and whole.

Reymet Autem

CL 7

Medium Human Male Scoundrel 7

Force 6; Dark Side 1

Init +5; Senses Perception +10

Languages Basic, Bocce, High Galactic, Huttese

Defenses Ref 21 (flat-footed 19), Fort 17, Will 18; Dodge,

Moving Target

Hp 42; Threshold 17

Speed 6 squares

Melee unarmed +5 (1d4+3) or

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

Base Atk +5; Grp +7

Atk Options Deadeye, Point Blank Shot, Precise Shot

Special Actions Gimmick, Knack

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

Talents Gimmick, Knack, Master Slicer, Security Slicer

Feats Deadeye, Dodge, Far Shot, Moving Target, Point Blank

Shot, Precise Shot, Skill Focus (Use Computer), Weapon

Proficiency (pistols, rifles, simple weapons)

Skills Deception +8, Gather Information +8, Mechanics +11,

Perception +10, Persuasion +8, Pilot +10, Stealth +10, Use

Computer +16 (may reroll when improving access on a

computer, keeping better result)

Possessions Comlink, datapad, heavy blaster rifle, Koensayr

Rampart-class assault shuttle

ROBONINO

A Patrolian slicer, Robonino was respected for his skill in electronic crime by the underworld, though he longed to play more than a supporting role. Seven months into the Clone Wars, Robonino accepted a Separatist contract out in Wildspace, but was brought out of hyperspace early near a black hole. He was then boarded by the Black Hole Pirates, led by Captain McGrrrr, and forced to join their crew. He remained with the group for a few days, until a Chiss Jedi Padawan was caught by the black hole's gravity well. Robonino was able to return to the civilized galaxy after Captain McGrrrr convinced the Jedi to help activate an Infinity Gate to escape the black hole.

Shortly after his return to the galaxy, Robonino was recruited into Bane's posse to free Ziro The Hutt. However, first Robonino had to partner with Shahan Alama and Aurra Sing to take out rival bounty hunter Davtokk, who was after a price on Bane's head. Robonino disguised a battle droid as Cad Bane in a dimly lit cantina, knowing Davtokk would shoot first and ask questions later. After Davtokk fell for his ruse, Robonino detonated charges placed inside the cantina, leveling it. While Davtokk's jetpack saved him from the explosion, he was soon caught in Alama's electronet, and then crippled by Sing's sniper rifle before Bane executed him.

Able to work with the team to Bane's satisfaction, Robonino and the rest of the crew made their way to Coruscant's Senate Building. After the rest of the team infiltrated the East Wing, Robonino was dropped off at the control room, where he was tasked to cut power, block communications and activate all



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ROBONINO IN CAD BANE'S CREW

PATROLIANS

Patrolians are small, aquatic sentient beings with finned extremities and large eyes. Their skin come in bright, pastel shades of blues, greens and pinks, and while clumsy and plodding on the land, they were quite graceful in the water. Much like the fellow aquatic Mon Calamari, the Patrolians are quite taken with computer systems and shipbuilding, seeking to emulate the Mon Cal's path toward integration with the rest of the galaxy.

Patrolian Species Traits

All Patrolians share the following traits:

Ability Modifiers: +2 Intelligence, -2 Charisma. Patrolians are good with mathematics and sciences, but are not particularly social beings.

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

Expert Swimmer: A Patrolian may choose to reroll any Swim check, but the result of the reroll must be accepted even if it is worse. In addition, a Patrolian may choose to take 10 on Swim checks even when distracted or threatened.

Breathe Underwater: As amphibious creatures, Patrolians can't drown underwater.

Insulated Hide: Patrolians are extremely resistant to electricity, and are considered to have DR 10 against electricity damage. (Note that for the purposes of this ability the electrostaff, electronet, force pike, neuronic whip, San-Ni staff, shock stick, shock whip, shockboxing gloves, shockstaff, static pike, stun baton and stunning gauntlet weapons as well as electrified floors, power diffusion tunnels and shock lock station hazards are considered to do electricity damage to achieve their energy damage).

Automatic Languages: Patrolli

the security doors. These actions ensured the posse would have plenty of time to negotiate Ziro's release before Senate Guards or clone troopers could mount a rescue. Despite their precautions, the mission was almost undone by Jedi Knight Anakin Skywalker.

Luckily, Robonino was able to get the drop on Skywalker and disabled him with a shockprod from behind.

Robonino returned with Sing and Alama to the East Wing's meeting hall, triumphant as his taller teammates dragged Skywalker behind them. Robonino didn't wait for praise from Cad Bane, but immediately set to work placing detonators, aware that without a long-range threat to their captured Senators, they would have little hope for escape. Luckily, the Republic could not risk the safety of many of their most stalwart senators, and were forced to let the Cad Bane's entire team leave with Ziro in tow.

The mission itself a success, Bane instructed Robonino and his cohorts to split up with only a portion of their fee, assuring them he would render them payment in full after Ziro was taken to safety. Robonino chose to hide deep in the swamps of Rodia, where he repurposed damaged battle droids left over from the Nightsister threat and Nute Gunray's attempt to capture Padmé Amidala weeks earlier. The droids served as security for his aquatic lair, but the droid control signal had an adverse effect on local wildlife, prompting Senator Onacoda Farr to enlist Jedi Master Kit Fisto to investigate. After a brief struggle, Robonino was eaten by a Kwazel Maw, though he must have tasted horribly, as he was promptly spat out onto dry land. Unfortunately for Robonino, he landed right at the feet of Jedi Master Kit Fisto, who took him prisoner.

Robonino CL 10
Medium Patrolian Male Soldier 1/Scoundrel 7/Improviser 2
Force 7; Dark Side 3
Init +7; Senses Perception +6
Languages Basic, Binary, Patrolli

Defenses Ref 24 (flat-footed 22), Fort 23, Will 25

Hp 78; DR 10/electricity; Threshold 23

Speed 6 squares
Melee unarmed +8 (1d4+6) or
Ranged blaster pistol +9 (3d6+5) or
Ranged thermal detonator +9 (8d6+5)
Base Atk +7; Grp +9
Atk Options Forceful Blast, Point Blank Shot
Special Actions Capture Droid, Electronic Sabotage, Gearhead,
Scavenger, Virus

Abilities Str 13, Dex 14, Con 12, Int 15, Wis 13, Cha 10
Special Qualities breathe underwater, Contraband (2,000), No Tools Required
Talents Capture Droid, Demolitionist, Electronic Sabotage, Gimmick, Master Slicer, Virus
Feats Armor Proficiency (light, medium), Cunning Attack, Gearhead, Forceful Blast, Slicer Team, Point Blank Shot, Scavenger, Skill Focus (Use Computer), Weapon Proficiency (pistols, rifles, simple weapons), Zero Range
Skills Jump +11, Knowledge (technology) +12, Mechanics +12, Swim +11 (may reroll, keeping second result), Use Computer +20 (may reroll when improving access, keeping better result)
Possessions Backpack, blaster pistol, comlink, datapad, eye patch, security kit, thermal detonators (8), tool kit, utility belt

Event (scarred) – Robonino lost his left eye to an unknown event in his past. Treat Injury is always considered a class skill, and when trying to intimidate, Robonino always is considered to have favorable circumstances.

RUUSAAN SKIRATA

The third child and only daughter of Kal and Ilipi Skirata, Ruusaan, which means "reliable" in the mandalorian, was raised by her mother after her parents divorced at the age of five. Ruu's mother moved the family to Corellia to live with her parents. Ruusaan always idolized her absent father, with only a few photos and scant memories to draw upon. A few short years before the Clone Wars, Ilipi died, and though her brothers disowned her father for not showing up at the funeral, Ruu instead went searching for her father, convinced he hadn't heard the news. After over a year of searching for him, she was forced to give up the hunt.

Instead, Ruusaan honored her father by following in his footsteps, finding work as a mercenary and courier. Not long after the Battle of Geonosis, she signed on with the Separatists and bought a residence on Drall for those few times she visited home. She was captured by Republic forces on Khemerion sometime during the second year of the Clone Wars, and imprisoned on

THUNDER ROAD CREW

Boss: Leader of a band of mercenaries hired by the Separatists to patrol Death Canyon on an unnamed planet, Boss ran a crew of a few dozen. When, six months before the end of the Clone Wars, Boss' crew had cornered Jedi heroes Anakin Skywalker and Obi-Wan Kenobi on Thunder Road, he thought victory was assured. Unfortunately for Boss, the Jedi commandeered a speeder and escaped his clutches.

Grunk: A Gamorrean mercenary in the employ of Boss' mercenaries, Grunk participated in the chase at Thunder Road. He boarded the Jedi's speeder, and briefly overpowered Jedi Master Kenobi. Grunk's good fortune turned when Kenobi thrust him into a rocky overhang, which knocked him off their speeder.

Mooney: A human mercenary, and one of Boss' most trusted lieutenants, Mooney was known for his biting wit, which was lost on most of his dim-witted allies. He was present at the Thunder Road chase, but was little more than a spectator.

Pol Anaxes. She was often locked in solitary, regarded as an instigator of violence by the other inmates and prison guards.

During the final days of the Old Republic, Ruusaan was rescued from prison by former Jedi Bardan Jusik and clone commandos Fi, Spar and Sull on her father's behalf. She was reunited with Kal Skirata in Coruscant's manufacturing district before having a more meaningful reunion at Kyrimorut on Mandalore. She spent the next several weeks helping around her father's compound, where she assisted with meal preparation and spent time with her father and new adopted brothers. Her father soon trusted her to go on missions, such as the extraction of ARC Trooper Maze from Fradian alongside Jedi Bardan Jusik. Eventually, she fell in love with clone commando Cov of Yayax Squad, who she later married.

Ruusaan Skirata
Medium Species Female Scout 5/Scoundrel 1/Soldier 1
Force 8; Dark Side 1

CL 7

Init +10; Senses Perception +9

Languages Basic, Drall, Huttese

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

Hp 61; Threshold 20

Speed 6 squares

Melee unarmed +5 (1d4+4) or

Melee shiv +5 (1d4+4) or

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

Ranged by weapon +6

Base Atk +4; Grp +6

Atk Options Advantageous Opening, Instinctive Attack, Piercing Hit, Point Blank Shot

Special Actions Adaptable Talent (Blend In, Art of Concealment), Instinctive Defense, Shake It Off

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

Talents Acute Senses, Advantageous Opening, Cantina Brawler, Keen Shot, Piercing Hit

Feats Adaptable Talent (Blend In, Art of Concealment), Armor Proficiency (light), Bad Feeling, Grapple Resistance, Instinctive Attack, Instinctive Defense, Point Blank Shot, Shake It Off, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +9, Gather Information +7, Initiative +10, Knowledge (bureaucracy) +10, Knowledge (tactics) +10, Perception +9 (may reroll, keeping second result), Stealth +10, Survival +9

Possessions Blaster pistol, shiv (treated as datadagger [TG 13])

SAR OMANT

Sar Omant was a Colonel in the Freelance Mercenary Corps, which was contracted by the Confederacy for the duration of the Clone Wars by the conflict's seventh month. Sar Omant led a joint task force comprised of Separatist battle droids and his own mercenaries, many hand-picked Salassians, on the spore-infested world of Drongar until the final days of the Clone Wars' second year. Colonel Omant engineered a number of strategic victories for the Separatists, including his assault on RMSU-7, which resulted in the denial of enemy assets, and the death

SAR OMANT



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of Republic surgeon Zan Yant. Within weeks of that victory, however, a dropship he was using as a command center was shot down behind Republic battle lines, and the resulting crash sparked a weapons malfunction in the crew cabin. Republic forces recovered Colonel Omant, but he was badly wounded. Omant was brought to RMSU-7, and operated on by Doctor Jos Vondar, who managed to preserve the Colonel's life. When he stabilized, he was transferred to Coruscant for interrogation and imprisonment.

Sar Omant

CL 9

Medium Zabrak Male Soldier 7/Officer 2

Force 10; Dark Side 6

Init +6; Senses Perception +10

Languages Basic, Huttese, Zabrak

Defenses Ref 25 (flat-footed 22), Fort 24, Will 25

Hp 86; Threshold 24

Speed 6 squares

Melee unarmed +11 (1d6+6) or

Melee vibroblade +11 (2d6+6) or

Ranged blaster carbine +11 (3d8+4) or

Ranged by weapon +11

PROMINENT BOUNTY HUNTERS

Anj Rujj: Rujj was a member of the notorious Thugs of Thule, a gang of mercenaries known for their emphasis on higher education. Anj was present in the Outlander Club days before the Clone Wars, when Jedi Kenobi and Skywalker searched the establishment for Zam Wessel. Rujj was at the club talking to the Rodian Tyxx, searching for a lead on his own quarry.

Davtokk: An armored bounty hunter known for taking difficult assignments, Davtokk was invited by Cad Bane to Keyorin for an interview during the early months of the Clone Wars. Davtokk hoped to instead capture Bane for the large Republic bounty on his head. Unfortunately, Bane knew this to be the case, and had Robonino, Aurra Sing, and Shahan Alama ambush and wound him. Bane himself fired the shot that ended Davtokk's life.

Grakko: A Quarren bounty hunter on retainer to Falleen crime lord Zenex, he was assigned to kill Khaleen Hentz onboard The Wheel Space Station. Grakko had worked with Hentz in the past, but offered her no quarter when he tracked her down to the Wheel's maintenance level. Unfortunately, Grakko was killed when Hentz pulled the pins on all the grenades attached to his bandolier.

Jhordvar: A Noghri assassin that worked for Jabba the Hutt, he was killed by Boba Fett six months before the end of the Clone Wars.

Rigo: A genetic off-shoot of the Gran species, Rigo was a bounty hunter that led a small team of killers to take down Jedi targets for the Separatists. Six months into the Clone Wars, Rigo and his band caught up with Obi-Wan Kenobi on Riflor, but were defeated soundly when Anakin Skywalker and Ki-Adi Mundi arrived to extract Obi-Wan. Rigo lost his right hand to Skywalkers lightsaber during the conflict.

Robior Web: A human hired by Count Dooku six months after the start of the Clone Wars, Web was tasked with killing Samish Kash on the planet of Null.

Severian: Severian was a Shistavanen Wolfman and feared bounty hunter during the Clone Wars. Days after Order 66 was given, Severian was called to Coruscant to hunt down traitor to the Empire Sagoro Autem. While Severian lasted longer than rival hunter Tartuta, he was killed by Autem with one of Tartuta's blades.

Tartuta: A fearsome Dug bounty hunter, Tartuta wielded a pair of deadly blades in combat. He was hired days after the Clone Wars ended to stalk traitor to the Empire Sagoro Autem alongside Evan Hessler and Severian. The competition amongst the three hunters was fierce, and Tartuta was shot dead by Hessler before he could claim his prize.

Tendir Blue: A large, unkempt mercenary working for the Techno Union, Tendir Blue was the Separatists' chief agent on Corellia. Blue was not very bright, and was easily manipulated by CorSec agent Hal Horn and Jedi Aayla Secura, Ylenic It'kla and Neeja Halcyon. Blue was allowed to escape Corellia and return to his Techno Union superiors with flawed prototype circuitry and engineering files.

Urzan Krag: Krag was an Aqualish bounty hunter who had a great hatred for the Jedi, or anyone else that showed exceptional skill in combat that rivaled his own. Six months before the end of the Clone Wars, Krag resented young Boba Fett, who had secured exclusive rights to Wat Tambor's bounty from Jabba the Hutt. Krag made his displeasure known in Jabba's palace, and engaged the Slave I in ship to ship combat in Tatooine's orbit. However, Krag proved the lesser pilot, and was killed by Fett in short order.

Base Atk +9; Grp +11
Atk Options Combined Fire, Commanding Presence
Special Actions Battlefield Analysis, Deployment Tactics, Never Surrender

Abilities Str 14, Dex 14, Con 14, Int 13, Wis 13, Cha 9
Special Qualities Command Cover +1, Share Talent (Deployment Tactics)
Talents Battlefield Analysis, Combined Fire, Commanding

Presence, Deployment Tactics, Mercenary's Teamwork
Feats Armor Proficiency (light, medium), Coordinated Attack, Coordinated Barrage, Martial Arts I, Never Surrender, Officer Candidacy Training, Riflemaster, Skill Training (Persuasion), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +11, Knowledge (tactics) +10, Perception +10 (may reroll, keeping second result), Persuasion +8, Use Computer +10
Possessions Baster carbine, encrypted datapad, encrypted comlink, vibroblade

SHAHAN ALAMA

A former pirate that used to run with Hondo Ohnaka's band of miscreants, Shahan's cruel, violent nature resulted in his expulsion from even that corrupt band. Prior to the Clone Wars, Shahan struck out on his own, accepting work as a bounty hunter. Eventually, he came to the attention of Cad Bane, who was putting together a crew for a very special job. Eight months into the Clone Wars, Shahan was tasked with participating in a trial run for Bane's new posse that included Aurra Sing, Robonino and HELIOS-3D. Together, the crew was able to defeat Davtokk, a deadly bounty hunter after a price on Cad Bane's head.

Days later, Bane informed Shahan and the rest of the crew the details of his plan to infiltrate the Senate Building's East Wing and take a number of influential senators hostage to secure the release of Ziro Desilijic. Shahan participated in the initial assault of the landing platform with Bane. When Jedi Knight Anakin Skywalker attempted to stymie the mercenaries' efforts, Shahan was sent to track him down, and soon discovered the Jedi was unarmed. Shahan wisely regrouped with Bane, and was able to capture Skywalker with the assistance of Aurra Sing and Robonino. With Skywalker captured, there was nothing to prevent their mission from being a complete success. Shahan helped Robonino set charges to provide a safety net for their escape, and the entire posse was able to leave with Ziro the Hutt in tow.

Upon reaching a safe distance from the Senate building, Bane instructed Shahan and the rest of his cohorts to disperse and go into hiding for a predetermined amount of time with only half their negotiated fee. Furious, Shahan tried to confront Bane,



but he was quickly checked by the lethal gunslinger. Shahan begrudgingly took his Flarestar-class transport to Florrum, planning to hide out with Hondo Ohnaka's gang. However, upon his reversion to realspace near Hondo's hideout, he was identified by a Separatist ship, and then Republic gunships, both of which pursued him into Florrum's atmosphere. Alama was eventually shot down by Clone Commander Bly's gunship, and crash landed. While the murderous Weequay was able to walk away from the wreckage, he was immediately captured by Ohnaka. Shahan tried to cut a deal with Ohnaka for asylum, but the price on Shahan's head proved too tempting for the pirate lord.

Shahan Alama

CL 9

Medium Weequay Soldier 7/Scoundrel 1/Elite Trooper 1

Force 7; Dark Side 8

Init +6; Senses Perception +8

Languages Basic, Sriluurian

Defenses Ref 23 (flat-footed 21), Fort 25, Will 19

Hp 95; Threshold 25

Speed 6 squares

Melee unarmed +10 (1d6+6) or
 Ranged heavy blaster pistol +10 (3d8+4) or
 Ranged heavy blaster pistol +8 (4d8+4) with Rapid Shot or
 Ranged electronet +10 (3d8+4 Stun)
 Base Atk +8; Grp +10
 Atk Options Charging Fire, Collateral Damage, Dirty Fighting,
 Point Blank Shot, Rapid Shot
Special Actions Delay Damage, Indomitable
 Abilities Str 14, Dex 14, Con 14, Int 13, Wis 9, Cha 11
 Special Qualities Pheromones
 Talents Demolitionist, Dirty Fighting, Exotic Weapon Mastery,
 Indomitable, Ruthless, Skirmisher
 Feats Armor Proficiency (light, medium), Charging Fire,
 Collateral Damage, Martial Arts I, Point Blank Shot, Rapid
 Shot, Skill Training (Pilot), Weapon Proficiency (heavy
 weapons, pistols, rifles, simple weapons), Zero Range
 Skills Endurance +11, Mechanics +10, Perception +8, Persuasion
 +9, Pilot +11
 Possessions Heavy blaster pistol (glowlamp mounted on top),
 net launcher, blast pauldron, Flarestar-class transport,
 cybernetic right hand

Event (crippled) – Shahan Alama lost his right arm some time ago, and has a cybernetic replacement. Shahan's damage threshold does not go down when his Fortitude Defense is reduced as a result of going down the condition track, and Treat Injury is always considered a class skill.

VANDALOR

Vandalor was a Chiss bounty hunter who was involved in a close personal relationship with Separatist General Sev'Rance Tann. The two had left their homeworld of Csilla together to work for the Confederacy, with Tann acting as Dooku's general, and Vandalor carrying out special assignments. Within the first weeks after the Battle of Geonosis, Sev'Rance was killed by the Jedi. Without his true love, Vandalor became an empty shell, eager to throw himself against the Jedi, hoping to take as many of them with him as possible.

Four months into the Clone Wars, Vandalor got his chance as

he accompanied Dooku during his strike against the Jedi Temple Archives on Coruscant. Vandalor led droid forces to Coruscant's lower levels, where he eventually encountered Jedi Padawan Anakin Skywalker, who forced Vandalor into a retreat. Vandalor was immediately reassigned to protect Emir Wat Tambor on Metalorn, as well as the Cortosis battle droid factory. However, Skywalker again proved himself a thorn in the Separatists' sides. Vandalor challenged the aspiring Jedi, giving Tambor time to flee. While Vandalor used his jetpack to try and create distance between himself and the determined Jedi, the Chiss killer found himself grounded with a thrust of Force energy before falling under Anakin's blade.

Vandalor CL 7
 Medium Chiss Male Scout 5/Soldier 3
 Force 6; Dark Side 4
 Init +10; Senses Perception +9, Low-Light Vision
Languages Basic, Cheunh, Skakoverbal
 Defenses Ref 21 (flat-footed 19), Fort 21, Will 19
Hp 78; Threshold 21
 Speed 6 squares, fly 8 squares (jetpack); Fade Away, Swerve
 Melee unarmed +6 (1d4+3) or
 Melee sporting blaster rifle (as quarterstaff) +6 (1d6+3) or
 Melee sporting blaster rifle (as quarterstaff) -4/-4 (1d6+3) or
 Ranged sporting blaster rifle +8 (3d6+3) or
 Ranged sporting blaster rifle +3/+3 (3d6+3) with Double Attack
 or
 Ranged mounted grenade launcher (concussion grenades) +8
 (8d6+3)
 Base Atk +6; Grp +8
 Atk Options Deadeye, Double Attack, Point Blank Shot, Precise
 Shot
Special Actions Jet Pack Training, Shake It Off, Sport Hunter
 Abilities Str 11, Dex 14, Con 14, Int 14, Wis 13, Cha 11
 Talents Acute Senses, Fade Away, Jet Pack Training, Improved
 Trajectory, Swerve
 Feats Armor Proficiency (light), Deadeye, Double Attack (rifles),
 Point Blank Shot, Precise Shot, Shake It Off, Sport Hunter,
 Weapon Proficiency (heavy weapons, pistols, rifles, simple
 weapons)

Skills Endurance +10, Initiative +10, Knowledge (tactics) +10, Perception +9 (may reroll, keeping second result), Pilot +10, Stealth +10, Survival +9, Treat Injury +10

Possessions Arakyd Hushabout personal jetpack, blast pauldron, bracers, sporting blaster rifle (with mounted grenade launcher on reverse end)

Event (exiled) – Forced to leave the Chiss Ascendancy alongside his love, Vandalor was exiled from his home. Gather Information is always considered a class skill for Vandalor, and he can plot hyperspace courses in half the normal time (30 seconds, or 5 rounds).

VIANNA D'POW

An albino Zeltron, Vianna grew up on Zeltros as an outcast and was shunned by her peers. The young woman soon turned to anger and violence, and became a well known bounty hunter and thief. Many years before the Clone Wars began, she was tasked by a desperate Sullustan family to kidnap their only child from the Jedi Order, who had recently taken the child to undergo Jedi training. D'Pow was nearly stopped by Mace Windu, but was able to convince the powerful warrior to let her go with her prize.

Vianna only grew bitterer toward the Republic as the years passed, and when the Clone Wars began, she was approached by the Separatists. Vianna was tasked with infiltrating the Kaminoan cloning labs and stealing the samples of Jango Fett's genetic material, which would halt the production of new clones. To disguise her theft, Vianna made a legitimate appointment with Taun We to have a pure, unaltered clone of herself made. Unfortunately, Jedi Knight Obi-Wan Kenobi had been tipped off about the potential theft and managed to recover the genetic sample. D'Pow was still able to escape, though she spent many months in hiding, fearful of Separatist reprisals. A year later she returned to Kamino to retrieve her clone, and the two were not heard from for the remainder of the Clone Wars.

Vianna D'Pow CL 13
Medium Zeltron Female Scout 9/Scoundrel 1/Infiltrator 3
Force 10; Dark Side 4



Init +9; Senses Perception +12
Languages Basic, Huttese, (1 unselected)
Defenses Ref 32 (flat-footed 27), Fort 25, Will 26
Hp 96; Threshold 25

Speed 6 squares
Melee combat gloves +9 (1d8+8) or
Melee contact stunner +9 (2d8+8 stun) or
Ranged heavy blaster pistol +11 (3d8+6)
Base Atk +8; Grp +11
Atk Options K'thri Training, Point Blank Shot, Shadow Striker, Sneak Attack
Special Actions Combat Reflexes, Conditioning, Creeping
Approach, Ghost Assailant, Shake It Off
Abilities Str 13, Dex 16, Con 13, Int 14, Wis 13, Cha 10

Special Qualities Empathy, Pheromones

Talents Creeping Approach, Ghost Assailant, Hidden Movement, Improved Stealth, Shadow Striker, Silent Takedown, Surefooted, Sneak Attack

Feats Advantageous Attack, Combat Reflexes, Conditioning, Increased Agility, K'thri Training, Martial Arts I, Martial Arts II, Point Blank Shot, Shake It Off, Skill Focus (stealth), Skill Training (Use Computer), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Acrobatics +14, Climb +12, Endurance +12, Jump +12, Perception +12, Stealth +19 (may reroll, keeping second result), Survival +12, Use Computer +12

Possessions Bracers, combat gloves, comlink, contact stunner, heavy blaster pistol

Event (exiled) – Vianna D'Pows albino condition made her an outcast amongst the Zeltrons, resulting in her being ostracized from the otherwise pleasure-seeking Zeltron people. Vianna can make hyperspace astrogation checks in half the normal time, and Gather Information is always considered a class skill.

ANZATI ASSASSINS

AKKU SEII

A master of Anzati assassination techniques, Akku Seii had trained young Anzati for centuries. A few decades before the Clone Wars, he was approached by Jedi Knight Tholme, who was seeking an Anzati Assassin by the name of Katichak. Katichak was a former student of Seii's, who had begun to take contracts on members of the Jedi Order. Though Akku disapproved of Katichak's choices, the Anzati Code of Honor forbade him from revealing information on his whereabouts to Tholme, in who Akku sensed a kindred spirit. However, Akku was able to find a loophole that allowed him to train Tholme in the Anzati Arts, providing Tholme with methods to track down Katichak and end his murderous rampage.

Nearly two decades later, six months before the end of the Clone Wars, Akku Seii was training several students, when Jedi Master Tholme visited him again. Seii was once more able to

AKKU SEII



find a way around the Code to help his former student when he ordered several of his current students to attack Tholme. Seii knew his student would realize that by training many students, he was violating the tradition of "one teacher, one student" that had been in place for millennia. He knew this would lead

Tholme toward the realization that other masters of the Anzati Arts had left Anzat to fulfill a contract with the Confederacy, something Seii disapproved of vehemently. Seii was also able to make a point to his quickly-defeated students about the futility of accepting Jedi contracts.

Akku Seii CL 18

Medium Old Anzati Male Scout 4/Scoundrel 3/Soldier 2/
Melee Duelist 9

Destiny 3; Force 13; Dark Side 7

Init +17; Senses low-light vision; Perception +22

Languages Anzat, Basic, High Galactic, Huttese, Sy Bisti

Defenses Ref 36 (flat-footed 32), Fort 28, Will 33

Hp 90; Threshold 28

Speed 6 squares

Melee unarmed +19 (1d6+9) or

Melee vibrodagger +20 (2d4+14) or

Melee vibrodagger +18 (3d4+14) with Rapid Strike or

Melee vibrodagger +15/+15 (2d4+14) with Double Attack or

Melee vibrodagger +13/+13 (3d4+14) with Double Attack and Rapid Strike or

Melee vibrodaggers +18/+18 (2d4+14) or

Melee vibrodaggers +16/+16 (3d4+14) with Rapid Strike or

Melee vibrodaggers +13/+13/+13 (2d4+14) with Double Attack or

Melee vibrodaggers +11/+11/+11 (3d4+14) with Double Attack and Rapid Strike or

Ranged vibrodagger +20 (2d4) or

Ranged mesmerize +20 (special) or

Ranged by weapon +19

Base Atk +16; Grp +19

Atk Options Double Attack (advanced melee weapons), K'tara Training, Rapid Strike, Sneak Attack

Special Actions Master of Movement (4/encounter), Melee Defense, Mesmerize, Presence Sense, Soup Drinking, Warrior's Determination

Abilities Str 11, Dex 17, Con 8, Int 16, Wis 16, Cha 15

Talents Dual Weapons Flourish I, Dual Weapon Flourish II, Fade Out, Improved Stealth, Master of Elegance, Single Weapon Flourish I, Sneak Attack (2), Warrior's Determination, Weapon Specialization (advanced melee weapons)

Feats Armor Proficiency (light), Double Attack (advanced melee weapons), Dual Weapon Mastery I, Dual Weapon Mastery II, K'tara Training, Martial Arts I, Melee Defense, Rapid Strike, Skill Training (Acrobatics), Weapon Finesse, Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons).

Skills Acrobatics +17, Climb +14, Endurance +13, Initiative +17, Jump +14, Knowledge (galactic lore) +17, Perception +22, Stealth +17 (may re-roll, keeping second result), Survival +17

Possessions 10,000 credits, estate on Anzat, neutronium reinforced vibrodaggers (5)

Destiny Fulfilled (education) – Akku Seii was destined to train Jedi Tholme in the ways of the Anzati Assassins. Akku gained +5 destiny bonus on all Perception checks.

RATH KELKKO

A master of the Anzati art of assassination, Lord Kelkko trained for years before becoming a legendary slayer of sentients. Eventually, he retired to Anzat to become a trainer of future assassins, teaching the same regimen that made him so effective. While he had a healthy respect for other masters, such as Akku Seii, he respectfully disagreed on many policies laid down by the Code of Honor, especially the prohibition on Jedi contracts. His patience with the other masters grew thin when the Clone Wars began, and he slowly gathered support amongst like-minded trainers throughout the early years of the conflict.

Six months before the Clone Wars would end, a deal was brokered between Count Dooku and Lord Kelkko. Rath, under the supervision of Sora Bulq, would personally train a clone army for the Count, alongside a dozen other masters of the Anzati arts. The army used the last surviving Morgukai warrior, Bok, as a genetic template. Kelkko and his staff were relocated to an underground fortress and cloning facility on Saleucami within days and initial training went well; the clones picked up the basic techniques at an alarming rate.

Unfortunately, Jedi Master Tholme learned of the operation within weeks, and was able to alert the Republic. Kelkko and his ilk worked with Sora Bulq and the Morgukai to eliminate Tholme,

RATH KELKKO



all while repelling a Republic assault led by Jedi Council member Oppo Rancisis. Surprisingly, Tholme proved the more adept in the art of stealth, and sabotaged the Separatist scheme at every turn. Five months into the project, the cooling system was disabled and Kelkko's temper flared at every turn, until he proposed using double-agent, and former student of Tholme's, Jedi Quinlan Vos, to eliminate the annoyance.

Kelkko's plan was immediately implemented, and Kelkko and

his Anzati assassins were sent to kill Master Rancisis while he was deep in battle meditation. Unfortunately, not all of Kelkko's fellow Anzati were as light-footed as himself, and the Jedi Master was alerted to their presence. Kelkko watched in grim admiration as the Thisspasian Jedi decimated his fellow adepts before making his own presence known. Confident he could destroy the weakened Jedi, he charged, his vibrosword held high, but Kelkko failed to take the Jedi Master's powerful tail into consideration. Rath Kelkko was flung into a large capacitor, where the resulting energy discharge ended his long life.

Rath Kelkko

CL 15

Medium Anzati Male Noble 3/Scout 7/Melee Duelist 5

Force 13; Dark Side 8

Init +14; Senses low-light vision; Perception +13

Languages Anzati, Basic, Bocce, Durese, High Galactic, Huttese, Minnisiat, Sy Myrth

Defenses Ref 31 (flat-footed 29), Fort 26, Will 28

Hp 86; Threshold 26

Speed 6 squares; Powerful Charge

Melee unarmed +13 (1d4+11) or

Melee vibrosword +14 (2d8+11) or

Melee vibrosword +12 (3d8+11) with Rapid Strike or

Melee vibrosword +11/+11 (2d8+11) with Double Attack or

Melee vibrosword +9/+9 (3d8+11) with Double Attack and Rapid Strike or

Melee vibrosword +6/+6/+6 (2d8+11) with Triple Attack or

Melee vibrosword +4/+4/+4 (3d8+11) with Rapid Strike and Triple Attack or

Melee vibrodagger +14 (2d4+11) or

Melee vibrodagger +12 (3d4+11) with Rapid Strike or

Melee vibrodagger +11/+11 (2d4+11) with Double Attack or

Melee vibrodagger +9/+9 (3d4+11) with Double Attack and Rapid Strike or

Melee vibrodagger +6/+6/+6 (2d4+11) with Triple Attack or

Melee vibrodagger +4/+4/+4 (3d4+11) with Rapid Strike and Triple Attack or

Ranged vibrodagger +15 (2d4+9) or

Ranged mesmerize +17 (special) or

Ranged by weapon +14

Base Atk +12; Grp +14

Atk Options Double Attack (advanced melee weapons), Fleche, K'tara Training, Rapid Strike, Shadow Striker, Triple Attack (advanced melee weapons)

Special Actions Critical Skill Success (Knowledge [tactics]), Master of Movement (2/encounter), Melee Defense, Mesmerize, Perseance Sense, Reactive Stealth, Soup Drinking

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

Talents Critical Skill Success (Knowledge [tactics]), Dirty Tricks, Hidden Movement, Improved Stealth, Multiattack Proficiency (advanced melee weapons), Reactive Stealth, Shadow Striker, Skill Confidence (Stealth), Weapon Specialization (advanced melee weapons)

Feats Double Attack (advanced melee weapons), Fleche, K'tara Training, Linguist, Melee Defense, Powerful Charge, Rapid Strike, Sadistic Strike, Triple Attack (advanced melee weapons), Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Deception +14, Initiative +14, Jump +13, Knowledge (social sciences) +15, Knowledge (tactics) +15, Perception +13, Persuasion +14, Stealth +14 (may reroll, keeping second result), Survival +13

Possessions 50,000 credits, Comlink, estate on Anzat, utility belt, vibrosword, vibrodagger (3)

SALJÉ TASHA

An Anzati assassin specializing in political killings, Saljé Tasha was feared by politicians and government functionaries throughout the core, particularly on Coruscant. For her most high-profile job, she was hired sixteen months after the Battle of Geonosis by fallen Jedi Sora Bulq and Senator Viento. Her assignment was to murder former Supreme Chancellor Valorum onboard the *Star of Iskin*, a freighter he had booked passage on. After eating Valorum's "soup", Tasha detonated a large explosive she placed onboard the *Star of Iskin* during its lift-off from Coruscant, destroying all evidence of her actions.

Saljé Tasha spent much of the next year on Coruscant's

lower levels, working other jobs that had lower profiles. Six months before the end of the Clone Wars, Tasha received word that Khaleen Hentz wanted to meet with her. After speaking to her own underworld contacts, she discovered that Hentz was a constant companion of Jedi Quinlan Vos, a double agent working for the Separatists. She arranged a meeting with the pair, curious what they might want with her. When Vos asked who hired her to kill Finis Valorum, she refused to answer, and fled. After a brief chase, Vos subdued her before ripping the answers he sought



SALKÉ TASHA

from her mind.

Tasha tried to keep to the Anzati Code of Honor and eat Vos' "soup" to preserve her client's confidentiality. Unfortunately, Khaleen Hentz caught up and dislodged Tasha from Vos with a prybar. Tasha fled once again, vanishing into the shadows of Coruscant's lower levels, leaving behind her prized cortosis gauntlets, but escaping to kill another day.

Saljé Tasha CL 12
Medium Anzati Female Scout 3/Soldier 5/Martial Arts Master 3/
Infiltrator 1
Force 12; Dark Side 7
Init +8; Senses low-light vision; Perception +12
Languages Anzati, Basic, Huttese
Defenses Ref 30 (flat-footed 26), Fort 28, Will 25;
Hp 111; Threshold 28
Speed 6 squares
Melee unarmed +12 (1d8+8) or
Melee clawed cortosis gauntlet +12 (1d8+11) or
Melee clawed cortosis gauntlet +9/+9 (1d8+11) or

CLAWED CORTOSIS GAUNTLET

Anzati Assassin Saljé Tasha was given a pair of these weapons by Sora Bulq mid-way through the Clone Wars. This custom-built master-crafted cortosis gauntlet (*LE 183*) adds sharp claws to provide some offense. The claws are treated as vibroknucklers, and add +3 to unarmed damage (slashing). This unique weapon has the Improved Accuracy trait from the Tech Specialist feat (*SG 21*), providing a +1 equipment bonus on attack rolls (including opposed unarmed attack rolls to block with the cortosis gauntlets). A clawed cortosis gauntlet is considered a Simple Weapon and Medium Armor.

Size Tiny; Cost 5,000 (each); Weight 2 kg; Availability Unique

Ranged mesmerize +14 (special) or

Ranged by weapon +12

Base Atk +10; Grp +12

Atk Options K'tara Expertise

Special Actions Conditioning, Melee Defense, Mesmerize,
Presence Sense, Shake It Off, Soup Drinking

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

Special Qualities Tough as Durasteel +2

Talents Always Ready, Flurry of Blows, Grabber, Improved
Stealth, K'tara Expertise, Retaliation Jab, Traceless Tampering

Feats Armor Proficiency (light, medium), Conditioning, Dual
Weapon Mastery I, K'tara Training, Martial Arts I, Martial
Arts II, Melee Defense, Shake It Off, Skill Focus (Stealth),
Weapon Proficiency (pistols, rifles, simple weapons)

Skills Climb +13, Jump +13, Mechanics +12, Perception +12,
Stealth +18 (may reroll, keeping second result), Survival +12

Possessions Clawed cortosis gauntlet (2), explosive charge (3),
timer (3)

ANZATI ASSASSINS

Anzati Assassins are a secret order exclusive to the Anzati species that has plied its trade across the galaxy for millennia. The order has no established leadership, and each master is free to operate as they see fit, though all must adhere to the Anzati Code of Honor. The Code forbids discussion of a contract, or even confirming there ever was such a contract. The Code also forbids the training of those unable to taste the "soup". Aside from those restrictions, masters are free to train who they like, how they like.

While many of the elder masters prefer to train students one-on-one, such as Master Seii, others prefer to train in groups fewer than a dozen, such as Masters Anis and Kelkko. All Anzati assassins express a preference for using stealth to approach their victims and eliminating them with bladed weapons or by drinking their "soup". The assassins work alone or in small teams with equal comfort, adapting their strategy to the job at hand.

Known weapons for Anzati Assassins include metal claws, daggers, short swords, long swords, and powered variants, including vibroknucklers and vibroswords. Gamemasters should

**ANZATI ASSASSINS AMBUSH JEDI
MASTER OPPO RANCISIS**



feel free to substitute other appropriate simple or advanced melee weapons, either used as single weapons or dual weapons as they see fit.

Anzati Assassin Adept CL 3
 Medium Anzati Male Scout 3
 Force 6; Dark Side 3
 Init +8; Senses low-light vision; Perception +1
Languages Anzati, Basic
 Defenses Ref 18 (flat-footed 15), Fort 14, Will 13
 Hp 34; Threshold 14
 Speed 6 squares
 Melee unarmed +4 (1d6+3) or
 Melee vibroknuckler +4 (1d6+6) or
 Melee vibroblade +4 (2d6+3) or
 Melee vibroblades -6/-6 (2d6+3/2d6+3) or
 Ranged mesmerize +4 (special) or

Ranged by weapon +4
 Base Atk +2; Grp +4
Special Actions Mesmerize, Presence Sense, Soup Drinking
 Abilities Str 14, Dex 14, Con 10, Int 11, Wis 11, Cha 13
 Talents Hidden Movement, Improved Stealth
 Feats Covert Operatives, Martial Arts I, Weapon Proficiency
 (advanced melee weapons, pistols, rifles, simple weapons)
 Skills Climb +8, Initiative +8, Jump +8, Stealth +11, Survival +6
 Possessions Vibroblade (2), vibroknuckler (2)

Anzati Assassin CL 6
 Medium Species Male Scout 3/Soldier 3
 Force 9; Dark Side 6
 Init +10; Senses low-light vision; Perception +9
Languages Anzati, Basic, Huttese
 Defenses Ref 21 (flat-footed 18), Fort 18, Will 17
 Hp 34; Threshold 14
 Speed 6 squares
 Melee unarmed +7 (1d6+5) or
 Melee vibrodagger +7 (2d4+5) or
 Melee vibrodaggers +2/+2 (2d4+5) or
 Melee vibrosword +7 (2d8+5) or
 Ranged mesmerize +7 (special) or
 Ranged vibrodagger +7
 Ranged by weapon +7
 Base Atk +5; Grp +7
Special Actions Ambush Specialist, K'tara Training, Mesmerize, Presence Sense, Soup Drinking
 Abilities Str 14, Dex 14, Con 10, Int 12, Wis 12, Cha 13
 Talents Ambush Specialist, Destructive Ambusher, Hidden Movement, Improved Stealth
 Feats Covert Operatives, Dual Weapon Mastery I, K'tara Training, Martial Arts I, Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
 Skills Climb +10, Initiative +10, Jump +10, Perception +9, Stealth +13 (may reroll, keeping second result), Survival +9
 Possessions Vibrodagger (2), vibrosword

Anzati Master Assassin

CL 10

Medium Species Male Scout 3/Soldier 7

Force 10; Dark Side 8

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

Languages Anzati, Basic, Huttese

Defenses Ref 25 (flat-footed 22), Fort 22, Will 21; Unstoppable Force

Hp 34; Threshold 14

Speed 6 squares

Melee unarmed +11 (1d6+7) or

Melee vibrodagger +11 (2d4+7) or

Melee vibrodagger +6/+6 (2d4+7) with Double Attack or

Melee vibrodaggers +6/+6 (2d4+7) or

Melee vibrodaggers +1/+1/+1 (2d4+7) with Double Attack or

Melee vibrosword +11 (2d8+7) or

Melee vibrosword +6/+6 (2d8+7) with Double Attack or

Ranged mesmerize +12 (special) or

Ranged vibrodagger +11 (2d4+7) or

Ranged by weapon +11

Base Atk +9; Grp +11

Atk Options Double Attack (advanced melee weapons)

Special Actions Ambush Specialist, Keep It Going, Mesmerize, Presence Sense, Soup Drinking

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

Talents Ambush Specialist, Destructive Ambusher, Hidden

Movement, Improved Stealth, Keep It Going, Spring the Trap

Feats Covert Operatives, Double Attack (advanced melee

weapons), Dual Weapon Mastery I, K'tara Training,

Martial Arts I, Savage Attack, Unstoppable Force, Weapon

Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Climb +12, Initiative +12, Jump +12, Perception +11,

Stealth 15, Survival +11

Possessions Vibrodagger (4), vibrosword

CRIMSON NOVA BOUNTY HUNTERS

HARLL

A hulking Togorian, Harll was an established bounty hunter for years prior to the Clone Wars, tracking down targets from a variety of legal and illegal posters across the Outer Rim. Shortly before the Clone Wars started, he fell in love with a Farghul named Mika. Enamored, Harll joined the Crimson Nova chapter of the Bounty Hunter's Guild to be close to Mika, who ran the chapter. Largely because of Harll's influence, Mika began accepting bounties on Jedi six months into the Clone Wars.



HARLL

CRIMSON NOVA BOUNTY HUNTERS

Homghr: Homghr was an Aqualish service technician that worked in the hangar bay of The Rig, headquarters to the Crimson Nova Chapter of the Bounty Hunters Guild. He was not trustworthy, and had many of his cohorts help steal the cargo from Jedi Master Saesee Tiin's freighter, unaware the cargo was explosive. Homghr was believed killed in the resulting blast.

Looie: A Psadan male, Looie was a retired bounty hunter who ran the redemption center on The Rig for the Crimson Nova Chapter of the Bounty Hunters Guild. Looie was tricked by undercover Jedi Master Agen Kolar into accepting his prisoner, Jedi Master Kit Fisto. When Looie noticed Kolar's paperwork was not in order, the Jedi Master incited a riot amongst the hunters, who quickly overwhelmed Looie.

Predictably, it was not long before Mace Windu and three other Jedi Masters came to the Crimson Nova's headquarters onboard *The Rig* space station, seeking to put a stop to the anti-Jedi activities. Harll eagerly engaged Mace Windu in personal combat, and promptly had his right hand severed at the wrist. Harll refused to surrender and lashed out once more in defiant rage at the Jedi Master, who was forced to end his life. Contrary to popularly held beliefs about the interbreedability of Togorians and Farghuls, it is believed that Harll is the father of Mika's daughter, Breela.

Harll CL 11
Large Togorian Male Soldier 5/Scout 3/Bounty Hunter 1/
Elite Trooper 2
Force 10; Dark Side 7
Init +12; Senses Perception +4, Low-Light Vision
Languages Basic, Togorian
Defenses Ref 28 (flat-footed 25), Fort 29, Will 20; Feline
Reflexes, Unstoppable Force
Hp 111; DR 1; Threshold 29

Speed 6 squares

Melee unarmed +14 (1d8+10) or

Melee cortosis vibrosword +14 (2d8+10) or

Melee cortosis vibrosword +9/+9 (2d8+10) with Double Attack or

Melee cortosis vibrosword +14 (3d8+10) with Mighty Swing or
Ranged heavy gauntlet blaster +12 (3d8+5)

Base Atk +10; Grp +14

Atk Options Double Attack, Flurry, Mighty Swing, Point Blank
Shot

Special Actions Delay Damage, Shake It Off

Abilities Str 18, Dex 14, Con 14, Int 10, Wis 9, Cha 10

Special Qualities Freelancer, Hunter, Physical Intimidation,
Senior Hunter

Talents Accurate Blow (advanced melee weapons), Acute Senses,
Armored Defense, Expert Tracker, Juggernaut, Melee Smash,
Notorious

Feats Armor Proficiency (light, medium), Double Attack
(advanced melee), Flurry, Martial Arts I, Mighty Swing,
Point Blank Shot, Shake It Off, Unstoppable Force, Weapon
Proficiency (advanced melee weapons, pistols, rifles, simple
weapons)

Skills Endurance +12, Initiative +12, Survival +9

Possessions Cortosis alloy vibrosword, medium battle armor
(heavy gauntlet blaster, datapad, comlink)

Organization Score (Bounty Hunter's Guild) – 17

MIKA

Born to a pair of deathstick dealers, Mika's chances at a happy life were slim right from the start. When she was forced to watch her parents' deaths at the hands of a Jedi when they refused to surrender, she was left to fend for herself. Luckily, Mika was given shelter by a bounty hunter named Stroth, who taught the young Farghul his trade. A few years before the start of the Clone Wars, Mika's training was completed, and she was made a full member of the Crimson Nova chapter of the Bounty Hunter's Guild.

Mika was respected by her fellow hunters, and soon attracted the Togorian Harll as her lover. Mika was chosen to succeed Stroth as head of the Crimson Nova just before the outbreak of the Clone Wars, and brought all her rage and resentment toward the



Jedi Order with her. Because of this, it was no surprise when Mika accepted a bounty from Kh'aris Fenn of Ryloth on all members of the Jedi Order, despite protests from Stroth.

Six months into the Clone Wars, *The Rig*, headquarters to the Crimson Nova Chapter, was visited by Jedi Master Mace Windu, who sought an end to the violence between the Crimson Nova and Jedi Order. Enraged at the Jedi's arrogance, Mika offered to double the bounty on Windu. However, while Mika's attentions were focused on the legendary Jedi Master, she was blind to the three other Jedi Council members sowing the seeds of her destruction throughout the station. Simultaneously, a prisoner escape, bounty hunter riot, and massive explosion in the hangar bay occurred, setting the stage for the Jedi assault.

FARGHUL

Feline humanoids from the criminal haven of Farffin, Farghuls are known as thieves and con-artists across the galaxy. Most Farghul prefer to rely on scams and manipulation to achieve their criminal ends, as they are not naturally a violent people. Unlike many of those dealing in the criminal trades, Farghuls are typically happy to return stolen credits or valuables if they are caught, and explain how their scam took in the mark unawares. This is largely a culture-wide phenomenon in reaction to the Jedi Order making an attempt decades before the Clone Wars to clear out the smuggler dens and criminal networks on Farffin. The Farghul harbor a fear of Jedi as a result.

Farghul Species Traits

All Farghul share the following traits:

Ability Modifiers: +2 Dexterity, +2 Charisma, -2 Constitution. Farghul are very quick and charming, but have slight frames.

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

Prehensile Tail: Farghul have long tails nearly as strong and flexible as their hands. A Farghul can effectively hold (but not wield) a Small or smaller item with its tail. When holding a Medium or larger item with its tail, the Farghul is encumbered and considered to be carrying a heavy load.

Conditional Bonus Feat: Farghul are natural con artists. A Farghul with Deception as a trained skill gains Skill Focus (Deception) as a bonus feat.

Automatic Languages: Farghul.

Incensed, Mika and Harll, as well as several other hunters, charged the four Jedi Masters. Despite Harll's assurances, the guild members were no match for the Jedi. Stroth immediately tried to convince Mika to flee in an escape pod, but she refused. In a reminder of her parents' death, she witnessed her lover's refusal to submit, and subsequent death at the hands of Mace Windu. Moments later, Mika was cornered by the Jedi as well,

and was prepared to die in a fiery blaze of glory. However, before she could make her last stand, Stroth stunned her from behind, allowing her to be taken prisoner by the Jedi.

Shocked at Stroth's actions, Mika's anger shifted from the Jedi to her foster father, and swore he would pay, despite the fact that his actions saved her life. However, not even her adopted father could have realized that he saved two lives that day; Mika was pregnant with a baby girl she would name Breela. Mika would later escape prison after the Clone Wars ended, and hunt down Stroth to answer for his betrayal.

Mika CL 12

Medium Farghul Female Scoundrel 1/Scout 7/Soldier 1/Bounty Hunter 3

Force 10; Dark Side 8

Init +14; Senses Perception +12

Languages Basic, Farghul, Togorian

Defenses Ref 29 (flat-footed 26), Fort 24, Will 24

Hp 77; Threshold 24

Speed 6 squares

Melee unarmed +11 (1d4+8) or

Ranged heavy blaster pistol +13 (3d8+8) or

Ranged heavy blaster pistol +8/+8 (3d8+8) with Double Attack
or

Ranged heavy blaster pistol +11 (4d8+8) with Rapid Shot or

Ranged thermal detonator +12 (8d6+6)

Base Atk +9; Grp +12

Atk Options Blast Back, Combat reflexes, Double Attack, Point
Blank Shot, Precise Shot, Second Strike,

Special Actions Quick Draw, Staggering Attack

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

Special Qualities Freelancer, Hunter, Senior Hunter, Head of
House, Prehensile Tail

Talents Acute Senses, Blast Back, Jedi Hunter, Keen
Shot, Retribution, Second Strike, Steel Mind, Weapon
Specialization (pistols)

Feats Armor Proficiency (light), Combat Reflexes, Double Attack,
Pistoleer, Point Blank Shot, Precise Shot, Quick Draw, Rapid
Shot, Staggering Attack, Weapon Focus (pistols), Weapon
Proficiency (pistols, rifles, simple weapons)

Skills Gather Information +13, Initiative +14, Perception +12
(may reroll, keeping second result), Persuasion +13, Stealth
+14, Survival +12

Possessions heavy blaster pistol, low-slung holster, thermal
detonator

Organization Score (Bounty Hunter's Guild) – 23

Event (orphaned) – The Jedi made an orphan of Mika when she was a little girl. As a result, Mika adds an extra 1d6 to the result of her Force Point expenditures when she spends a Force Point to improve an untrained skill check, and Survival is always considered a class skill.

NAZZER

A recent member of the Crimson Nova Hunters Guild at the time of the Clone Wars, Nazzzer was a hunter of some renown who had encountered Jedi Luminara Unduli and Bariss Offee in the past. Six months into the Clone Wars, the guild had accepted a number of contracts on the Jedi Order, and aware of the prowess of the Jedi, Nazzzer carefully assembled a crew to capitalize on the opportunity. Together with a Gand, a Rodian and a Trandoshan, the four took to their speeder bikes on the Confederate stronghold of Null, where a number of Jedi were reportedly present.

Nazzzer and his team ambushed a team of Jedi as they were recovering from a particularly draining battle, killing at least a Padawan and a Bith Jedi Knight in their initial strike. Deflected blaster fire lit the dry foliage aflame, trapping many of the Jedi behind a giant wall of fire. Confident the remaining Jedi had no chance of escape, Nazzzer snatched their lightsabers and the crew fled back to *The Rig*, headquarters of the Crimson Nova chapter of the Bounty Hunter's Guild.

NAZZER



Shortly after receiving payment, Nazzar learned that Mace Windu had arrived on the station seeking an end to hostilities with the Crimson Nova. Chapter head Mika offered to double the bounty on Windu's head, which sent Nazzar and his crew racing to the hangar bay to greet the storied Jedi Master. Forced by Mace to choose between a life in prison or death, Nazzar and his team attacked viciously, but were all cut down unceremoniously with a single strike of Mace Windu's blade. Nazzar was believed to have deflected the blow meant to take off his head, but wisely stood down upon seeing the rest of his crew disarmed or dismembered.

Nazzar CL 8
 Medium Human Male Scout 3/Soldier 3/Scoundrel 1/Bounty Hunter 1
 Force 7; Dark Side 6
 Init +11; Senses Perception +9
Languages Basic, Huttese, Rodese
 Defenses Ref 25 (flat-footed 22), Fort 23, Will 19
Hp 65; Threshold 23
 Speed 6 squares
 Melee combat gloves +7 (1d6+7) or

Melee cortosis alloy vibrosword +7 (2d8+5) or
 Ranged gauntlet blaster +8 (3d6+4) or
 Ranged gauntlet blaster +6 (4d6+4) with Rapid Shot or
 Ranged heavy blaster pistol +8 (3d8+4) or
 Ranged heavy blaster pistol +6 (4d8+4) with Rapid Shot
 Base Atk +6; Grp +8
 Atk Options Coordinated Attack, Coordinated Barrage, Dastardly Strike, Point Blank Shot, Rapid Shot
 Special Actions Ambush Specialist, Shake It Off, Vehicular Combat

Abilities Str 13, Dex 14, Con 13, Int 14, Wis 11, Cha 12
 Special Qualities Freelancer, Hunter
 Talents Acute Senses, Ambush Specialist, Armored Defense, Dastardly Strike, Keen Shot, Notorious
 Feats Armor Proficiency (light), Coordinated Attack, Coordinated Barrage, Martial Arts I, Point Blank Shot, Rapid Shot, Shake It Off, Vehicular Combat, Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
 Skills Endurance +10, Initiative +11, Knowledge (tactics) +11, Perception +9 (may reroll, keeping second result), Pilot +11, Stealth +11, Survival +9, Use Computer +11
 Possessions Ammo bandolier, armored flight suit (gauntlet blaster, datapad, comlink), cortosis alloy vibrosword, heavy blaster pistol

Organization Score (Bounty Hunter's Guild) – 13

STROTH

A large man of storied lineage, Stroth grew up as his mother told him tales of his ancestor of thousands of years ago, Jedi Master Zez-Kai Ell. Though Stroth was never taken in for Jedi training himself, he did travel a path of adventure and excitement, becoming a bounty hunter, hoping to rid the galaxy of evil men in similar fashion to the Jedi Order. Unfortunately, Stroth quickly learned the galaxy was not quite the black and white place from his mother's bedtime stories. Nearly twenty years before the Clone Wars began, Stroth witnessed as a Jedi was forced to slaughter a pair of Farghul deathstick dealers who refused to surrender. Their daughter, Mika, watched as she became orphaned with two passes of the Jedi's blade.



Desiring to do the right thing, Stroth took the infant in as his own, raising her to be a fierce bounty hunter. It was during this time that Stroth also rose to prominence in the Crimson Nova Chapter of the Bounty Hunter's Guild, and found himself its de facto leader in short order. Stroth eventually accepted a fateful bounty that saw him reluctantly pitted against a Jedi Knight. The encounter cost him his right arm, forcing him to step down from leadership of the guild, just days after the Battle of Geonosis.

Stroth's adopted daughter had grown into a skilled hunter, despite her deep seeded anger toward the Jedi, and the wounded mercenary couldn't help but beam with pride as Mika was chosen to be his successor. Unfortunately, Stroth watched with dismay as her resentment toward the Jedi led to Mika accepting a bounty from Twi'lek Kh'aris Fenn on any and all Jedi. While Stroth advised her against it, her lover Harll had much more influence over his adopted daughter. Stroth was disappointed, but not surprised when the decision to accept Jedi bounties quickly prompted a

visit from Mace Windu himself. The battle that ensued nearly destroyed *The Rig* space station, headquarters to the Crimson Nova, and resulted in the deaths of many skilled bounty hunters of the house. Stroth agonized as the Jedi cornered Mika, who, like her parents, refused to surrender. Unable to watch history repeat itself, Stroth shot Mika in the back with a stun blast.

Stroth resumed control of the Crimson Nova chapter, giving the Jedi Mika as their prisoner, well aware that should she escape, she would likely track him down and kill him. However, he could not watch her die, and had no regrets. As his first act as leader, Stroth immediately terminated the contract on the Jedi. He also provided Windu with information on Kh'aris Fenn, the Twi'lek who had taken the contract out on the Jedi. Stroth ran the Crimson Nova for the remainder of the Clone Wars, at least until Mika escaped from prison shortly afterward.

Stroth

CL 14

Medium Middle-Aged Human Male Scout 9/Soldier 1/
Bounty Hunter 4

Force 11; Dark Side 2

Init +15; Senses Perception +15

Languages Basic, Huttese

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

Hp 122; Threshold 29

Speed 6 squares

Melee combat gloves +12 (1d4+8) or

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

Ranged heavy blaster pistol +10 (4d8+7) with Rapid Shot

Base Atk +11; Grp +12

Atk Options Assured Attack, Deadeye, Hunter's Target, Mobile Combatant, Point Blank Shot, Power Blast, Precise Shot, Rapid Shot

Special Actions Forward Patrol, Quick Draw, Shake It Off

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

Special Qualities Familiar Foe +2, Freelancer, Hunter, Persistent Condition (severed right arm, -5 to Strength and Dexterity checks and related skills), Senior Hunter

Talents Acute Senses, Armored Defense, Expert Tracker, Hunter's Mark, Hunter's Target, Forward Patrol, Mobile Combatant, Watchful Step

Feats Armor Proficiency (light), Assured Attack, Deadeye, Pistoleer, Point Blank Shot, Power Blast, Precise Shot, Quick Draw, Rapid Shot, Shake It Off, Skill Focus (stealth), Weapon Proficiencies (pistols, rifles, simple weapons), Zero Range
Skills Endurance +14, Knowledge (galactic lore) +13, Perception +15 (may reroll, keeping second result), Persuasion +12, Pilot +8, Stealth +13, Survival +15

Possessions Bantha-hide duster, fiber armor, heavy blaster pistol

Organization Score (Bounty Hunter's Guild) – 20

Event (scarred) – Stroth lost his right arm to combat with a Jedi, and refuses to get a cybernetic replacement. Stroth always has favorable circumstances when making Persuasion checks to intimidate, and Persuasion is considered a class skill.

SUGI'S CREW

Sugi was a respected bounty hunter and mercenary during the Clone Wars, known for helping less fortunate beings overlooked or caught in the cross-fire during the epic conflict. She had a reputation for fairness that attracted a number of skilled warriors to join her. By the time of the Clone Wars, Sugi's crew consisted of sharpshooter Rumi Paramita, armored titan Seripas, and the Kyuzo Aqualish close quarters specialist Embo. Sugi transported her crew aboard her ship, *The Halo*, all over the galaxy, taking on jobs mostly for independent civilians, avoiding direct work for either the Republic or Separatists. Of course, Sugi sometimes worked against Republic interests, earning her a twenty-five thousand credit bounty posted by the Republic.

Ten months into the Clone Wars, Sugi and her crew were hired by Casiss, leader of Akira, a Felucian nysillin farming community. The villagers were desperate for protection from Hondo Ohnaka and his brigands, who had been demanding a high percentage of their crop as payment for their "protection". Upon spotting a starfighter battle near Akira, Sugi sent the villagers to take refuge in their storm cellars. Not long afterward, a trio of Jedi entered the village, and Sugi and her crew ambushed them.

Sugi was distrustful of the Jedi, but Casiss insisted they be allowed free reign of the village, hoping Jedi would help defeat

the pirates. Hondo arrived that evening, and Sugi made it clear that he would be receiving no more nysillin tribute. The Jedi agreed to help train the villagers to defend themselves, but none of Sugi's crew thought they would contribute much. The next day, Sugi spotted a Weequay scout on the north ridge, and sent Embo after him, who killed the scout by the time Sugi and Jedi Kenobi caught up. Sugi knew it would be only hours before the pirates launched a full scale attack.

The battle that followed was intense and furious. Sugi defended the crops and villagers too weak to fight alongside Kenobi, protecting his flanks, while Rumi provided sniper support from atop an outbuilding. Embo was sent out to intercept the raiders, and lead them into a series of ambushes, including one manned by Ahsoka and Seripas. Sugi's team did well against the first wave of pirate speederbikes, but when Hondo's speedertank entered the fray, all seemed lost. The tank wounded Embo and Rumi within moments, and Seripas' armor was disabled. But before Sugi and Kenobi's position could be overrun, a villager named Filoni rallied and helped stave off the attackers long enough for Skywalker to overcome Hondo and his tank.

Ohnaka called a full retreat, declaring the protection scheme no longer profitable, and returned to Florrum. The day was won, and Sugi gained respect for the Jedi who fought at her side. As a way of thanking the Jedi, she offered to transport them to a nearby Republic outpost.

Sugi CL 10
Medium Zabrak Female Scout 7/Pathfinder 3
Force 11; **Dark Side** 1
Init +12; **Senses** Perception +12
Languages Aqualish, Basic, Zabrak
Defenses Ref 25 (flat-footed 23), Fort 26, Will 23; **Unwavering Resolve**
Hp 76; **Threshold** 26
Speed 6 squares
Melee combat gloves +8 (1d4+7) or
Melee vibroblade +8 (2d6+6) or
Ranged blaster carbine +9 (3d8+5) or
Ranged blaster carbine +7 (4d8+5) with Rapid Shot or
Ranged blaster carbine +4/+4 (3d8+5) with Double Attack or



Ranged blaster carbine +2/+2 (4d8+5) with Double Attack and Rapid Shot or
 Ranged by weapon +9
 Base Atk +7; Grp +9
 Atk Options Double Attack (rifles), Point Blank Shot, Rapid Shot,
Special Actions Defensive Protection, Keep Together, Safe Zone
 Abilities Str 12, Dex 14, Con 12, Int 13, Wis 14, Cha 12
 Special Qualities Create Cover (1 square)
 Talents Defensive Protection, Evasion, Improved Stealth, Keep

Together, Launch Point, Safe Zone
 Feats Double Attack (rifles), Point Blank Shot, Rapid Shot, Rapport, Targeted Area, Unwavering Resolve, Weapon Proficiency (pistols, rifles, simple weapons), Zero Range
 Skills Initiative +12, Knowledge (tactics) +11, Perception +12 (may reroll, keeping second result), Pilot +12, Stealth +12 (may reroll, keeping second result), Survival +12
 Possessions Blaster carbine, bracers, customized transport *Halo*, greaves, vibroblade

Embo

CL 14

Medium Aqualish (Kyuzo) Male Scout 11/Scoundrel 3
 Force 12; Dark Side 1

AQUALISH SUBSPECIES

You gain an additional benefit, based on your Aqualish subspecies.

Prerequisite: Must be a member of Aqualish species. (SE 284)

Aqala Subspecies: Aqala Aqualish have finned hands, making them the strongest swimmers of all Aqualish. Aqala swim speed is increased by 2 squares

Kyuzo Subspecies: Kyuzo are a subspecies of Aqualish that adapted over time on the world of Phatrong. Known for their incredible athleticism, and agility a Kyuzo Aqualish may choose to reroll any Acrobatics check, but the result of the reroll must be accepted even if it is worse. Acrobatics is always a trained skill for Kyuzo Aqualish.

Quara Subspecies: The Quara are the most obstinate of Aqualish, and unfortunately the most commonly encountered in the galaxy. Aqualish can use their Strength modifier instead of their Charisma modifier for Persuasion checks made to Intimidate others.

Ualaq Subspecies: The Ualaq have been mutated by radiation, and have grown an additional pair of eyes. Ualaq Aqualish ignore concealment (including total concealment) from darkness. However, they cannot perceive colors in total darkness.

EMBO



Init +13; Senses Perception +13

Languages Aqualish, Basic, Huttese

Defenses Ref 32 (flat-footed 26), Fort 27, Will 26

Hp 104; Threshold 27

Speed 8 squares; Long Stride

Melee unarmed +12 (1d10+9) or

Ranged throwing hat +16 (2d8+7) or

Ranged bowcaster +14 (3d10+7) or

Ranged by weapon +14

Base Atk +10; Grp +14

Atk Options Disclade Arc, K'tara Training, Mighty Throw, Mobile Combatant, Point Blank Shot

Special Actions Forward Patrol, Melee Defense, Recall
Disclade, Sidestep, Swift Strider

Abilities Str 14, Dex 18, Con 12, Int 13, Wis 12, Cha 8

Special Qualities Breathe Underwater, Expert Swimmer, Toughness

Talents Disclade Arc, Forward Patrol, Long Stride, Mobile Combatant, Recall Disclade, Sidestep, Swift Strider, Watchful Step

Feats Exotic Weapon Proficiency (bowcaster, disclade), Force

Sensitivity, Improved Disarm, K'tara Training, Martial Arts I, Martial Arts II, Melee Defense, Mighty Throw, Point Blank Shot, Targeted Area, Weapon Proficiency (pistols, rifles, simple weapons), Wookiee Grip
Skills Acrobatics +16, Jump +14, Perception +13, Stealth +16, Swim +14, Use The Force +11
Possessions Blast pauldron, bowcaster, greaves, kama, throwing hat (as disclade), wrist computer

Seripas

CL 10

Small Kloodavian Male Scoundrel 7/Ace Pilot 3

Force 11

Init +8; Senses Perception +11

Languages Aqualish, Basic, Binary (understand only), Kloodi

Defenses Ref 28 (flat-footed 25), Fort 21, Will 22



SERIPAS

KLOODAVIANS

Kloodavians are small, yellow-skinned reptilians with large protrusions on either side of their head. The Kloodavians admire innovation and technology as a means to put them on equal footing with other, larger species in the galaxy. They have a proud tradition of gifted engineers and scientists, and many corporations recruit directly from their best schools. **Kloodavian Species Traits:**

All Kloodavians share the following traits:

Ability Modifiers: -2 Strength, -2 Constitution, +4 Intelligence. Kloodavians are brilliant engineers, but their bodies are small and weak physically.

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

Speed: Kloodavian base speed is 4 squares.

Prototype Engineer: If the Kloodavian is the designer (or one of the designers) of an object, they gain a +2 species bonus to all Mechanics and Use Computer checks made to repair, modify, or use that object.

Conditional Bonus Feat: A Kloodavian with Knowledge (technology) as a trained skill gains Skill Focus (knowledge [technology]) as a bonus feat.

Languages: Kloodi

Hp 47; Threshold 21

Speed 4 squares

Melee unarmed +6 (1d3-1) or

Ranged by weapon +10

Base Atk +7; Grp +10

Atk Options Dumb Luck, Gunnery Specialist, Lucky Shot (1/day), Point Blank Shot,

Special Actions Knack, Seize Object, Vehicular Combat

Abilities Str 8, Dex 16, Con 8, Int 18, Wis 12, Cha 13

Special Qualities Prototype Engineer, Vehicle Dodge +1

Talents Concentrate All Fire, Dumb Luck, Knack, Lucky Shot (1/day), Seize Object, Vehicle Focus (walker)

Feats Gunnery Specialist, Heavy Hitter, Point Blank Shot, Signature Device, Skill Focus (Knowledge [technology]), Superior Tech, Tech Specialist, Vehicular Combat, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, pistols, simple weapons)

Skills Acrobatics +14, Gather Information +11, Knowledge (physical sciences) +14, Knowledge (technology) +19, Mechanics +14, Perception +11, Pilot +13, Use Computer +14

Possessions Comlink, custom battle suit, patched coveralls, toolkit

Seripas' Prototype War Walker

CL 10

Large ground vehicle (walker)

Init +11; Senses Perception +14

Defense Ref 22 (flat-footed 18), Fort 19; +6 armor, Vehicular Combat, Vehicle Dodge +1

hp 60; DR 10; Threshold 23

Speed 6 squares (max. velocity 40 km/h)

Melee battle suit strike +14 (see below) or

Melee concealed buzz-saw +14 (see below) or

Melee by weapon +9 (see below) or

Ranged concealed fire-linked (2) light blaster cannon +16 (see below) or

Ranged by weapon +9

Fighting Space 2 x 2; Cover total (+10 if cockpit open)

Base Atk +7; Grp +15

Atk Options autofire (fire-linked (2) light blaster cannon)

Abilities Str 28, Dex 18, Con -, Int 14

Skills Initiative +7, Mechanics +14, Perception +14, Pilot +17, Use Computer +15

Crew 1 (Seripas); Passengers none

Cargo 15 kg; Consumables 1 day; Carried Craft none

Availability Unique; Cost not available for sale (estimated 54,028)

Emplacement Points 0

Battle Suit Strike (pilot)

Atk +14, Dmg 1d6+13

Concealed Vibro-Saw (pilot)

Atk +14, Dmg 2d10+13

Concealed Fire-linked (2) light blaster cannon (pilot)

Atk +16 (+11 autofire), Dmg 4d10+5

Capabilities

Seripas custom war walker armored suit is designed to appear as a droid, or large armored warrior. The suit is considered to have the prototype template, with the cargo drawback and armor benefit, though the cargo drawback extends to the cockpit, which is designed for small-sized creatures only. What makes the walker unique is the addition of droid arms, which are pre-programmed with a number of sub-routines and largely controlled by the walker's onboard computer to adapt to the needs of the moment. The arms have hand appendages, capable of picking up weaponry or performing intricate tasks. Each arm also hides a concealed weapon, the right a fire-linked light blaster cannon, and the left a vibro-saw. Either weapon can be deployed from its forearm compartment as a swift action. Finally, Seripas can open the cockpit at any time with a swift action. While the walker remains operational with the cockpit opened, the vehicle will not benefit from its Intelligence bonus, as many of the readouts and displays are only visible with a closed cockpit. Seripas has made a number of personal modifications to the walker, granting it the Enhanced Strength and Mastercraft Device (+1 to Perception, Pilot and Use Computer) traits from Tech Specialist (SG 21), and the Superior Accuracy (light blaster cannon) trait from Superior Tech (SV 24)

Rumi Paramita

CL 10

Medium Frenk Female Scout 3/Soldier 4/Vanguard 3

Force 11; Dark Side 2

Init +13; Senses Perception +12

Languages Aqualish, Basic, Frenko, (1 unselected)

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

Hp 58; Threshold 23

Speed 6 squares

FRENK

From the forested world of Gorobei, the Frenk are reknowned for their skill as game hunters. They are a lanky species of red-skinned humanoids with large eyes and four nostrils dominating their bulb-shaped faces. Their culture is respected by other naturalists for their ability to peacefully co-exist with their environment while still being a technologically advanced civilization.

Frenk Species Traits

All Frenk share the following traits:

Ability Modifiers: -2 Constitution, +2 Dexterity. Frenk limbs are reedy, giving them exceptional ability, but also making them fragile.

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

Speed: Frenk base speed is 6 squares.

Gunhands: Frenk hands are remarkably steady, and their large trigger fingers are sensitive, making them some of the best shots in the galaxy. Reduce the range penalties (SE 129) by 2. (Short has no penalty, Medium is -3 attack, Long is -8 attack).

Scent: Frenk have a keen sense of smell. At close range (within 10 squares), Frenk ignore concealment and cover for purposes of Perception checks, and they take no penalty from poor visibility when tracking (see Survival skill, SE 73).

Languages: Basic, Frenko

Melee unarmed +10 (1dx+6) or

Ranged sporting blaster rifle +12 (3d6+5) or

Ranged sporting blaster rifle +10 (4d6+5) with Rapid Shot or

Ranged DT-12 blaster pistol +12 (3d6+5) or

Ranged DT-12 blaster pistol +10 (4d6+5) with Rapid Shot or

Ranged by weapon +12

Base Atk +9; Grp +12

Atk Options Collateral Damage, Point Blank Shot, Precise Shot, Rapid Shot



Special Actions Battle Analysis, Mark the Target, Prudent Escape

Abilities Str 13, Dex 16, Con 8, Int 14, Wis 14, Cha 12

Special Qualities Gunhands, Scent

Talents Battle Analysis, Cover Fire, Evasion, Improved Stealth, Mark the Target, Prudent Escape

Feats Armor Proficiency (light), Collateral Damage, Deadly Sniper, Point Blank Shot, Precise Shot, Rapid Shot, Sniper, Sport Hunter, Weapon Proficiency (pistols, rifles, simple weapons)

BRACERS

Armored forearms have been popular with warriors of countless cultures for millennia. Bracers are a versatile piece of defensive weaponry that can be used to parry attacks. More modern soldiers often fit their bracers with comlinks, tactical computers, or control signals for detonators. Modern bracers are angled specifically to deflect blaster energy away when the wearer is shooting. If you are wearing bracers and draw an attack of opportunity while aiming a ranged weapon, you gain a +2 equipment bonus to Reflex Defense against the attack. Alternately, if you are unarmed, or wielding a light melee weapon, you gain a +2 equipment bonus to any attempt to negate an enemy attack (Deflect, Block, Primitive Block, etc.). Although bracers are considered equipment, they can integrate an additional piece or pieces of equipment that weigh a combined total of 3 kg or less per bracer, as a Tech Specialist trait.

Size varies; Cost 200 (each); Weight 3 kg

GREAVES

Greaves are designed to protect the lower leg and ankle, allowing wearers to run on the battlefield without worrying about twisting an ankle. Greaves are often angled to deflect ranged attacks that target the legs safely away. You gain a +2 bonus to reflex defense some against all effects (except mind-influencing effects) that reduce your movement.

Size varies; Cost 200 (each); Weight 3 kg

Skills Climb +11, Initiative +13, Knowledge (tactics) +12, Perception +12, Stealth +13 (may reroll, keeping second result), Survival +12, Treat Injury +12

Possessions Bracers, cloak, combat gloves, DT-12 blaster pistol, greaves, kama, sporting blaster rifle (with scope)

ALTERNATE STATISTICS

Official statistics for certain characters can be found in the following resources.

Aura Sing *TG* 12

Boba Fett *SE* 214

Boba Fett *CW* 214

Bossk *TG* 17

TG Threats of the Galaxy

SE Saga Edition Core Rulebook

CW Clone Wars Campaign Guide