

STAR WARS[®]

ROLEPLAYING GAME

BOUNTY HUNTERS

CLONE WARS FAN SOURCEBOOK

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CHAPTER 5 BOUNTY HUNTERS





The Clone Wars were waged by more than just the warriors who fought for the principles and politics of the Republic or Separatists. Many missions were carried out by guns for hire, skilled sentients 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.

CHATA HYOKI

Fourteen months after the Battle of Geonosis, Hyoki and colleague Robonino were hired by Count Dooku to violently intimidate twenty key senators opposed to the Republic emergency spending bill to buy more clone troopers, including Onaconda Farr, who was vehemently opposed to the bill. Hyoki and Robonino were next ordered to kill Padmé Amidala outside the home of Senator Christo, but Amidala alerted police droids and proved more resourceful than anticipated, forcing them to abandon the task. Instead, the two tried to kill Senator Bail Organa before he could give a speech against the bill, but once again, a senator proved to be made of sterner stuff than either bounty hunter imagined. Hyoki and Robonino were captured, though injuries suffered by Organa did prevent him from addressing the senate. Hyoki spent much of the Clone Wars imprisoned for the assaults against the senators.

Chata Hyoki CL 8
Medium Selkath Male Scout 7/Bounty Hunter 1
Force 6; Dark Side 5
Init +11; Senses Perception +5
Languages Basic, Selkath
Defenses Ref 25 (flat-footed 22), Fort 23, Will 19
Hp 78; Threshold 23
Immune drowning
Speed 4 squares, 4 squares (swimming)
Melee unarmed +9 (1d6+7) or
Melee vibrodagger +9 (2d4+7) or
Ranged wrist blaster +8 (3d8+4) or
Ranged wrist blasters +3/+3 (3d8+4) or
Ranged by weapon +8



Base Atk +6; Grp +9

Special Actions Able Healer, Extreme Effort, Shake It Off

ASSASSIN DROIDS

HELIOS-3D – A member of Cad Bane's crew assembled to free Ziro the Hutt from prison, 3D took Senator Orn Free Taa to the Republic Detention Center to secure Ziro's release. After Ziro was freed, he fled to Iego, where he took over a network of Separatist battle droids left behind by the Separatists when they set up their laser grid defense. Jedi Skywalker and Kenobi later cleared the debris field and forced HELIOS-3D to move his consciousness to a B1 battle droid body floating in orbit to survive.

HELIOS-3E – Another droid member of Cad Bane's crew to free Ziro the Hutt, HELIOS-3E captured C-3PO, a droid belonging to Senator Amidala, in order to gain information about the Senate Hall floor plans. He later helped guard prisoners during the actual hostage crisis, and made it safely away with Cad Bane and the rest of the posse.

Abilities Str 16, Dex 14, Con 15, Int 12, Wis 12, Cha 10

Special Qualities Breathe Underwater

Talents Acute Senses, Dastardly Strike, Evasion, Extreme Effort, Improved Initiative

Feats Armor Proficiency (light, medium), Dual Weapon Mastery I, Martial Arts I, Shake It Off, Skill Training (Pilot), Toughness, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +11, Initiative +11 (may reroll, keeping second result), Jump +12, Pilot +11, Stealth +11, Survival +10, Swim +12 (may reroll, keeping second result)

Possessions custom medium battle armor (+8 armor, +2 equipment, integrated wrist blasters, cable launcher and jetpack), vibrodagger

DRED PRIEST & ISABET REAU

One of Jango Fett's Cuy'val Dar, Dred Priest was best known for his violent re-creation of battlefield situations. He was notorious for using battle circles in training, an exercise where recruits formed a circle and two troopers would mercilessly battle in melee combat until the first injury. Fellow Cuy'val Dar Mandalorian Mij Gilamar filed a complaint, and Jango Fett eventually put a brutal stop to the battle circle training. During his time as a trainer, Dred found Isabet Reau, who shared many of his outlooks on life.

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

**Dred Priest**

CL 15

Medium Human Male Soldier 10/Elite Trooper 5
Force 8; Dark Side 7

Init +14; Senses Perception +14

Languages Basic, High Galactic, Huttese, Mando'a

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

Hp 105; DR 2; Threshold 29

Speed 6 squares

Melee unarmed +17 (1d6+9) or

Ranged heavy blaster rifle +17 (3d10+7) or

Ranged flamethrower +17 (3d6+7, 6-square cone) or

Ranged rocket darts +17 (2d6+7) or

Ranged by weapon +17

Base Atk +15; Grp +17

Atk Options Autofire Sweep, Mandalorian Glory, Point Blank Shot, Spray Shot

Special Actions Battle Analysis, Delay Damage

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

Talents Armored Defense, Battle Analysis, Controlled Burst,

Cover Fire, Exotic Weapon Mastery, Improved Suppression

NEW HOMEWORLD:**MANDALORE**

You come from the varied climate world of Mandalore, home to some of the most fearsome mercenaries in the galaxy. Since you were raised among the warrior culture, you have a natural toughness and a variety of skills useful between fights.

Relevant Skills: Endurance, Mechanics, Treat Injury

Bonus Language: Mando'a

Fire, Jet Pack Training, Mandalorian Glory

Feats Armor Proficiency (light, medium), Autofire Assault, Autofire Sweep, Blaster Barrage, Burst Fire, Coordinated Attack, Coordinated Barrage, Flash And Clear, Flood of Fire, Martial Arts I, Point Blank Shot, Spray Shot, Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)

Skills Endurance +12, Initiative +14, Knowledge (tactics) +14, Mechanics +14, Perception +14, Treat Injury +14

Possessions DC-15A blaster rifle (as heavy blaster rifle), light beskar'gam (+5 armor, +2 equipment, integrated flamethrower, jetpack, rangefinder and rocket darts)

Organization Score (Death Watch) – 15

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

Isabet Reau

CL 15

Medium Human Female Soldier 10/Gunslinger 5

Force 9; Dark Side 6

Init +15; Senses Perception +13

Languages Basic, High Galactic, Huttese, Mando'a

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

Hp 115; Threshold 30

Speed 4 squares

Melee unarmed +16 (1d8+8) or

Ranged blaster pistol +18 (3d6+7) or

Ranged blaster pistol +16 (4d6+7) with Rapid Shot or

Ranged blaster pistols +16/+16 (3d6+7) or

Ranged blaster pistols +14/14 (4d6+9) with Rapid Shot or



Ranged by weapon +18
 Base Atk +15; Grp +18
 Atk Options Burning Assault, Charging Fire, Flanking Fire,
 Hailfire, Point Blank Shot, Precise Shot, Rapid Shot
 Special Actions Jet Pack Withdraw, Quick Draw
 Abilities Str 13, Dex 16, Con 12, Int 14, Wis 12, Cha 12
 Special Qualities Trusty Sidearm +2

MANDALORIANS

Hayar – A Mandalorian mercenary in Keldabe on Mandalore after the formation of the Galactic Empire, Hayar and his friend Jarkyc convinced an Imperial garrison commander that a failed theme park was a sacred Mandalorian site of worship. This site was eventually used by Imperial slavers.

Jarkyc – A Mandalorian mercenary friend and sometimes partner of Hayar's, Jarkyc helped him convince the Imperials on Mandalore that a failed theme park was indeed a spiritual temple. The two friends then used the story to get a number of free drinks in the cantinas of Keldabe. Jarkyc wore brown beskar'gam, and had ancient Mandalorian runes tattooed across his knuckles.

Beviin Verhayc – A Mandalorian renowned for the custom creation of beskar'gam helmets on Mandalore during the Clone Wars.

Mirgo Ruus – A Mandalorian and manufacturer of custom flight suits suitable for wear underneath beskar'gam during the Clone Wars.

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

Feats Armor Proficiency (light, medium), Charging Fire, Dual Weapon Mastery I, Dual Weapon Mastery II, Mandalorian Training, Martial Arts I, Martial Arts II, Pistoleer, Point Blank Shot, Precise Shot, Rapid Shot, Quick Draw, Weapon Proficiency (pistols, rifles, simple weapons), Zero Range Skills Initiative +15, Jump +13, Knowledge (tactics) +14, Mechanics +14, Perception +13, Pilot +15

Possessions Blaster pistols (2), comlink, datapad, medium beskar'gam (+8 armor, +2 equipment; integrated jetpack, boot spikes, kama and rangefinder)

Organization Score (Deat Watch) – 17

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

GARNAC

A legendary Trandoshan hunter, Garnac had scored countless Jagganath points with the Scorekeeper diety by hunting Rancors, Wampas, Zillo Beasts, Mandalorian warriors, and other dangerous prey. Garnac owned a few islands on the Dosh moon of Wasskah, which he used as a illegal game preserve for hunting sentients. From his hovering hunting lodge Garnac hosted private hunts on sentient beings that slavers under his employ acquired from across the galaxy.

Fourteen months into the Clone Wars, Lo-Taren, one of his slavers, captured Jedi Padawan Ahsoka Tano, and brought her to Island Four. Garnac usually charged top credit for the opportunity to hunt an actual Padawan, but this time pledged Tano to his son, Dar. Garnac was proud of his son, but without any Jedi youngling or Padawan kills logged with the Scorekeeper, he feared for Gar's afterlife.

Unfortunately for Garnac, his son did not prove equal to the task of taking on Padawan Tano, and was killed in their fight. Enraged, Garnac sought revenge, and while he killed Tano's Jedi Youngling ally, Ahsoka eluded his attacks. The next day, when Garnac learned the Padawan and her allies had destroyed his resupply ship and gained a Wookiee ally, he ordered increased patrols. A day later, Garnac's hunting lodge was assaulted by the three Jedi initiates and their Wookiee companion Chewbacca. Garnac was able to take out the stolen hover pod they were using as air support, but when a dropship full of Wookiee warriors joined the fight, he retreated to his trophy room.

He was followed by Padawan Ahsoka Tano, and Garnac thrilled at the chance for revenge. However, Garnac soon discovered the same problems his son had with the agile Padawan. Garnac was eventually separated from his weapons and overpowered, but overcome with grief and anger, reached for his weapon rather than face defeat. He was Force-pushed out of his trophy room and over the guard-rail, then plummeted to his death.

Garnac

Medium Trandoshan Male Scout 5/Soldier 1
Force 6; Dark Side 10
Init +9; Senses darkvision; Perception +9

CL 6



Languages Basic, Dosh

Defenses Ref 20 (flat-footed 19), Fort 20, Will 17; natural armor +1

Hp 58; Threshold 20; limb regeneration

Speed 6 squares

Melee unarmed +7 (1d4+6) or

Melee hook blade +7 (1d4+6) or

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

Ranged by weapon +5

Base Atk +4; Grp +7

Atk Options Deadeye, Point Blank Shot, Precise Shot

Special Actions Shake It Off

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

Talents Acute Senses, Armored Defense, Improved Stealth, Keen Shot

TRANDOSHAN HUNTERS

Clutch – One of Garnac's slavers, Clutch was the pilot of the Trandoshan cruiser used to bring prey to the Dosh moon of Wasskah to stock the sentient game preserve. He was killed in battle with Ahsoka Tano while trying to drop off the Wookiee Chewbacca. **Dar** – Garnac's only son, Dar was eager to score Jagganath points by killing Jedi younglings. When his father's slavers captured Jedi Padawan Ahsoka Tano and brought her back to Wasskah, Dar was excited to earn his father's respect. Unfortunately, while engaging Tano in hand to hand combat, he was thrown off a ledge and fell to his death.

Gilas – One of Garnac's Trandoshan guides on the Wasskah hunting preserve, Gilas helped overpower the Jedi and the mighty Chewbacca during their assault of the hunting lodge, but was killed by Chief Tarffuls when he arrived with reinforcements.

Goron – A Trandoshan bounty hunter and slaver working for Garnac on his sentient game preserve on the Dosh moon of Wasskah, Goron captured the mighty Chewbacca with partner Clutch. He was killed in battle with a pair of Jedi younglings while trying to transfer Chewbacca to Island Four.

Krix – A Trandoshan slaver working for Garnac, Krix was an expert airspeeder pilot. He was sent out on patrol with Smug, flying him to the wreckage of a Trandoshan cruiser so he could cover it with his sniper rifle. The next day, Krix was sent to pick Smug up, and was ambushed by the Jedi initiates, who then stole his airspeeder.

Lagon – Garnac's best hunter, Lagon rode in the same hover platform as Garnac and Dar, and after Dar's death, he helped Garnac track Jedi Padawan Ahsoka Tano through the forests of

Wasskah. Lagon's tracking skills proved inadequate to locate the Jedi quarry, and he later gave his life defending Garnac's hunting lodge from the Jedi younglings and a team of angry Wookiees.

Ramy – Another of Garnac's Trandoshan thugs, Ramy died defending Garnac's hunting lodge from Ahsoka Tano and her allies.

Ratter – A Trandoshan hunter, Ratter shared a hover pod with Sochek during most hunts from Garnac's hunting lodge. Ratter preferred using a pair of pistols, and killed Snivvian prisoner Katt Mol during the hunts surrounding Padawan Ahsoka Tano's arrival. He was later killed during the Padawan's joint assault on the hunting lodge with younglings and Wookiees.

Smug – A Trandoshan slaver that lived on Garnac's game hunting preserve on the Trandoshan moon of Wasskah. Smug was dropped off by fellow hunter Krix on Island Four to guard the wreckage of a Trandoshan cruiser with his sniper rifle in case Padawan Ahsoka Tano should return to it for salvage. He was overpowered by the Jedi younglings and mind tricked into helping them assault Garnac's hunting lodge.

Sochek – A bounty hunter living on Garnac's sentient game preserve, Sochek often shared a hover pod with Ratter. Sochek was an expert shot, and was able to kill Terrellian Jango Jumper Lika at long range with a single shot. He was later killed when Padawan Ahsoka Tano and her youngling and Wookiee allies assaulted Garnac's hovering hunting lodge, out of his element in a fair fight.

- Feats** Armor Proficiency (light), Deadeye, Point Blank Shot, Precise Shot, Shake It Off, Sniper, Sport Hunter, Toughness, Weapon Proficiency (pistols, rifles, simple weapons)
- Skills** Climb +11, Initiative +9, Perception +9 (may reroll, keeping second result), Stealth +9 (may reroll, keeping second result), Survival +9
- Possessions** Chest plate armor (as padded flightsuit, +3 armor, +1 equipment), hovering hunting lodge, islands on Wasskah moon (4), sporting blaster rifle

GHEZ HOKAN

A rough Mandalorian mercenary, Ghez Hoka was actually kicked out of the Death Watch for enjoying violence too much. When the Clone Wars started, Hoka took a contract with the Separatists to defend a facility on Qiilura under Neimoidian Lik Ankkit. Unfortunately, the local militia Hoka was forced to recruit from was of dubious quality and unprepared for contact with Republic soldiers three months into the Clone Wars.

Hokan, sick of Ankkit's meddling with his ability to defend the Separatist research installation, made a deal with chief scientist Ovolot Qail Uthan to get reinforced by one hundred battle droids. Unfortunately, even this proved inadequate to stop the highly motivated Republic Commandos of Delta Squad and Jedi Commander Etain Tur-Mukan. After losing his facility and his chief scientist to the Delta assault, he knew he risked complete failure. Using the last of his mercenary assets, he was able to track Delta Squad's extraction gunship, and engage Fi and Niner of Delta Squad in the tall grasses of Qiilura. After a brief engagement, he moved in to finish off a wounded Niner, if only to quiet his screams, but the cries of Niner were designed to draw him out of cover, and Hokan was beheaded by Jedi Padawan Etain Tur-Mukan.

Ghez Hokan CL 16
 Medium Middle-Aged Human Male Soldier 10/Gunslinger 5/
 Elite Trooper 1
Force 8; Dark Side 7
Init +15; Senses Perception +15
Languages Basic, Huttese, Mando'a
Defenses Ref 37 (flat-footed 34), Fort 34, Will 30
Hp 142; Threshold 34
Speed 4 squares
Melee unarmed +18 (1d6+11) or
Melee vibroblade +18 (2d6+11) or
Melee rope spike +18 (1d6+11) or
Ranged rope spike +18 (1d6+8) or
Ranged rope spike +18 (special) or
Ranged blaster pistol +18 (3d6+8) or
Ranged blaster pistol +18 (4d6+10) with Rapid Shot or
Ranged blaster pistol +15/+15 (3d6+10) with Double Attack or
Ranged blaster pistol +15/+15 (4d6+10) with Double Attack
 and Rapid Shot or
Ranged blaster pistol +12/+12/+12 (3d6+10) with Triple Attack or
Ranged blaster pistol +12/+12/+12 (4d6+10) with Triple Attack
 and Rapid Shot or
Ranged Verpine shatter pistol +18 (3d10+8) or
Ranged Verpine shatter pistol +18 (4d10+8) with Rapid Shot or
Ranged by weapon +18

Base Atk +16; Grp +18

Atk Options Charging Fire, Commanding Presence, Double Attack, Pistol Duelist, Point Blank Shot, Precise Shot, Rapid Shot, Triple Attack

Special Actions Combat Trickery, Delay Damage, Quick Draw

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

Special Qualities Trusty Sidearm +2

Talents Armored Defense, Commanding Presence, Exotic Weapon Mastery, Improved Armored Defense, Melee Smash, Multi-attack Proficiency (pistols), Pistol Duelist, Stunning Strike, Trigger Work

Feats Armor Proficiency (light, medium), Charging Fire, Combat Trickery, Double Attack (pistols), Mandalorian Training, Martial Arts I, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Skill Training (Deception), Triple Attack (pistols), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Deception +13, Initiative +15, Knowledge (tactics) +15, Mechanics +15, Perception +15, Persuasion +13, Treat Injury +15

Possessions Comlink, custom KYD-21 blaster pistol (as blaster pistol), medium beskar'gam (+8 armor, +2 equipment), rope spike, Verpine shatter gun, vibroblade

Event (Disgraced) – Ghez Hokan was once a proud member of the Death Watch, but his bloodthirsty violence saw him disgraced in the eyes of his fellow Mandalorians and kicked out. He treats trying to create a deceptive appearance for himself as one step easier, and Deception is always considered a class skill.

GREEDO THE ELDER

Greedo the Elder grew up a violent youth on Tatooine, getting into fights with other children, notably Anakin Skywalker. As he grew older, he began to work the bounty hunting trade for Jabba the Hutt. He had a number of criminal allies and even a twi'lek girlfriend. Ten months into the Clone Wars, he and some allies took a side job from the Trade Federation to kidnap the daughters of Chairman Papanoida of Pantora. Though Greedo was wounded in the kidnapping, the operation was a success. One daughter

was left with the Trade Federation blockade of Pantora, and the other was brought to a cantina in Mos Eisley.

Greedo had already begun to gamble away his credits when his girlfriend told him a pair of Pantorans was looking for him. After a brief melee, Baron Papanoida gained an audience with Jabba himself, and Greedo's moonlighting career was exposed. Greedo was forced to bring Papanoida and his son Ion to the Mos Eisley Cantina, where one of his daughters was being held, but a massive firefight broke out, and Greedo fled in the confusion.

Realizing it was no longer safe for him on Tatooine, Greedo stole a starship and set course for Rodia. There, he continued his work as a bounty hunter, and five years later married a Rodian girl named Neela of clan Tetsu. He had one son, Greedo the Younger, and another on the way when Rodian leader Navik the Red began his clan purges. Greedo the Elder was killed in the purges when his oldest son was only two years old.

Greedo

CL 5

Medium Rodian Male Scout 5

Force 6; Dark Side 2

Init +9; Senses low-light vision; Perception +7

Languages Basic, Huttese, Jawa Trade Language, Rodese

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

Hp 45; Threshold 17

Speed 6 squares

Melee unarmed +4 (1d4+3) or

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

Ranged by weapon +5

Base Atk +3; Grp +5

Atk Options Deadeye, Point Blank Shot

Special Actions Ghost Assailant, Shake It Off

Brainee – A Siniteen thug that hung around Jabba's Palace on Tatooine, Brainee was a friend of Greedo the Elder's, and often threw chance cubes with him between jobs. When Greedo found out the family of some of his recent victims were searching him out, Brainee backed his friend up. When Greedo was overpowered by the Pantoran visitors, Brainee abandoned his friend's side.



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

Talents Acute Senses, Expert Tracker, Ghost Assailant

Feats Deadeye, Fringe Benefits, Master Tracker, Point Blank Shot, Precise Shot, Shake It Off, Skill Focus (Survival), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Climb +8, Initiative +9, Perception +7 (may reroll, keeping second result), Pilot +9, Stealth +9, Survival +12

Possessions Blaster pistol, chance cubes (3), space transport

Homeworld (Tatooine) – Greedo the Elder was born on

Tatooine, not Rodia like most of his kinsmen. As a result he can speak the Jawa Trade Language, and Endurance and Ride are always considered class skills.

LO-TAREN

An accomplished bounty hunter and slaver, Lo-Taren worked for Garnac's sentient game preserve on Wasskah as a game warden. He was responsible for restocking Island Four with interesting prey that would draw hunters willing to pay big credits to hunt. Wookiees and Jedi trainees were the most preferred quarries, though other hunters, or naturally hard targets like Terrellian Jango Jumpers were also good prey.

Fourteen months into the Clone Wars, Lo-Taren had taken to hunting the periphery of battlegrounds to catch Jedi or clones unawares. On Felucia, he got the drop on Jedi Padawan Ahsoka Tano, and captured her with a snare rifle. After dropping Tano and a number of other prisoners off at Island Four, he manned the repeating blaster cannon to scatter them into the forest.



LO-TAREN

The next day he participated as a hunting guide and was nearly killed by Jedi Youngling Kalifa, but the Jedi opted to run off instead of deliver a death blow. Days later, the prey, led by Ahsoka, assaulted Garnac's hunting lodge, and it fell to Lo-Taren and Sohek to defend the lodge. They had the intruders dead to rights when a dropship full of Wookiee reinforcements arrived. He was killed by Chief Tarfful's longblaster.

Lo-Taren

CL 4

Medium Trandoshan Male Scout 3/Soldier 1

Force 7; Dark Side 7

Init +9; Senses darkvision; Perception +8

Languages Basic, Dosh, Shryiiwook

Defenses Ref 16 (flat-footed 14), Fort 18, Will 15; natural armor +1

Hp 48; Threshold 18; limb regeneration

Speed 6 squares

Melee unarmed +5 (1d4+4) or

Ranged electronet +5 (3d8+2+ special) or

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

Ranged by weapon +5

Base Atk +3; Grp +5

Special Actions Shake It Off

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

Talents Acute Senses, Ambush Specialist, Expert Tracker

Feats Advantageous Attack, Armor Proficiency (light), Shake It Off, Targeted Area, Toughness, Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)

Skills Climb +9, Endurance +9, Initiative +9, Perception +8 (may reroll, keeping second result), Stealth +9, Survival +8

Possessions electronet, blaster pistols (2), blaster rifle, tracker utility vest (+1 armor)

PARJA BRALOR

Parja was the daughter of Rav's sister, and went with her aunt Rav to Kyrimorut on Mandalore fourteen months after the Battle of Geonosis to help her set up a homestead for Kal Skirata. Parja was young, but already had her own business as a mechanic fixing ships, weapons and armor for fellow Mandalorians. At Kyrimorut,

Parja met Fi, an injured Republic Commando from Delta Squad, and helped him recover from his traumatic injuries. She quickly fell in love with Fi, and by the end of the Clone Wars, the two were married. Parja and Fi lived out the rest of their lives at the Kyrimorut homestead on Mandalore.

Parja Bralor

CL 5

Medium Human Female Noble 5

Force 7

Init +3; Senses Perception +8

Languages Basic, Binary, Bocce, Duresse, Huttese, Mando'a, Mon Calamari

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

Hp 35; Threshold 18

Speed 6 squares

Melee unarmed +4 (1d4+3) or

Ranged blaster pistol +4 (3d6+2) or

Ranged by weapon +4

Base Atk +3; Grp +4

Special Actions Gearhead

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

Talents Educated, Engineer, Exceptional Skill (Mechanics)

Feats Armor Proficiency (light), Gearhead, Linguist, Skill Focus (Mechanics), Tech Specialist, Technical Experts, Weapon Proficiency (pistols, simple weapons)

Skills Endurance +8, Knowledge (physical sciences) +9,

Knowledge (social sciences) +9, Knowledge (technology) +9,

Mechanics +17, Perception +8, Persuasion +8, Pilot +8, Treat

Injury +9, Use Computer +9

Possessions Blaster pistol, light beskar'gam (+5 armor, +2 equipment), toolkit, workshop

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

PERRIVE

A former demolitions expert for the Jabiimi resistance, Perrive escaped the meat grinder that was the Battle of Jabiim, and was fled to Coruscant. There, he created a Separatist network of

terrorist cells to attack the Republic at its heart. One year into the Clone Wars, Perrive engineered a strike on a Republic military facility called Depot Bravo-Eight, whose destruction cost the Republic heavily in clones and war material.

Desperate for more explosives, Perrive reached out to a Mandalorian mercenary named Kal Skirata to supply one hundred kilos of top grade thermal plastoid explosive and four thousand detonators for the next wave of attacks. While he let his network

TERRORISTS

Farr Orjul – A member of Perrive's terrorist network of saboteurs and a main supplier of explosive ordnance, Farr Orjul was captured by Republic Commando unit Omega Squad alongside allies Gysk and M'truli. He was later interrogated by Jedi Padawan Etain Tur-Mukan and Mandalorian mercenary Walon Vau on the nature, size, and operations of the Separatist terrorist network. Orjul was killed by Walon Vau after the interrogation.

Gysk – A Kadas'sa'Nikto arms dealer, Gysk was an underling of Farr Orjul's. He was captured in the Tynna Sector alongside his boss Farr Orjul and co-worker M'truli by Omega Squad. He was interrogated and killed by Clone trooper training sergeant Walon Vau.

M'truli – A Kajain'sa'Nikto thug working for arms dealer Farr Orjul, M'truli was interrogated and killed by Mandalorian mercenary turned Republic Commando trainer Walon Vau after his capture by Omega Squad onboard the Nova Crystal, a freighter used by the Separatist terrorist suppliers.

Nuriin-Ar – A Korunnai terrorist disgusted with the Republic's corruption and intermittent support of their local allies during the Clone Wars, Nuriin-Ar led a terrorist action on Coruscant with a team of six other Korunnai. Together, Nuriin-Ar and his allies took the senator of Mon Calamari and a member of the Corporate Sector Authority Direx Board hostage in effort to get their political demands met. The Direx Board member was dressed as a Korunnai in hopes Coruscant Security forces would accidentally kill him, sending the CSA to the Separatist flag. Nuriin-Ar was killed when instead, Republic Commando unit Omega Squad "defused" the hostage crisis.

handle the buy, he went to another location to wipe the datapad of his Separatist contact, a deep cover agent. Perrive was killed by Mandalorian mercenary Walon Vau, who was working with Kal Skirata to wipe out Coruscant terrorist networks, while wiping the datapad.

Perrive CL 7

Medium Middle-Aged Human Male Noble 3/Scoundrel 4

Force 6; Dark Side 5

Init +4; Senses Perception +10

Languages Basic, Binary, High Galactic, Huttese, Pak Pak, Skako Verbal

Defenses Ref 20 (flat-footed 19), Fort 16, Will 21

Hp 29; Threshold 16

Speed 6 squares

Melee unarmed +4 (1d4+3) or

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

Ranged by weapon +5

Base Atk +4; Grp +5

Atk Options Point Blank Shot

Special Actions Bomb Thrower, Gearhead, Weaken Resolve

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

Talents Bomb Thrower, Improved Weaken Resolve, Presence, Weaken Resolve

Feats Bad Feeling, Destructive Force, Gearhead, Linguist, Point Blank Shot, Signature Device, Skill Focus (Mechanics), Tech Specialist, Technical Experts, Weapon Proficiency (pistols, simple weapons)

Skills Deception +10, Gather Information +10, Knowledge (technology) +10, Knowledge (social sciences) +10, Mechanics +18, Perception +10, Persuasion +10, Ride +9, Use Computer +10

Possessions 500 credits, blaster pistol, comlink, datapad, luxury airspeeder

Occupation (Military) – Perrive was once a freedom fighter on Jabiiim, but after the Separatists lost the battle, he fled to Coruscant to activate a terrorist network. Perrive always considers Treat Injury a class skill, and gains a +2 competency bonus to untrained Endurance, Ride and Treat Injury checks.

QUAR ROHK

A ruthless Trandoshan thief-for-hire, Quar Rohk took advantage of the distraction provided by the Clone Wars, to conduct sneaky infiltrations and strong-armed robberies unhindered throughout the Outer Rim. Nine months into the Clone Wars, he attempted to heist a cache of Crystalline Vertex owned by Jabba the Hutt on the planet Teth. Unfortunately, matters were complicated by Asajj Ventress and a local youngling, both of whom were wandering the same section of tunnels. While Rohk was unable to escape with the Vertex, there were other heists to pull during the Clone Wars.

SABAOOTH SQUADRON

Bella – Adjutant to Cavik Toth, Bella was one of the most ruthless mercenaries in Sabaoth Squadron, and held the rank of Lieutenant. She assisted him in the testing of the Separatist chemical weapon known as "Dragon's Breath", but was killed in action when she took flight in her modified shuttle *Reaver* against the Feeorin pirate Nym.

Cavik Toth – Leader of the mercenary starfighter aces of Sabaoth Squadron, Cavik Toth and his unit were hired by Count Dooku to provide security for the Trihexalon "Dragon's Breath" chemical weapon project being developed by Neimoidian scientist Harro Ruuk. Upon completion, Toth was also in charge of testing the weapon. He was opposed by Jedi Master Adi Gallia and Nym's Lok Revenants. Utterly foiled by the Jedi and her pirate allies, Toth was recalled to Geonosis to assist in the orbital battle against Republic clone forces. After his flagship was destroyed, he was killed in a dogfight with Jedi Master Adi Gallia.

Trask – A Sergeant in the mercenary Sabaoth Squadrons, Trask served as an enlisted assistant to Lt. Bella. Trask oversaw the testing of Hex weaponry at Point Modie on Maramere, which was considered a complete success despite interference from Jedi Master Adi Gallia. Trask was ordered to remain in the Karthakk System during the Battle of Geonosis, and stayed with the Sabaoth Squadrons throughout the rest of the Clone Wars.

Quar Rohk

CL 7

Medium Trandoshan Male Scoundrel 7

Force 7; Dark Side 3

Init +4; Senses darkvision; Perception +9

Languages Basic, Dosh, Huttese

Defenses Ref 21 (flat-footed 20), Fort 18, Will 19; natural armor +1

Hp 50; Threshold 18; limb regeneration

Speed 6 squares

Melee unarmed +7 (1d4+5) or

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

Ranged by weapon +6

Base Atk +5; Grp +7

Atk Options Surprise Strike

Special Actions Fool's Luck, Quick Skill

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

Talents Hot Wire, Fool's Luck, Illicit Dealings, Surprise Strike

Feats Friends In Low Places, Pitiless Warrior, Point Blank Shot,

Quick Skill, Sadistic Strike, Skill Focus (Stealth), Toughness,

Weapon Proficiency (pistols, simple weapons), Zero Range

Skills Deception +8, Gather Information +8 (may substitute for Knowledge [bureaucracy] when acquiring licenses for restricted or military goods), Mechanics +9 (may substitute for Use Computer when improving access), Perception +9, Stealth +14

Possessions Blaster pistol, comlink, lockpicks

RAV BRALOR

One of Jango Fett's Cuy-val Dar trainers for the Republic Clone Army, Rav spent eight years on Kamino teaching the rank and file, as well as Republic Commandos, including Yayax and Vevut Squads. After the contract expired, she returned to Mandalore, content to leave the business of the Republic behind. Fourteen months after the Battle of Geonosis, she was contacted by fellow Cuy-val Dar Kal Skirata, who hired her to construct a homestead in Kyrimorut, a remote region of Mandalore.

Rav quickly became one of Kal's most trusted allies, present for the birth of Venku Skirata, and the funeral of Etain Tur-Mukan. Rav's neice, Parja, was also brought to Kyrimorut to help. Together,

QIILURAN MERCENARIES

Guta-Nay – A Weequay mercenary and chief lieutenant in Ghez Hokan's unit on Qiilura, Guta-Nay was known for his violent criminal record. Guta-Nay was later captured by Republic Commando unit Delta Squad, who interrogated him about Ghez Hokan. After getting all the information they could, Jedi Padawan Etain Tur-Mukan, who was leading Delta Squad, used the Jedi mind trick to send him back to Hokan with misinformation. Hokan beheaded him with Jedi Master Fulii's lightsaber after receiving the information.

Cailshh – An Ubese mercenary working for Ghez Hokan and the Separatists on Qiilura, Cailshh was beheaded by Ghez Hokan's trophy lightsaber after conducting a violent search of the Qiiluran farms for Republic forces that Hokan felt would turn the locals against him.

Gar-UI – The brother of Guta-Nay, Gar-UI was also a criminal and mercenary working for Separatist Ghez Hokan. Gar-UI was responsible for locating Jedi Master Kast Fulier and capturing him, making him one of Hokan's favorite enforcers. He was killed by Republic Commando Darman with a vibroblade.

Hurati – This Ubese mercenary was Ghez Hokan's chief aide after Guta-Nay was captured. Hurati was considered by Hokan to be one of the wisest and most skilled mercenaries in his employ. He was killed when Republic Commando RC-1136 "Darman" shot him in the head with his blaster rifle.

Mukit – An Ubese mercenary working for Ghez Hokan on Qiilura, Mukit was ordered to bury Cailshh in the traditional Ubese manner after a disciplinary beheading. Mukit was either killed or driven off by Hokan after he was reinforced by battle droids.

Pir Cuvin – An Umbaran mercenary, Cuvin served as one of Ghez Hokan's lieutenants on Qiilura. He was killed by fellow mercenary Hurati, who was ordered to kill Cuvin by Hokan after he abandoned his post.

the girls helped construct Kal's home and keep it orderly, doing their part to help Kal free as many clones from Republic tyranny as possible throughout the rest of the Clone Wars.

Rav Bralor

CL 15

Medium Human Female Soldier 9/Scout 1/Elite Trooper 5

Force 8; Dark Side 1

Init +14; Senses Perception +14

Languages Basic, Bocce, Huttese, Mando'a

Defenses Ref 34 (flat-footed 31), Fort 32, Will 27

Hp 138; DR 2; Threshold 32

Speed 4 squares

Melee unarmed +15 (1d6+8) or

Melee gauntlet vibroblade +15 (2d6+8) or

Melee gauntlet vibroblades +13/+13 (2d6+8) or

Melee gauntlet vibroblade +13 (3d6+8) with Rapid Strike or

Melee gauntlet vibroblades +11/+11 with Rapid Strike or

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

Ranged blaster pistols +15/+15 (3d6+7) or

Ranged by weapon +16

Base Atk +14; Grp +16

Atk Options Dirty Fighting (2/encounter), Point Blank Shot,
Precise Shot, Rapid Strike

Special Actions Delay Damage

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

Talents Accurate Blow (advanced melee weapons), Ambush,

Armored Defense, Dirty Fighting, Greater Penetrating Attack
(advanced melee weapons), Improved Armored Defense,
Penetrating Attack (advanced melee weapons), Ruthless

Feats Armor Proficiency (light, medium), Dual Weapon Mastery

I, Dual Weapon Mastery II, Flèche, Martial Arts I, Point

Blank Shot, Precise Shot, Rapid Strike, Recurring Success

(Dirty Fighting), Skill Training (Stealth, Treat Injury), Weapon
Proficiency (advanced melee weapons, pistols, rifles, simple
weapons)

Skills Endurance +13, Initiative +14, Knowledge (tactics) +14,

Perception +14, Pilot +14, Stealth +14, Treat Injury +14, Use
Computer +14

Possessions Blaster pistols (2), medium beskar'gam (+8 armor,
+2 equipment; integrated vibro-blades (2), all temperature
cloak and rangefinder)

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

ZOZRIDOR SLAYKE

Zozridor Slayke was a commissioned officer in the Republic Judiciary Starfleet, captain of the Corvette *Scarlet Thranta* during the years leading up to the Clone Wars. Infuriated by the Republic Senate's lack of action, just weeks before the Battle of Geonosis, Slayke and his crew went rogue, waging a private war against the Separatists as the Sons and Daughters of Freedom, usually referred to as Freedom's Sons. Within a week, a 45,000 credit bounty was placed on Slayke's head. This was merely a formality, since Jedi Knight Nejaa Halcyon was sent with a platoon of judicial agents and half a dozen fellow Jedi to apprehend Slayke. Slayke proved far too clever to be captured when he lured Halcyon and his forces down to Xagobah, and treated them to a duel between Halcyon and a rodian named Grudo. During the fight, Slayke and his skeleton crew disabled the *Scarlet Thranta* and stole Halcyon's command ship, the *Plooriod Bodkin*.

During the next several weeks, Slayke's forces raided Separatist supply lines and increased the size of their fleet

FREEDOM'S SONS

D'Nore – A Bothan and lieutenant in Freedom's Sons, D'nore was one of the more experienced members of Slayke's ground forces. Due to the heavy losses Freedom's Sons suffered on Praesitlyn, D'Nore soon found himself in charge of the Izable Redoubt, one of the few fortified positions remaining by the time of Republic reinforcement.

Frak – A private in Freedom's Sons, Frak fought at Praesitlyn and rescued pilot Erk H'Arman of the Praesitlyn Defense Force after he was shot down in combat.

Gris Manks – A Colonel in Freedom's Sons, Manks was the commander in charge of all artillery units in Slayke's mercenary unit. He fought at the Battle of Praesitlyn.

Jamur Nath – A recon trooper in Freedom's Sons, he was partnered with Sergeant L'Loxx at the Battle of Praesitlyn. Trooper Nath was killed by enemy speeder bike blaster fire.

Omin L'Loxx – Sergeant L'Loxx was a recon trooper in Freedom's Sons and fought in the Battle of Praesitlyn.

exponentially. Volunteers swarmed to serve under the man who defied the Senate and outwitted the Jedi. Shortly after the Battle of Geonosis, Palpatine pardoned Slayke and issued him letters of marque, making him an official privateer of the Republic. This new sense of legitimacy caused Slayke's numbers to grow evermore, swelling to fifty-thousand troops transported by almost one hundred vessels.

Four months into the Clone Wars, the Holonet Relay Station on Praesitlyn was taken over by Separatist Forces led by Pors Tonith. With no Republic response in sight, Slayke led his forces in a bold counter-assault in the face of overwhelming numbers. The battle quickly took its toll, killing or disabling ninety-six percent of Slayke's forces. Slayke was just giving the orders to go down fighting when he was rescued by Republic reinforcements led by Jedi Master Nejaa Halcyon.

Despite a rocky start to their working relationship, Slayke grew to respect Halcyon and his protégé Anakin Skywalker. Together, the three managed to rescue the hostages in the Intergalactic Communications Center, defeat Pors Tonith's forces, and decimate his naval reinforcements. His forces in shambles, Slayke took time to rebuild and re-arm before returning to the front lines, this time with Jedi Master Saesee Tiin as a Jedi liaison.

Zozridor Slayke (Battle of Praesitlyn) CL 17
 Medium Human Male Noble 5/Scoundrel 5/Officer 7
 Force 14; Dark Side 1
 Init +9; Senses Perception +15
Languages Basic, Bothese, Hutttese, Ortolan, Rodese, Sluissi
 Defenses Ref 30 (flat-footed 29), Fort 28, Will 33; Command
 Cover, Unwavering Resolve
Hp 90; Threshold 28
 Speed 6 squares
 Melee unarmed +15 (1d4+10) or
 Ranged blaster rifle +14 (3d8+8) or
 Ranged by weapon +14
 Base Atk +13; Grp +15
 Atk Options Point Blank Shot

ANTARIAN RANGERS

Jilam Kester – A member of the Antarian Rangers, Jilam Kester fought alongside the Jedi during the Clone Wars. After the formation of the Galactic Empire, Kester helped friend Jedi Master Iri Camas reach a safehouse on the planet Celen. Unfortunately, Kester was sloppy and was discovered by local Imperial forces, and the safehouse was attacked by the 501st Stormtrooper Legion. Kester's friend Camas sacrificed himself to ensure Kester's escape.

Special Actions Arrogant Bluster, Assault Tactics, Born Leader, Deep Space Raider, Deployment Tactics, Grand Leader, Manaical Charge, Rant, Recall, Republic Military Training, Share Talent (Assault Tactics 1/day, Deployment Tactics 1/day, Grand Leader 1/day, Tactical Edge 1/day), Tactical Edge, Vehicular Combat

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

Talents Arrogant Bluster, Assault Tactics, Born Leader, Deep Space Raider, Deployment Tactics, Grand Leader, Rant, Spacehound, Starship Raider, Tactical Edge

Feats Armor Proficiency (light), Coordinated Attack, Coordinated Barrage, Linguist, Maniacal Charge, Natural Leader, Point Blank Shot, Rapport, Recall, Republic Military Training, Unwavering Resolve, Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +15, Gather Information +15, Knowledge (tactics) +15, Perception +15, Persuasion +15, Pilot +14, Stealth +14, Treat Injury +15, Use Computer +15

Possessions Blaster rifle, comlink, *Floriod Bodkin* command ship

Organization Score (Freedom's Sons) – 31

Occupation (Law Enforcement) – Zozridor Slayke used to be a Captain in the Judicial Starfleet. Gather Information is always considered a class skill, and he gains a +2 competency bonus to untrained checks in Acrobatics, Gather Information, and Knowledge (bureaucracy).

MANDALORIAN PROTECTORS

FENN SHYSA

A young son of a Mandalorian Chieftan, Fenn took control of Clan Shysa at a frightening time. Jango Fett, the last true Mandalore, was dead, and the Clone Wars had started in earnest. The Mandalorians were split along two camps, the pacifists crowded to Satine Krynze's banner in the Tokursh Region of Mandalore, while others rallied to the revived Death Watch. Shysa saw both ideologies as a death of the Mandalorian way of life, and sought to create a third path.

Luck introduced him to Spar, a runaway Alpha-Class ARC Trooper. Together with life-long friend Tobbi Dala, the three created a group of mercenaries called the Mandalorian Protectors, based on the Supercommandos once led by Jaster Mereel and Jango Fett. Their first contract was to fight on behalf of the Separatist Alliance. Early in the Clone Wars, Shysa and the Protectors recaptured MandalMotors and re-armed with weapons, armor, and BL Series Battle Droids.

Spar, at Shysa's urging, declared himself Mandalore the Ressurector, though Fenn remained the power behind the throne. Shysa helped lead assaults on behalf of the Separatists on Null, New Holstice, Zaadja, New Bornalex and Kamino. Five months before the end of the Clone Wars, Fenn and the Protectors were sent to Norval II to capture Senator Amidala. Unfortunately, word of the attack was leaked, and Shysa and his men walked into an ambush. Only Shysa, Dala and Spar escaped with their lives.

Spar stepped down as Mandalore immediately upon returning to Mandalore, and though the ideological threat of the Death Watch and pacifism had both been put down, Shysa still craved a Fett as Mandalore. It was Kal Skirata, shortly after the declaration of the Galactic Empire, who finally convinced Shysa to take the job of Mandalore himself. As Mandalore, Shysa conducted guerilla raids against the Imperial presence on Mandalore. Eventually, the Empire tightened its grip, and declared Dala, Spar and Shysa all wanted men for their part during the Clone Wars, exiling them from any role in government.



JOE CORONEY

Shysa spent much of the next twenty years fighting the Empire on Mandalore, trying to prevent the Empire from selling his people into slavery. He was forced to take odd jobs and contracts on the side to fund his anti-Imperial resistance, including a treasure hunt for Follnor Callat. His struggle against the Empire would eventually ally him with Princess Leia Organa and the Rebel Alliance three years after the destruction of the first *Death Star*. Shysa would continue to prove an ally to the New Republic during the Nagai and Tof invasions, and the Battle of Mindor.

Shysa was mortally wounded on the world of Shogun after an encounter with Boba Fett. With his dying words, Shysa was able to convince Fett to take on the mantle of Mandalore. Shysa would not live to see it, but his dream of a Fett leading a thriving Mandalore would come to pass. Shysa was given mercy from Fett's blaster rifle.

Fenn Shysa (Battle of New Holstice)

CL 14

Medium Human Male Soldier 7/Noble 3/Elite Trooper 4

Destiny 6; Force 9; Dark Side 1

Init +14; Senses Perception +14

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

Defenses Ref 33 (flat-footed 30), Fort 31, Will 28

Hp 107; DR 2; Threshold 31

Speed 4 squares

Melee unarmed +14 (1d6+8) or

Ranged blaster carbine +16 (3d8+7) or

Ranged blaster carbine +14 (4d8+7) with Rapid Shot or

Ranged blaster carbine +11/+11 (3d8+7) with Double Attack or

Ranged blaster carbine +9/+9 (4d8+7) with Double Attack and Rapid Shot or

Ranged blaster carbine +6/+6/+6 (3d8+7) with Triple Attack or

Ranged blaster carbine +4/+4/+4 (4d8+7) with Triple Attack and Rapid Shot or

Ranged flamethrower +15 (3d6+7, 6-square cone) or

Ranged rocket darts +15 (2d6+7) or

Ranged by weapon +15

Base Atk +13; Grp +15

Atk Options Charging Fire, Double Attack, Mandalorian Glory, Point Blank Shot, Rapid Shot, Triple Attack

Special Actions Born Leader, Coordinate, Delay Damage, Harm's Way, Vehicular Combat

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

Talents Armored Defense, Born Leader, Coordinate, Harm's

Way, Improved Armored Defense, Jet Pack Training, Exotic Weapon Mastery, Mandalorian Glory

Feats Armor Proficiency (light, medium), Attack Combo (ranged), Charging Fire, Combat Reflexes, Double Attack (rifle), Linguist, Martial Arts I, Point Blank Shot, Rapid Shot, Skill Training (Deception), Triple Attack (rifle), Vehicular Combat, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +15, Initiative +14, Knowledge (tactics) +14, Perception +14, Persuasion +15, Treat Injury +14, Use Computer +14

Possessions Blaster carbine, comlink, custom medium

beskar'gam armor (+8 armor, +2 equipment; integrated flamethrower, jetpack, dart launcher, boot spikes)

Organization Score (Mandalorian Protectors) – 31

Destiny (Champion) – Fenn Shysa is a champion of the

Mandalorian people and their mercenary way of life. He will one day become Mandalore, a title he will hold for nearly two decades before handing it to Boba Fett with his dying words.

MANDALORE THE RESURRECTOR ALPHA-02 "SPAR"

Originally an Alpha-Class ARC Trooper, Spar was marked "defective" by his Kaminoan creators when he began experiencing Jango Fett's memories. With the help of Mandalorian trainer Mij Gilamar, Spar managed to escape re-conditioning by stowing away onboard Jango Fett's *Slave I*. Spar survived in the Outer Rim posing as a bounty hunter and working other odd jobs until the Battle of Geonosis. When Spar heard of the death of Jango Fett, he returned to Mandalore, and was befriended by Fenn Shysa and Tobbi Dala.

Shysa convinced Spar to let him spread the word that Spar was Jango Fett's biological son, and soon Spar developed a huge following. Eager to belong, Spar let Shysa use him as a figurehead to create the Mandalorian Protectors, a group of mercenaries opposed to the directions Duchess Satine Krynze or the Death Watch were interested in taking the Mandalorian people. Spar had developed an intense dislike of the Jedi, thanks to their part in the death of Jango Fett, and hired his Mandalorian Protectors out to the Confederacy.

Spar and the Mandalorian Protectors took over MandalMotors to crank out BL Series Legionarre Droids, beskar'gam, and *Pursuer-Class* Enforcement ships to arm his battalion of two-hundred twelve mercenaries. Together, they helped the Separatists launch campaigns on Null, New Bornalex, Kamino, New Holstice and



Zaadja. Spar was given the title Mandalore the Ressurector for his part in leading the Mandalorians back to glory. Their final mission was to Norval II, where they were to capture or eliminate Senator Padmé Amidala. The Republic was made aware of their contract, though, and Spar and his men walked into a trap. Only Spar, Shysa and Dala survived the battle.

Together, the three returned to Mandalore and debated rebuilding their forces until the end of the Clone Wars. Spar eventually decided he had endured enough war, and that it was time to focus on more personal needs. He joined forces with Kal Skirata, interested in the anti-aging formula he was developing with scientist Ovolut Qail Uthan. While he kept in contact with Skirata, he finally decided to leave for the Extrinsicium Nebula and live out his days in peace. Spar eventually suffered from Clone Madness, no longer sure if he was Spar or Jango Fett. Many years after the Clone Wars, Spar was discovered by Ailyn Vel, who blasted him, thinking he was her father, Boba Fett.

Alpha-02 "Spar"

CL 15

Medium Human Male Scout 3/Soldier 7/Bounty Hunter 3/Elite Trooper 2

Force 9; Dark Side 2

Init +16; Senses Perception +14

Languages Basic, Huttese, Mando'a

Defenses Ref 38 (flat-footed 33), Fort 33, Will 29

Hp 110; DR 1; Threshold 33

Speed 4 squares

Melee unarmed +16 (1d6+9) or

Ranged blaster carbine +18 (3d8+7) or

Ranged blaster carbine +16 (4d8+7) with Rapid Shot or

Ranged blaster carbine +13/+13 (3d8+7) with Double Attack or

Ranged blaster carbine +11/+11 (4d8+7) with Double Attack and Rapid Shot or

Ranged blaster carbine +8/+8/+8 (3d8+7) with Triple Attack or

Ranged blaster carbine +6/+6/+6 (4d8+7) with Triple Attack and Rapid Shot or

Ranged by weapon +18

Base Atk +14; Grp +18

Atk Options Assured Attack, Charging Fire, Collateral Damage, Double Attack, Mandalorian Ferocity, Point Blank Shot, Triple Attack

Special Actions Commanding Presence, Delay Damage, Feared Warrior, Shake It Off

Abilities Str 15, Dex 18, Con 15, Int 14, Wis 14, Cha 13

Special Qualities Familiar Foe +1

Talents Acute Senses, Armored Defense, Commanding Presence, Expert Tracker, Feared Warrior, Improved Armored Defense, Jedi Hunter, Mandalorian Ferocity (rifles), Signature Item (beskar'gam)

Feats Armor Proficiency (light, medium), Assured Attack, Charging Fire, Collateral Damage, Double Attack (rifles), Grand Army of the Republic Training, Mandalorian Training, Martial Arts I, Point Blank Shot, Rapid Shot, Shake It Off, Triple Attack (rifles), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +14, Initiative +16, Knowledge (tactics) +14, Perception +14 (may reroll, keeping second result), Persuasion +13, Pilot +16, Stealth +16, Survival +14

Possessions Blaster carbine, comlink, custom medium beskar'gam (+8 armor, +2 equipment), custom *Pursuer-Class* enforcement ship

Organization Score (Mandalorian Protectors) – 31

Event (scarred) – Spar was facially scarred during his training on Kamino, and as a result he always has favorable circumstances when making a Persuasion check to Intimidate. Treat Injury is also always considered a class skill for Spar.

TOBBI DALA

A childhood friend of Fenn Shysa, Tobbi Dala served with him in a local police force before joining his friend and escaped Alpha clone trooper Spar to form the Mandalorian Protectors. Tobbi participated in battles at Null, New Holstice, Zaadja, New Bornalex and Kamino fighting for Separatist coin. Five months into the Clone Wars, at the Battle of Norval II, the entire two-hundred twelve man mercenary brigade was wiped out save Tobbi Dala, Fenn Shysa, and Spar, all of whom returned to Mandalore to rethink their plans.

Dala was a lifelong ally of Shysa, and stayed by his friend's side when he was named Mandalore in the wake of the Clone Wars. Together, Shysa and Dala conducted a guerilla campaign against Imperial slavers. Dala fought alongside Shysa for nearly twenty years before he was captured by the Suprema, an alien overlord placed in charge of enslaving the Mandalorians. While Shysa soon came to rescue him alongside Rebellion leader Princess Leia, Dala was wounded in the escape, and then forced to sacrifice himself to both ensure Shysa's escape, and bring the Suprema's reign of terror to an end.

Tobbi Dala CL 11
 Medium Human Male Soldier 7/Scout 3/Elite Trooper 1
 Force 8; Dark Side 1
 Init +12; Senses Perception +6
Languages Basic, High Galactic, Mando'a
 Defenses Ref 30 (flat-footed 27), Fort 29, Will 22
 Hp 100; Threshold 29
 Speed 4 squares

TOBBI DALA



Melee unarmed +12 (1d6+7) or
 Ranged blaster carbine +12 (3d8+5) or
 Ranged blaster carbine +7 (5d8+5) with Burst Fire or
 Ranged blaster pistol +12 (3d6+5) or
 Ranged flamethrower +12 (3d6+7, 6-square cone) or
 Ranged rocket darts +12 (2d6+7) or
 Ranged by weapon +12
 Base Atk +10; Grp +12
 Atk Options Autofire Sweep, Blast Back, Burst Fire, Charging Fire, Point Blank Shot
Special Actions Extreme Effort, Mandalorian Advance
 Abilities Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 11
 Special Qualities Delay Damage
 Talents Armored Defense, Blast Back, Extreme Effort, Improved Armored Defense, Mandalorian Advance, Strong Grab, Jet Pack Training

Feats Armor Proficiency (light, medium), Autofire Assault, Autofire Sweep, Burst Fire, Charging Fire, Mandalorian Training, Martial Arts I, Point Blank Shot, Rifleman, Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)

Skills Climb +12, Initiative +12, Knowledge (tactics) +11, Pilot +12, Use Computer +11

Possessions Blaster carbine, blaster pistol, comlink, custom medium Beskar'gam armor (+8 armor, +2 equipment; integrated flamethrower, jetpack, dart launcher, boot spikes)

Organization Score (Mandalorian Protectors) – 28

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

NYM'S PIRATES

JINKINS

Lead designer and engineer on the Nubian Design Collective's Scurrig H-6 Bomber, Jinkins was furious when he was told his masterpiece was being passed over by the Naboo in favor of less powerful designs. Jinkins was incensed his masterpiece was being scrapped, something he felt was unforgivable. He quickly concocted a revenge plot that would land the design and working prototype in the hands of Nym, a pirate who had caused the Nubian Design Collective no small amount of grief.

Jinkins threw his lot in with the pirates, and often acted as Nym's co-pilot, keeping the newly christened *Havoc* operating at peak efficiency. He also designed his own starship, the *Freefall-Class Bomber*. Jinkins was with Nym for the liberation of Naboo, as well as the Battle of Nod Kartha against Cavik Toth's Sabaath Squadron just before the Clone Wars. Jinkins remained with Nym for decades afterward, acting as his chief lieutenant during the Galactic Civil War on the planet Lok.

Jinkins (Battle of Geonosis) CL 14
Medium Bith Male Noble 7/Scoundrel 7
Force 6; Dark Side 1

LOK REVANANTS

Quentin – A skilled pilot and member of the Lok Revenants, Quentin flew Nym's wing during testing runs of the *Havoc* on Lok. As Jinkins was constantly tinkering with the prototype bomber, this was a job Quentin performed often. His main job was to act as a rescue ship should something go wrong. He remained with the Lok Revenants throughout the Clone Wars, and many years into Imperial rule of the galaxy.

Init +14; **Senses** Perception +14; **Scent**
Languages Basic, Bith, Bocce, Durese, Givin, High Galactic, Hutttese, Kuati, Mon Calamarian, Shriiwook, Sluissese, Sullustese, Vergine

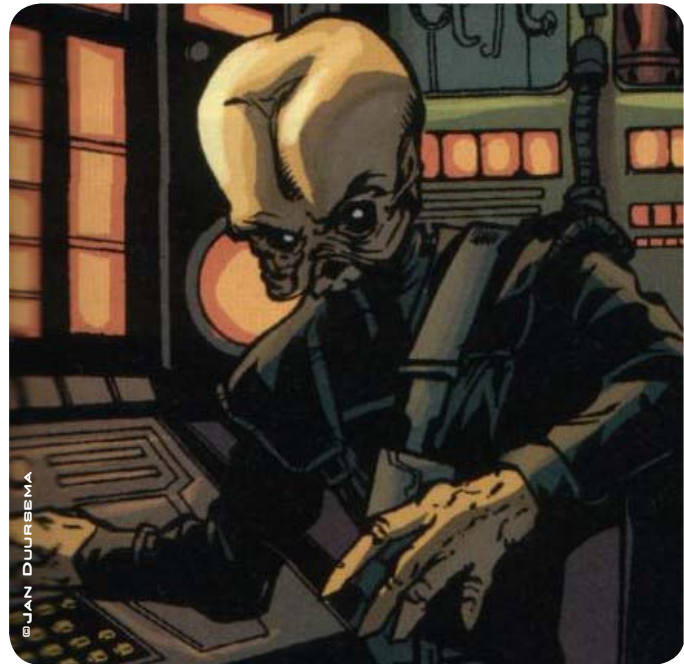
Defenses Ref 28 (flat-footed 26), Fort 24, Will 28

Hp 57; **Threshold** 24

Speed 6 squares

Melee unarmed +10 (1d4+7) or

Ranged by weapon +12



JINKINS

Base Atk +10; Grp +12

Atk Options Hyperdriven, Point Blank Shot

Special Actions Hasty Modification, Hold Together, Meditative Trance, Recall, Vehicle Systems Expertise, Vehicular Combat

Starship Maneuvers Known (Pilot +14): afterburn, devastating hit, explosive shot

Abilities Str 10, Dex 14, Con 10, Int 19, Wis 14, Cha 14

Special Qualities Evolved Intellect

Talents Educated, Engineer, Exceptional Skill (Mechanics), Hyperdriven, Reliable Boon, Spacehound, Starship Raider, Stellar Warrior

Feats Hasty Modification, Hold Together, Linguist, Point Blank Shot, Recall, Scavenger, Skill Focus (Mechanics), Signature Device, Starship Designer, Starship Tactics, Superior Tech, Tech Specialist, Vehicle Systems Expertise, Vehicular Combat, Weapon Proficiency (pistols, simple weapons)

Skills Deception +14, Initiative +14, Knowledge (bureaucracy) +16, Knowledge (life sciences) +16, Knowledge (physical sciences) +16, Knowledge (tactics) +16, Knowledge (technology) +16, Mechanics +21, Perception +14, Persuasion +14, Pilot +14, Use Computer +16

Possessions Custom bomber *Freefall*, comlink, toolkit

Organization Score (Lok Revenants) – 31

Event (Disgraced) – Jinkins helped Nym steal his custom bomber prototype, and is wanted by the Nubian Design Collective where he once worked. As a result, Jinkins has learned to hide his true identity, and treats any attempt to create a deceptive appearance for himself (SE 64) as one step simpler. Also, Gather Information is always considered a class skill for Jinkins.

KOLE

As a member of the Lok Revenants, Kole was a master of disguise, and a competent pilot and engineer, often working alongside Jinkins as Nym's co-pilot onboard the *Havoc*. Kole has impersonated anything from Senators to prison guards in order to aid his friends during the liberation of Mere and throughout the Clone Wars. Kole was still one of Nym's top lieutenants during the Galactic Civil War on Lok decades later.

KOLE



Kole

CL 9

Small Chadra-Fan Male Scoundrel 6/Scout 3

Force 7; Dark Side 1

Init +7; Senses darkvision; Perception +5

Languages Basic, Bocce, Chadra-Fan, Huttese

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

Hp 45; Threshold 20

Speed 4 squares

Melee unarmed +5 (1d3+3) or

Ranged by weapon +9

Base Atk +6; Grp +9

Atk Options Point Blank Shot

Special Actions Fast Talker, Gearhead, Vehicular Combat

Abilities Str 8, Dex 16, Con 10, Int 14, Wis 13, Cha 16

Special Qualities Heightened Awareness, Tinkerer

Talents Art of Concealment, Fast Repairs, Fast Talker, Fringe Savant, Jury-Rigger

Feats Dodge, Gearhead, Master of Disguise, Mission Specialist (Deception), Skill Focus (Deception, Mechanics), Skill Training (Stealth), Point Blank Shot, Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +17 (+22 when creating deceptive appearances or forged documents), Gather Information +12, Knowledge (galactic lore) +11, Mechanics +16 (may reroll when jury-rigging, keeping second result), Pilot +12, Stealth +17 (may take 10 when concealing items, even when under pressure), Use Computer +11

Possessions Comlink, toolkit, trunk of disguises

Organization Score (Lok Revenants) – 31

NYM

Born an orphan on Lok, Nym was forced to grow up fast. He started out as a local thug, and soon formed his own gang, which grew into a vicious band of pirates. Fifteen years before the Battle of Geonosis, Nym was approached by Nubian Design Collective engineer Jenkins, who wanted to join his crew, and bring a prototype bomber with him. Nym liked Jenkins' plan, and together the two stole the bomber, now known as the *Havoc*.

Nym's piracy raids were often at the expense of the Trade Federation, who had put a sizable price on the Feeorin pirate's head to put a stop to his illicit activities. Nym was captured by bounty hunter Vana Sage, though Jenkins and Kole were able to free him shortly afterward. Eventually Nym was able to count on Sage as an ally against the Trade Federation, and the two joined forces with Naboo pilot Rhys Dallows to fight their common enemy on Naboo. Six years after the liberation of Naboo, Nym assisted the Mere in liberating their homeworld, securing the added firepower of the Mere Resistance to his side.

Four years later, Nym worked with Jedi Master Adi Gallia in her fight against the Separatists and the mercenary Sabaath Squadron. Nym was instrumental in ending the Tri-hexalon "dragon's breath" chemical weapon threat just before the Battle of Geonosis marked the beginning of the Clone Wars. Nym often worked with Adi Gallia during the Clone Wars, though he also took the time to expand his own holdings. When the Clone Wars ended and the Republic became the Galactic Empire, Nym spent twenty years fortifying the Karthakk System and set up shop as leader of Lok.



Nym (Battle of Nod Kartha)

CL 16

Medium Feeorin Male Soldier 9/Scoundrel 1/Ace Pilot 3/Officer 3
Force 8; Dark Side 2

Init +15; Senses low-light vision; Perception +14

Languages Basic, Feeorin, Mere, Pak Pak

Defenses Ref 33 (flat-footed 30), Fort 32, Will 31; Command Cover, Great Fortitude, Unwavering Resolve

Hp 139; **Threshold** 32

Speed 6 squares

Melee unarmed +17 (1d6+12) or

Ranged heavy blaster pistol +16 (3d8+8) or

Ranged by weapon +16

Base Atk +14; **Grp** +17

Atk Options Brutal, Experienced Brawler, Gunnery Specialist, Point Blank Shot

Special Actions Fleet Deployment, Indomitable, Share Talent (Group Perception 1/day), Vehicular Combat

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

Special Qualities Inborn Resilience, Stronger by Age, Vehicle Dodge +1

Talents Concentrate All Fire, Experienced Brawler, Fleet Deployment, Group Perception, Indomitable, Melee Smash, Punch Through, Spacehound, Stunning Strike

Feats A Few Maneuvers, Armor Proficiency (light, medium), Destructive Force, Droid Hunter, Gunnery Specialist, Martial Arts I, Point Blank Shot, Skill Training (Pilot, Use Computer), Targeted Area, Toughness, Unwavering Resolve, Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +14, Initiative +15, Knowledge (tactics) +15, Mechanics +15, Perception +14, Pilot +15, Use Computer +15

Possessions Blaster pistol, comlink, custom bomber *Havoc*

Organization Score (Lok Revenants) – 31

Event (crippled) – Nym lost his hand at some point during his past, and it has been replaced with a cybernetic prosthetic. When Nym's Fortitude Defenses is reduced as a result of moving down the condition track, his damage threshold remains the same, as if he had no debilitating conditions. Also, Mechanics is always considered a class skill for Nym.

RETI

A salvage pilot and scavenger, Reti ran odd jobs for the pirate Nym, and acted as part of his information network in the Karthakk System. Reti fought in the Invasion of Naboo, and claimed to have destroyed sixteen droid starfighters himself. When not working for Nym, Reti took jobs from a variety of people including mercenary Vana Sage, Naboo Royal Airforce Pilot Rhys Dallows and Watto the junk dealer.

Weeks before the outbreak of violence on Geonosis that marked the start of the Clone Wars, Reti facilitated the alliance between Jedi Master Adi Gallia and Nym the Pirate. He first met with Gallia in the Ruby Nebula to test her trustworthiness before introducing the Jedi to Nym. Reti assisted with the liberation of Maramere alongside the Lok Revenants, and also fought at the Battle of Nod Kartha. There, he assisted his smuggler friend Race Kartan, who was being harassed by bounty hunter Jango Fett. Reti may have captured too much of the bounty hunter's attention though, because Fett made a concerted effort to claim a small bounty on Reti's head. Reti made an emergency hyperspace jump to escape, but his ship was damaged, and it was unknown if he completed the jump safely.



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Reti (Battle of Nod Kartha)

CL 5

Small Toydarian Male Scoundrel 5

Force 8

Init +4; Senses Perception +9

Languages Basic, Huttese, Pak Pak, Ryl, Toydarian

Defenses Ref 20 (flat-footed 18), Fort 14, Will 18; Force Resistance

Hp 25; Threshold 14

Speed 4 squares, 6 squares (flying)

Melee unarmed +2 (1d3+1) or

Ranged by weapon +5

Base Atk +3; **Grp** +5

Atk Options Lucky Shot (1/day), Point Blank Shot

Special Actions Dumb Luck, Knack, Vehicular Combat

Abilities Str 9, Dex 14, Con 8, Int 16, Wis 14, Cha 14

Talents Dumb Luck, Knack, Lucky Shot

Feats Point Blank Shot, Scavenger, Skill Focus (Deception,

Mechanics), Skill Training (Pilot), Vehicular Combat, Weapon Proficiency (pistols, simple weapons)
Skills Deception +14, Gather Information +9, Knowledge (galactic lore) +10, Knowledge (technology) +10, Mechanics +15, Perception +9, Pilot +9, Use Computer +10
Possessions Comlink, toolkit, *Zoomer* custom junk hauler
Organization Score (Lok Revenants) – 16

VANA SAGE

Once a member of the Naboo Royal Guard, Sage left the security force in disgust over their unwillingness to heed her advice on fortifying the system. She became a mercenary and bounty hunter, whose first task was to capture Nym the Pirate on behalf of the Trade Federation. Though she succeeded, Nym quickly escaped custody, and the two later joined forces to assist the Naboo during the Trade Federation invasion alongside Naboo pilot Rhys Dallows.

Just before the outbreak of the Clone Wars, Sage assisted Nym at the Battle of Nod Kartha. During the battle, her friend Reti was forced to make an emergency hyperspace jump to escape bounty hunter Jango Fett. Vana Sage spent the remainder of the Clone Wars searching the galaxy to discover what became of her lost friend.

Vana Sage (Battle of Nod Kartha) CL 10
Medium Human Female Soldier 5/Scout 5
Force 7; Dark Side 1
Init +12; Senses Perception +12
Languages Basic, High Galactic, Huttese

Defenses Ref 25 (flat-footed 22), Fort 23, Will 22
Hp 88; Threshold 23

Speed 6 squares
Melee unarmed +8 (1d6+5) or
Ranged blaster pistol +10 (3d6+5) or
Ranged by weapon +10
Base Atk +8; **Grp** +10
Atk Options Gunnery Specialist
Special Actions Ambush Specialist, Shake It Off, Vehicular Combat

Starship Maneuvers Known (Pilot +12): counter, engine hit, I have you now

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

Talents Ambush Specialist, Destructive Ambusher, Hidden Movement, Improved Stealth, Keep It Going, Vehicle Sneak
Feats A Few Maneuvers, Armor Proficiency (light, medium), Bad Feeling, Disabler, Gunnery Specialist, Martial Arts I, Shake It Off, Skill Training (Gather Information, Stealth), Starship Tactics, Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +12, Endurance +11, Gather Information +10, Perception +12, Pilot +12, Stealth +12 (may reroll, keeping second result), Survival +12, Use Computer +12

Possessions Blaster pistol, comlink, custom transport *Guardian Mantis*

Occupation (Law Enforcement) – Vana Sage used to be a member of the Naboo Royal Guard, but left her position. Gather Information is always considered a class skill for Vana, and she gains a +2 competence bonus to untrained Acrobatics and Knowledge (bureaucracy) checks.



VANA SAGE