

# STAR WARS<sup>®</sup>

ROLEPLAYING GAME

## LOCALS

CLONE WARS FAN SOURCEBOOK

KEITH KAPPEL



# CREDITS

<b>WRITERS</b>	Keith Kappel
<b>EDITORS</b>	Ryan Brooks, Keith Kappel
<b>DESIGN</b>	Ryan Brooks
<b>WEB PRODUCTION</b>	Ryan Brooks
<b>ORIGINAL ARTWORK</b>	Ryan Brooks
<b>OFFICIAL ARTWORK</b>	Genndy Tartakovsky, Fillbach Bros, Jeffery Carlisle, Joe Corroney, LucasFilm LTD., Pop Mhan, Ramon F. Bachs, Randy Martinez

©2009 Fandom Comics and ® & ™ where indicated. All rights reserved. All material contained within this document not already under ownership of separate parties are intellectual property of Fandom Comics.

The Wizards of the Coast logo is a registered trademark owned by Wizards of the Coast, Inc. Original document design created by Wizards of the Coast, Inc.

The d20 System logo and d20 are trademarks owned by Wizards of the Coast, Inc.

Star Wars® and all related material are trademarks of LucasFilm Ltd. or their respective trademark and copyright holders. Unless otherwise stated, all original material held within this document is intellectual property of Fandom Comics. Fandom Comics is not affiliated in any way to LucasFilm, Ltd. or Wizards of the Coast, Inc.

Some rules mechanics are based on the Star Wars Roleplaying Game Revised Core Rulebook by Bill Slavicsek, Andy Collins, and JD Wiker, the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson, and the new DUNGEONS & DRAGONS® game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkinson.

Any similarities to actual people, organizations, places or events are purely coincidental. This document is not intended for sale and may not be altered, reproduced, or redistributed in any way without written consent from Fandom Comics.



[WWW.FANDOMCOMICS.COM](http://WWW.FANDOMCOMICS.COM)



[WWW.WIZARDS.COM](http://WWW.WIZARDS.COM)

# CHAPTER 5 LOCALS





While the Clone Wars produced heroes on either side of every battlefield across the galaxy, most of those affected were caught in the middle. This chapter details a number of individuals who have more loyalty to their companies or fields than to either faction.

## CARTAO

### CORF BINALE

Son of Lord Pilester Binale, twelve-year old Corf lived a rather simple life near the Spaarti Creations factor. He spent most of his days under the watchful eye of his hero, Jedi Knight Jafer Torles, Watchman to Cartao. Seven months after the start of the Clone Wars, Cartao was visited first by the Republic, and then promptly invaded by the Separatists. Both sides wanted control of Spaarti Creations, but were willing to destroy it to keep it out of their enemy's hands if necessary. Corf watched in excitement, followed closely by horror, as war came to Cartao. When the conflict finally seemed over, a shuttle that allegedly contained Jedi reinforcements crashed into Spaarti Creations, completely destroying it. Corf learned to hate the Jedi that day, though he had no cause to encounter any for the remainder of the Clone Wars.

Corf Binale CL 1  
Medium Young Adult Human Male Noble 1  
Force 5  
Init +1; Senses Perception +4  
Languages Basic, Sy Bisti  
Defenses Ref 14 (flat-footed 12), Fort 12, Will 13; Unwavering  
Resolve  
Hp 18; Threshold 12  
Speed 6 squares  
Melee unarmed +1 (1d4+1) or  
Ranged by weapon +1  
Base Atk +0; Grp +1  
Special Actions Inspire Confidence  
Abilities Str 12, Dex 12, Con 11, Int 11, Wis 9, Cha 12  
Talents Inspire Confidence  
Feats Improved Defenses, Unwavering Resolve, Weapon

**NEW PLANET OF ORIGIN:****CARTAO**

You hail from the relatively unknown world of Cartao, home to the Cransoc species. Nestled comfortably between the Vaathkree Trade Corridor and the Perlemian Trade Route, your world has the convenience of a Core world with the privacy of an Outer Rim world. Cartao is best known for Spaarti Creations, a company operated by the native Cransoc.

**Relevant Skills:** Knowledge (technology), Perception, Persuasion

**Bonus Language:** Sy Bisti

Proficiency (pistols, simple weapons)

**Skills** Deception +6, Endurance +5, Knowledge (life sciences) +5, Knowledge (technology) +5, Perception +4, Persuasion +6, Pilot +6

**Possessions** Comlink, variety of personal belongings

**Homeworld (Cartao)** – Corf is from the world of Cartao, where he was the son of Lord Binale, leader of the planet and its main source of income, Spaarti Creations.

**CHARROS IV****T'LAALAK-S'LALAK-T'TH'AK**

A master engraver on Charros IV, T'laalak-s'lalak-t'th'ak worshipped in workshop Xcan. Just over a decade before the start of the Clone Wars, T'laalak-s'lalak-t'th'ak was hired by Trade Federation Viceroy Nute Gunray to engrave a mechno-chair supplied to him by Darth Sidious. Over thirteen years later, just a few weeks before the end of the Clone Wars, T'laalak-s'lalak-t'th'ak's engraving led Jedi Kenobi and Skywalker to Charros IV to question him, hot on the trail of Lord Sidious. T'laalak-s'lalak-t'th'ak tried to flee the Jedi, but after a mass disruption in the Xcan cathedral-workshop, he was forced by the Prelate to answer the Jedi's questions. He revealed that the Bith who worked on the hypertransceiver was based on Escarte, an asteroid in the Outer Rim. As the Jedi left Charros IV, T'laalak-s'lalak-t'th'ak was left to face the wrath of his Prelate, who desperately wanted to

strengthen ties to the Republic. T'laalak-s'lalak-t'th'ak eventually became an employee of Sienar Fleet Systems, along with many of his fellow Xi Char when they bought Haor Chall Engineering and many of the workshops on Charros IV.

**T'laalak-s'lalak-t'th'ak**

CL 1

Medium Xi Charrian Male nonheroic 3

**Init** +3; **Senses** Perception +7

**Languages** Bocce, Huttese, Xi Char

**Defenses** Ref 13 (flat-footed 11), Fort 10, Will 11; Grapple Resistance, Natural Armor +1

**Hp** 9; **Threshold** 10

**Speed** 6 squares

**Melee** unarmed +4 (1d4+2) or

**Ranged** by weapon +4

**Base Atk** +2; **Grp** +4

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

**Special Qualities** Exacting Specifications, Religious Engineering

**Feats** Grapple Resistance, Skill Focus (Mechanics), Skill Training (Mechanics, Perception), Tech Specialist

**Skills** Climb +8, Jump +8, Knowledge (technology) +8, Mechanics +13, Perception +7

**Possessions** Laser engraver, private altar in Xcan cathedral-workshop, work order invoices

**Homeworld (Charros IV)** – T'laalak-s'lalak-t'th'ak hails from Charros IV and is a parishioner of the Xcan workshop.

**NEW PLANET OF ORIGIN:****CHARROS IV**

You call the stark plateaus and black lakes of Charros IV home, likely toiling in the cathedral-workshops of one of the Xi Charrian clans. Charros IV is best known for its precision engineering of custom-made or modified devices and vehicles. The galaxy's elite place orders at outrageous prices, knowing that each Xi Char creation is both a work of art and the best technology credits can buy.

**Relevant Skills:** Knowledge (technology), Mechanics, Perception

**Bonus Language:** Xi Char

## XI CHARRIAN

A species best known for their precision engineering, the Xi Char are from the bleak plateaus of Charros IV. Exhibiting a religious devotion to their craft, the Xi Char live in factory-cathedrals where they focus on their specialty, be it engraving, welding, microelectronics, or any number of other mechanical and electrical disciplines. The Xi Charrians are perhaps most well-known for the Haor Chall Engineering Corporation, which supplied the Trade Federation with their variable-geometry droid starfighters.

### Xi Charrian Species Traits

All Xi Charrians share the following traits:

**Ability Modifiers:** +2 Strength, +2 Intelligence, -2 Charisma. The brilliant Xi Charrians have a surprising degree of strength, but are poor negotiators.

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

**Exacting Specifications:** Xi Charrians cannot stand the sight of imperfections in devices and vehicles. Whenever they encounter a vehicle that has moved down the condition track or is not at full hit points, they suffer an attack against their Will Defense with a +0 modifier to resist the urge to repair the item. If the attack succeeds, the Xi Charrian immediately begins to correct the problems with the object.

**Natural Armor:** Xi Charrians have a +1 natural armor bonus to Reflex Defense. A natural armor bonus stacks with an armor bonus.

**Religious Engineering:** When a Xi Charrian spends a Force Point to modify a Mechanics Check, the roll is treated as though it were a natural 20.

**Automatic Languages:** Xi Char

## CORELLIA

### LORFO

Owner of a small business on Corellia's famed Treasure Ship Row; Lorfo was friends with local CorSec agent Rostek Horn and the

Jedi Watchman of Corellia, Neeja Halcyon. His allies approached him for help with a complicated plot against the Separatists just after the Battle of Geonosis. A Techno Union scientist by the name of Ratri Tane had just defected with technical data on a new Separatist battle droid factory retooling, and Separatist agent Tendir Blue was sent to Corellia to apprehend him and recover the data. Lorfo went undercover as Tendir Blue's ally, repeatedly "betraying" Jedi Aayla Secura and Ylenic It'kla to Tendir and his Gotal mercenaries. Naturally, these betrayals were part of the complicated plan to get Blue to return to the Techno Union with the planted data, which would cause malfunctions instead of greater efficiency. The operation was a complete success, and Lorfo returned to running his business in his usual tight-fisted manner for the remainder of the Clone Wars.

### Lorfo

CL 2

Small Toydarian Male nonheroic 4/Scout 1

Force 5; Dark Side 1

Init +3; Senses Perception +4

Languages Basic, Bocce, Drallish, Durese, Huttese, Selonian, Toydarian

Defenses Ref 13 (flat-footed 12), Fort 11, Will 13; Force Resistance

Hp 17; Threshold 11

Speed 4 squares, fly 6 squares

## BESPIN FRINGERS

**Garr:** An Exargan pre-teen, Garr became an orphan during the first week of the Clone Wars. Garr was lucky enough to make to the RAS *Candaserri*, which was taking on orphans and bringing them to Bespin, who had agreed to accept the refugee children. Garr made friends with a fellow orphan named Teff onboard the *Candaserri*, unaware that Teff was truly Boba Fett. The pair enjoyed exploring the ship, even though they almost got themselves stranded in deep space during an unauthorized spacewalk. Upon reaching Bespin, Garr didn't understand why Boba was running from sanctuary, and in reporting his escape, nearly got him killed. Garr spent the remainder of the Clone Wars on Cloud City.

Melee unarmed +2 (1d3-1) or

Ranged by weapon +4

**Base Atk +3; Grp +4**

Abilities Str 8, Dex 13, Con 11, Int 14, Wis 14, Cha 15

Talents Barter

Feats Linguist, Rapport, Skill Focus (Deception), Skill Training (Knowledge [bureaucracy, galactic lore, social sciences]), Weapon Proficiency (simple weapons)

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

Possessions 250 credits, comlink, datapad, import/export business

Occupation (law enforcement) – Lorfo has worked with Rostek Horn and Jedi Master Neeja Halcyon as an informant and undercover agent many times in the past.

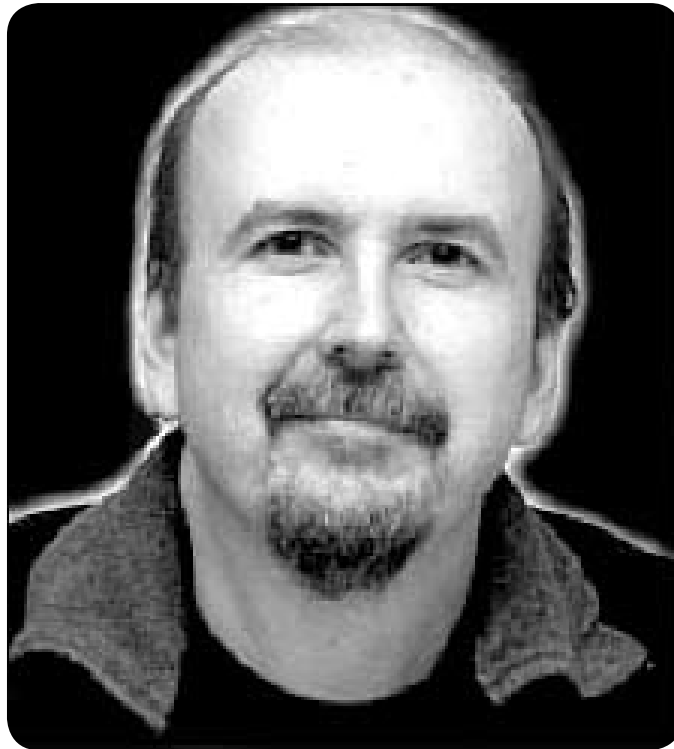
## CORUSCANT

### ARTUO PRATUHR

An adventurous archaeologist working for Galactic Museum curator Asran Headows, Artuo Pratuhr split his time between teaching courses for universities allied with the museum and conducting field work in "creative artifact collection", also known as tomb raiding, grave robbing, and looting. Artuo was very fond of using custom modified R-series astromech droids at dig-sites, claiming the little droids were more precise and steady than sentient hands. Professor Pratuhr was the subject of much speculation by his students, frequently returning from academic breaks with a variety of new injuries. Artuo often cherry-picked his best and brightest students to accompany him on such dangerous excursions to count toward required internships, the brightest of which was Zey Nep, a young stand-out in his xenoarchaeology course.

Days before the outbreak of violence that would come to be known as the Clone Wars, Pratuhr was tasked to meet with a Lorradian named Seib Nod at the Outlander Club by the Galactic Museum. Nod had in her possession a series of ancient artifacts from the Lorradian Sisterhood of the Beatific Countenance, which the Galactic Museum desperately wanted. Pratuhr, with

ARTUO PRATUHR



all his experience dealing with the more unsavory types of the galaxy, was tasked to make the exchange. Artuo brought along his protégé, Zey Nep, who also brought along a pair of fellow classmates Dixon Just and Civ Sila. Always suspicious, Pratuhr was still not vigilant enough, and was robbed of his credits by Nod at blasterpoint.

Artuo was unwilling to give up the cause, however, and used his connections amongst the Coruscant criminal underworld and learned which shuttle Nod intended to board. Pratuhr confronted her at the docks, and was promptly threatened once by Nod's blaster again. This time, however, Artuo kept Nod distracted while his protégé emerged from and got the drop on the thief. Pratuhr recovered the museum's credits, and after learning the true story of how the relics were acquired by Nod, returned them to the Sisterhood of the Beatific Countenance on Lorrd. Professor Pratuhr was commissioned several times over the course of the

## THE OUTLANDER CLUB

**Ame Llom:** A blue-green skinned alien, Ame was present at the Outlander Club the night Jedi Kenobi and Skywalker chased Zam Wessel through the nightclub.

**Booton Piton:** A squat, powerfully built woman, Piton was partners with the bounty hunter Nardi Shodu. The two ladies were present in the Outlander Club the night Anakin and Obi-Wan pursued Zam Wessel through the establishment.

**Civ Sila:** A close friend of Zey Nep and Dixon Just, Civ Sila was also a student under Artuo Pratuhr, and was trying to keep an eye on Seib Nod during the purchase of artifacts belonging to the Sisterhood of Beatific Countenance.

**Daro Willits:** An underground musician popular in the Coruscant underworld, Daro Willits was chatting with Sel Maa when Anakin and Obi-Wan made their arrest of Zam Wessel in the Outlander Club.

**Di Mantid:** One of the more aggressive attention-seekers that populated the Outlander Club, Di wore heavy makeup and fashionable dresses to stand out from the crowd.

**Dixon Just:** A friend of Zey Nep's and Civ Sila's, Dixon was at the Outlander Club providing security for an artifact purchase by professor Artuo Pratuhr the night Skywalker and Kenobi tore through.

**Hayde Gofai:** A sultry party-goer, Hayde was a fixture at the Outlander Club, and was present the night Skywalker and Kenobi visited the establishment in pursuit of Zam Wessel. The young thrill-seeker tried to catch Skywalker's eye several times, eager to make time with a Jedi.

**Immi Danoo:** A close friend with Nyrat Agira and Rosha Vess, Immi was also a Zealot of Psusan. The girls were at the Outlander Club using their attractive appearances to entice others to their order the night Skywalker and Kenobi apprehended Zam Wessel. Immi was not fully convinced of Psusan's message, unlike her friends.

**Kar Plashe:** A popular Coruscant socialite, Kar was the wife of a wealthy, but young politician. She was known for "slumming it" in Coruscant's lower levels, particularly the Outlander Club. She was present at the club when Kenobi and Skywalker chased a bounty hunter through the club.

**Lillea Bringbit:** Lillea was a woman known to frequent the Outlander Club and other, similar establishments in the area. She was just leaving the fabled gambling hall when Anakin Skywalker and Zam Wessel crash-landed outside.

**Lunae Minx:** A rare purple-skinned Twi'lek, Lunae was friends with fellow Ryloth native Ayy Vida. She is believed to be a mere associate, and not caught up in Hat Lo's crime syndicate. Nonetheless, Minx was present in the Outlander Club the night Kenobi and Skywalker tore through the hall looking for Zam Wessel. Lunae showed particular interest in Skywalker.

**Nardi Shodu:** A rodian female and hunter of some notoriety on her homeworld, Nardi had a human partner named Booton Piton. Together, the two women took down a number of bounties on and around Coruscant.

**Necil Sing:** An attractive human female, Necil often wears veils to cover the lower half of her face. She was present in the Outlander Club during Skywalker and Kenobi's fateful visit, but remained focused on business of her own rather than that of the Jedi.

**Nic Whoma:** A Gran patron of the Outlander Club, it is rumored by some that Nic is really Mawhonic, famous pod racer believed killed in both the Boonta Eve Pod Race and the Malastare Vinta Harvest Classic. The rumor goes that Mawhonic had a number of doubles that raced under his name to provide the Mawhonic racing brand with greater presence throughout the Rim, while the true Mawhonic remained incognito on Coruscant's lower levels, participating in only the highest-paying races.



## OUTLANDER CLUB

**Onyeth Canavar:** A Tarnab gambler, Onyeth was forced to leave the Outlander Club after a bad night at the tables. He was just leaving the club as Anakin and Zam Wessel crash-landed the bounty hunter's airspeeder.

**Palee Ruda:** A pseudo-famous woman on Coruscant, Palee was a regular patron of the Outlander Club, and often brought her Pacithhip bodyguard with her. The two were exiting the Outlander just as Skywalker and Zam Wessel skidded across the street in Zam's crashed airspeeder.

**Ren-Quarr:** A sophisticated-looking Quarren, Ren-Quarr was a frequent gambler at the Outlander Club, and witnessed Kenobi and Skywalker's appearance there just prior to the Clone Wars.

**Ror Ithh:** An Ithorian low-life, Ror Ithh was a gambling addict who often bet on pod races. He was at the Outlander Club visiting with fellow gambler Nic Whoma in search of Tyxx for a tip on an upcoming race.

**Rosha Vess:** A friend of Nyrat Agira and Immi Danoo, Rosha was also a Zealot of Psusan, adorning her abdomen with the tell-tale mark. The trio frequented the Outlander Club in search of potential converts, and witnessed Anakin Skywalker and Obi-Wan Kenobi's pursuit of Zam Wessel.

**Sel Maa:** An irascible flirt and frequent fixture in the Outlander Club, Sel Maa spent many of her evenings batting eyelashes at a variety of men in the gambling den. During Kenobi and Skywalker's pursuit of Wessel, Sel Maa was canoodling in a dimly lit alcove with musician Daro Willits.

**Sne Wo:** A friend of Hayde Gofai and Ame Llom, Sne Wo was a regular at the Outlander Club and witnessed Jedi Kenobi and Skywalker's chase of mercenary Zam Wessel days before the Clone Wars.

**Tyxx:** A Rodian and former pod racing insider, he made his living selling tips on races to patrons of the Outlander Club. Naturally, he was truly under the employ of the Baath Brothers, and would occasionally be called upon to sell bad tips so the Outlander Club could make a small fortune.

**Whimper Save:** A mysterious woman in the Outlander Club the night Kenobi and Skywalker capture Zam Wessel, Whimper Save was seen talking to Danni Faytonni, who she was nearly taken in by.

**Wilst Molan:** A planted dancer in the Outlander Club, Wilst made sure that everyone was having a good time and added to the Outlanders' ambiance. A ballet hopeful, Wilst was unable to find work and resorted to dancing at the Outlander to pay bills until she could catch a break somewhere, preferably the Coruscant Galaxies Opera House.

**Yee Moh:** A Neimoidian patron of the Outlander Club, Moh witnessed Kenobi and Skywalker's attempted arrest of Zam Wessel. Moh and two of her Neimoidian companions wore data-goggles and mouth-comms to communicate with each other, perhaps in some elaborate and not-so-subtle form of attempted cheating at the sabacc tables.

Clone Wars by the Galactic Senate to provide briefings on various antiquities for which Count Dooku's Confederacy was believed to be searching.

### Artuo Pratuhr

Medium Human Male nonheroic 6/Scout 2/Noble 3

Force 7; Dark Side 1

Init +6; Senses Perception +11

Languages Basic, Binary, Bocce, High Galactic, Huttese, Old Corellian, Sy Bisti, Zabrak

CL 7

Defenses Ref 18 (flat-footed 17), Fort 17, Will 18; Unwavering Resolve

Hp 51; Threshold 17

Speed 6 squares

Melee unarmed +7 (1d4+2) or

Ranged by weapon +8

Base Atk +7; Grp +8

Special Actions Bad Feeling, Friends In Low Places, Guidance, Recall, Spontaneous Skill

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

**Talents** Educated, Guidance, Spontaneous Skill

**Feats** Bad Feeling, Droidcraft, Friends In Low Places, Linguist, Recall, Skill Focus (Knowledge [galactic lore, life sciences]), Skill Training (Perception, Survival), Unswerving Resolve, Unwavering Resolve, Weapon Proficiency (pistols)

**Skills** Gather Information +11 (may substitute for Knowledge [bureaucracy] checks when acquiring license for restricted or military objects), Knowledge (galactic lore) +18, Knowledge (life sciences) +18, Mechanics +13, Perception +11, Persuasion +11, Survival +11

**Possessions** Blaster pistol, comlink, datapad, electrobinoculars, field kit, medpac, modified R2 series astromech droids (2), sensor pack, tool kit

**Occupation (academic)** – Artuo Pratuhr is a noted scholar and archaeologist, and still actively teaches classes between field assignments.

### AYY VIDA

Enslaved to the petty crime lord, Hat Lo, Ayy Vida was called upon to fulfill a variety of roles for the diminutive mastermind of Coruscant's Uscru District. Vida had been known to entertain potential partners and clients by accompanying them to establishments such as the Outlander Club, though she was just as often forced to murder Hat Lo's rivals by poisoning their drinks. When not entertaining clients, Vida acted as a waitress at the Sign of the Tri-Forked Tongue, a cantina that served as Hat Lo's primary headquarters. Vida felt out of place in the wretched hive of scum and villainy, dreaming of a free life in the upper levels. However, Hat Lo's primary enforcer, Tas Kee, kept a very sharp eye on Vida, rarely letting the striped dancer out of her sight.

Days before the onset of the Clone Wars, Vida was at the Outlander Club, preparing to seduce Hat Lo's latest mark when she spotted a heroic-looking man in a Republic military uniform. Drawing strength from her friend Lunae Minx, Vida approached the Republic official, hoping to convince the man to do something to help her. Sadly, her conversation with the officer was interrupted when a pair of Jedi severed the arm of a patron. After the incident, Vida was dismayed to discover her

AYY VIDA



savior had wandered off, forcing Vida to spend the entirety of the Clone Wars owned by Hat Lo.

#### Ayy Vida

CL 3

Medium Twi'lek Female nonheroic 6/Scoundrel 1

Force 4; Dark Side 3

Init +5; Senses Low-Light Vision, Perception +2

Languages Basic, Huttese, Ryl

Defenses Ref 16 (flat-footed 14), Fort 13, Will 10; Dodge, Slippery Maneuver

Hp 23; Threshold 13

Speed 6 squares; Slippery Maneuver

Melee unarmed +4 (1d6) or

Ranged by weapon +6

Base Atk +4; Grp +8

Abilities Str 11, Dex 15, Con 11, Int 12, Wis 9, Cha 16

**Talents** Seducer

**Feats** Dodge, Martial Arts I, Skill Focus (Acrobatics, Stealth), Skill Training (Deception, Persuasion), Slippery Maneuver, Weapon Proficiency (simple weapons)

**Skills** Acrobatics +15, Deception +11 (may re-roll, keeping second result, may substitute for failed Persuasion check made to change attitude, keeping second result), Persuasion +11, Stealth +15

**Possessions** Vial of poison

**Event (enslaved)** – Ayy Vida is a slave owned by Hat Lo.

**BARON PAPANOIDA**

Papanoida was a playwright on Pantora, struggling for several years before finally enjoying a series of very profitable smash hits. He invested his money wisely, building an entertainment empire and becoming a powerful trade baron. By the time of the Clone Wars, Baron Papanoida had cultivated a vast intelligence network that was rumored to rival even the Bothan Spynet. The influential baron moved to Coruscant, where he took in opera and sold information to rich clients, regardless of their allegiance. Papanoida was close friends with Senator Chi Eekway, a young, idealistic Pantoran who Papanoida mentored, exposing her to cultural events, such as the Mon Calamari performance of Squid Lake, and providing her with helpful information.

The Jedi Order, Republic Senate and Chancellor's office all used Papanoida as a collaborating source of information routinely throughout the Clone Wars. When General Grievous was rumored to be located on Utapau toward the end of the Clone Wars, Papanoida incorrectly denied the claim and suggested Grievous was somewhere else. It is unknown if the inaccurate report was intentional misinformation paid for by the Separatists, or just a bad tip he received.

Papanoida was an outspoken critic of the Palpatine regime, but he rarely did more than speak, despite numerous offers to put him at the forefront of larger movements. It was this concession that left this enigmatic figure and his empire largely unmolested after the declaration of a Galactic Empire.

BARON PAPANOIDA

**Baron Papanoida**

CL 14

Medium Near-Human (Pantoran) Male nonheroic 4/Noble 13

Force 8; Dark Side 2

Init +8; Senses Perception +20

Languages Basic, Bocce, Bothan, High Galactic, Huttese, Pantoran, Ryl, Sy Bisti

Defenses Ref 24 (flat-footed 24), Fort 24, Will 27; Poison Resistance, Unwavering Resolve

Hp 81; Threshold 24

Speed 6 squares; Impulsive Flight

Melee unarmed +13 (1d4+7) or

Melee cane +13 (1d6+7) or

Ranged by weapon +12

Base Atk +12; Grp +13

## CORUSCANT LOCALS: GALAXIES OPERA HOUSE

**Delva Racine:** An outlandish fashion designer, Delva Racine created clothes for humans to make them resemble other alien species of the Outer Rim. She was often accused of being a specist for her primitive portrayal of perfectly sentient beings, particularly in her summer Kubaz collection. She showcased an outfit from the collection while attending the Mon Calamari Ballet production of Squid Lake at the Coruscant Galaxies Opera House just days before the end of the Clone Wars.

**Waks Trode:** An Ishi Tib industrialist, Waks Trode was present at the Galaxies Opera House during the Mon Calamari Ballet performance of Squid Lake toward the end of the Clone Wars. He was on Coruscant lobbying for legislation for the deregulation of his business concern.

**Atk Options** Point Blank Shot

**Special Actions** Double Agent, Feed Information, Influential Friends, Know Your Enemy, Known Dissident, Powerful Friends, Recall

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

**Talents** Connections, Double Agent, Feed Information, Influential Friends, Know Your Enemy, Known Dissident, Powerful Friends

**Feats** Linguist, Impulsive Flight, Point Blank Shot, Poison Resistance, Recall, Skill Focus (Deception, Gather Information, Knowledge [galactic lore], Perception, Persuasion), Skill Training (Deception, Knowledge [bureaucracy], Persuasion), Unwavering Resolve, Weapon Proficiency (pistols, simple weapons), Zero Range

**Skills** Deception +19, Endurance +14, Gather Information +19, Knowledge (bureaucracy) +16, Knowledge (galactic lore) +21, Knowledge (social sciences) +16, Perception +20, Persuasion +19, Survival +15

**Possessions** 5,000 credits, comlink, datapad, expensive clothing, walking cane

**Occupation (celebrity)** – Baron Papanoida was once a renowned playwright from Pantora.

## BUFON TAIRE

A large man with a badly scarred face and one eye that is bereft of pigment, the chief bartender of the Outlander Club made for an imposing sight. Bufon Taire had been working with Shistavanen club owner Volven Roxe for years, and was trusted to oversee drink service throughout the club. The Outlander Club had a rough clientele, attracted to the gaming tables and galactically broadcast sporting events, and Taire had been called upon to help break up many a barroom brawl when an upset in a match cost enough patrons their savings. Taire was working at the Outlander Club the night Jedi Kenobi and Skywalker came in pursuing a wanted criminal. Taire served the elder Jedi a drink just minutes before he caused a scene, severing the arm of another patron.

**Bufon Taire**

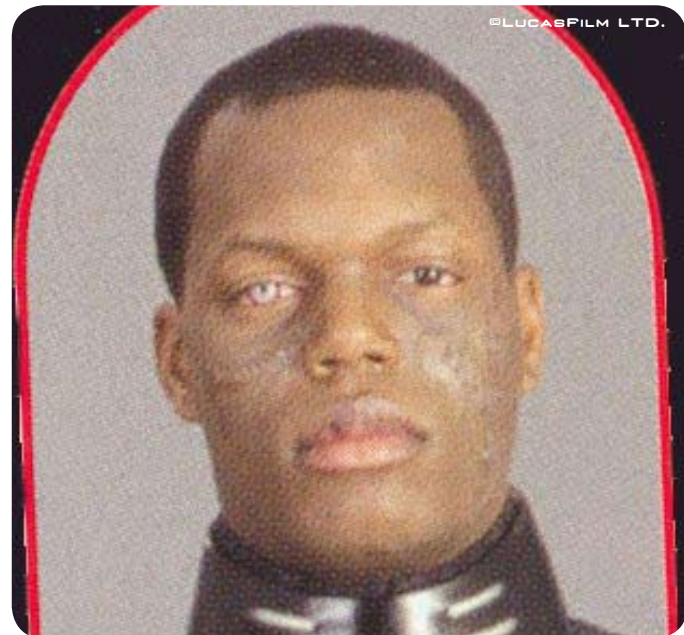
CL 2

Medium Human Male nonheroic 6

Dark Side 4

Init +9; Senses Perception +9

Languages Basic



BUFON TAIRE

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

Hp 36; Threshold 12

Speed 6 squares

Melee unarmed +6 (1d4+2) or

Melee broken bottle +1 (1d6+2) or

Ranged by weapon +5

Base Atk +4; Grp +6

Atk Options Knock Heads, Multi-Grab

**Special Actions** Conditioning

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

Feats Conditioning, Knock Heads, Multi-Grab, Skill Training  
(Gather Information, Knowledge [galactic lore], Perception),  
Toughness

Skills Gather Information +8, Initiative +9, Knowledge (galactic  
lore) +8, Perception +9

Possessions Chief bartender's tunic, comlink, datapad with drink  
recipes

**Event (scarred)** – Bufon Taire was horribly scarred while in a  
fight sometime in his past.

### DIDI ODDO

Didi Oddo was a well-known infochant on Coruscant during the decades leading up to the Clone Wars. He ran his operation out of a small eatery near the Senate Rotunda known as Didi's Café, and was a wellspring of information that the Jedi Order often tapped. Three decades before the Battle of Geonosis, someone left an infant named Astri on his doorstep, and the warm-hearted Didi felt compelled to adopt her. As Astri got older, she began taking more and more of an interest in the day to day legitimate operation of the café, and began pressuring Didi to leave his life of shady contacts behind.

Twenty-one years before the Clone Wars, Didi convinced Jedi Master Qui-Gon Jinn and Padawan Obi-Wan Kenobi to help investigate an attempt on his life by the mysterious bounty hunter Ona Nobis. After the mercenary made a second attempt on his life and injured Astri, Didi was forced to flee to his retreat deep in the Cascardi Mountains of Duneeden. Luckily, Didi's good friend Qui-Gon arrived at the safe house in time to learn that Ona Nobis knew their hiding place. The group tried to escape

DIDI ODDO



the deadly assassin, but Didi was shot and his friend Qui-Gon kidnapped. Didi was brought to the Jedi Temple on Coruscant for treatment at the experienced hands of Jedi Healer Winna Di Yun, but the blaster wound had carried a toxin with it that was making a full recovery improbable. Fortunately, Astri and Obi-Wan were able to recover the anti-toxin and Didi regained the full measure of his health.

Fifteen years later, Didi was able to repay Obi-Wan a small measure of the debt he owed the Jedi when Kenobi came asking for information about a slaver named Krayn. Didi, at great personal risk, was able to help Obi-Wan create the Bakleeda undercover identity to help him infiltrate Krayn's organization. Petrified that someone related to Krayn's slavers might hear how he sold them out to the Jedi, Didi sold his café to Dexter Jettster and joined his daughter on Euceron, where she was married to Bog Divinian.

Five years before the Separatist Crisis boiled over into war, Didi's path crossed Obi-Wan's again at the Galactic Games on Euceron. Didi had stolen a large sum of money from his daughter and her husband, intent on gambling on a sure-thing and repaying them. Unfortunately, he learned too late that the game he had bet on already had a fixed outcome. After an unsuccessful attempt to exchange his bet with the bookie, Didi stole Bog Divinian's speeder and sold it, this time hoping to bet on the pre-determined winner of the swoop race. Once again, bad fortune ruined Didi's otherwise serviceable plan as Obi-Wan took an interest in the fixed races and forbid Didi from gambling on them. But the explanation of Didi's well-intentioned betrayal had to be revealed to Astri by Obi-Wan, since Didi had fled Euceron for his native Coruscant.

A few short months later, Astri gave birth to Lune Divinian, and all was forgiven as Astri extended an invitation to her father to meet his grandson on Nuralee, where Bog was now a Senator. Didi doted on Lune, but by the boy's third birthday, it was clear that his father was a corrupt politician in bed with the Commerce Guild, Granta Omega and Jenna Zan Arbor. With the help of long-time friend Obi-Wan, Didi and Lune were spirited away from Nuralee to Dex's Diner on Coruscant, where they rendezvoused with Astri. Together, the three went into hiding on Coruscant until, sometime in the early months of the Clone Wars, Didi died of unknown causes. He was survived by Astri and Lune, who packed up and moved to the world of Samaria.

**Didi Oddo** CL 6  
 Medium Old Human Male nonheroic 4/Scoundrel 5  
 Force 5; Dark Side 1  
 Init +4; Senses Perception +15  
Languages Basic, Bocce, High Galactic, Huttese

## CORUSCANT LOCALS

**Sam Snootles:** A bureaucrat in Coruscant's business district, Sam Snootles commuted to work on foot, suggesting he was a very low-level functionary during the Clone Wars. It is possible he was a relative of singer Sy Snootles.

**Soronna:** A Twi'lek female, Soronna was a waitress at the Kragget diner. The Kragget was frequented by Coruscant Security and Kal Skiratta's clone commandos during the Clone Wars. When Order 66 was implemented, Soronna helped Etain Tur-Mukan disguise herself with some civilian clothes.

**Telti Obrim:** Wife of Coruscant Security Force Chief Jaller Obrim, Telti was a warm, compassionate mother of two teenage sons. Her husband shared most everything with her, and she happily housed pseudo-fugitives on her husband's request on many occasions, content her husband was always doing the right thing.

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

Hp 23; Threshold 14

Speed 6 squares

Melee unarmed +5 (1d4+1) or

Ranged by weapon +6

Base Atk +6; Grp +6

Special Actions Art of Concealment, Fast Talker, Recall

Abilities Str 9, Dex 11, Con 9, Int 15, Wis 12, Cha 16

Talents Art of Concealment, Fast Talker, Gambler

Feats Friends In Low Places, Informer, Jedi Familiarity, Rapport, Recall, Skill Focus (Knowledge [galactic lore], Perception, Persuasion), Skill Training (Perception, Stealth), Weapon Proficiency (pistols)

Skills Deception +12, Gather Information +12 (may substitute for Knowledge [bureaucracy] checks when acquiring license for restricted or military objects), Knowledge (galactic lore) +16, Perception +15 (may substitute for Gather Information checks), Persuasion +17, Stealth +9

Possessions Comlink, datapad, security kit

Homeworld (Coruscant) – Didi spent all his early life on Coruscant.

## GANWICK TRAG

An old friend of Bufon Taire's, Ganwick Trag was quickly hired by his old friend to act as an assistant bartender at the Outlander Club. Like Taire, Trag often was able to find trouble, getting into various scraps and brawls on a daily basis. Trag also fancied himself a ladies' man, and went out of his way to wear tight, sleeveless clothing to show off his heavily-muscled frame. Taire and Trag had both shown an interest in moving up the criminal food chain on Coruscant, and were waiting for an opportunity to impress Volven Roxe. However, they would just as quickly betray Roxe for a position with Ziro the Hutt, Prince Xizor, or any of the other crime lords that have carved out a territory on Coruscant.

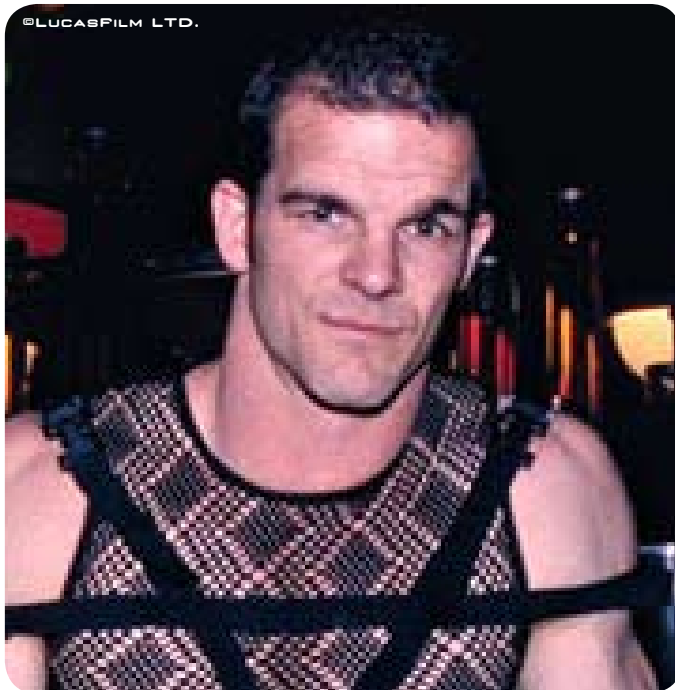
### Ganwick Trag

Medium Human Male nonheroic 4

Dark Side 3

Init +8; Senses Perception +6

CL 1



GANWICK TRAG

Languages Basic, High Galactic

Defenses Ref 11 (flat-footed 10), Fort 12, Will 9

Hp 20; Threshold 12

Speed 6 squares

Melee unarmed +6 (1d4+3) or

Ranged by weapon +4

Base Atk +3; Grp +6

Atk Options Crush, Pin

Special Actions Feat of Strength

Abilities Str 16, Dex 13, Con 14, Int 9, Wis 9, Cha 13

Feats Crush, Feat of Strength, Pin, Skill Training (Endurance, Perception, Persuasion)

Skills Endurance +9, Initiative +8, Perception +6, Persuasion +8

Possessions Comlink, flimsipad with comm. Codes, stylish club-wear

Homeworld (Coruscant) – Ganwick has always lived on Coruscant.

## HERMIONE BAGWA

Initially an orphan surviving off of whatever she could scavenge in Coruscant's lower levels, Hermione was discovered by Dexter Jettster, who pitied her and took her in. Hermione was exceptionally grateful for an opportunity to improve her station and life, and took to working in Dex's Diner as head waitress. Of course, she was the only organic waitress, as Dex had been using droids to serve his sliders up until her addition. Hermione's presence was enjoyed by Dex's clientele, and Dex noticed that many regulars were visiting even more often for a chance to enjoy Bagwa's company, or the comedic rivalry between her and Dex's droid staff.

During the Clone Wars, Dex's Diner became an unofficial hangout of many Jedi-Generals, including Obi-Wan Kenobi, who had been visiting the Diner since it was owned by the Oddo family decades prior. However, other Jedi were counted amongst Hermione's regular customers, including Quinlan Vos. A short time after the Clone Wars, the diner was destroyed by the Empire in search of Dexter Jettster, but Hermione was able to attract an investor and reopen the diner under her ownership.

**Hermione Bagwa**

CL 1

Medium human female nonheroic 3

Dark Side 1

Init +7; Senses Perception +12

Languages Basic, High Galactic

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

Hp 12; Threshold 11

Speed 6 squares

Melee unarmed +2 (1d4) or

Ranged by weapon +3

Base Atk +2; Grp +3

Special Actions Bad Feeling, Scavenger

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

Feats Bad Feeling, Informer, Scavenger, Skill Focus (Perception),  
Skill Training (Endurance, Initiative)Skills Endurance +7, Initiative +7, Perception +12 (may  
substitute for Gather Information checks), Persuasion +8Possessions Dex's Diner uniform, order-comm and stylus, variety  
of personal belongingsHomeworld (Coruscant) – Hermione spent her youth growing  
up in the Coruscant underlevels.**JYNNE CELWIK**

A typical waitress in the Coruscant club-scene, Jynne worked the floor at the Outlander Club, cultivating regular customers and gossiping about other patrons. She had an understated beauty that many beings of a variety of species found attractive, and was one of the more successful waitresses at the club. She was working the night that Jedi Kenobi and Skywalker disrupted a night at the club while chasing assassin Zam Wessel, but viewed it as just another fight, like many that erupt throughout the club from time to time.

**Jynne Celwik**

CL 1

Medium human female nonheroic 2

Init +7; Senses Perception +12

Languages Basic, Bocce, High Galactic, Huttese

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

Hp 8; Threshold 11

Speed 6 squares

Melee unarmed +0 (1d4-1) or

Ranged by weapon +2

Base Atk +1; Grp +2

JYNNE CELWIK



**Abilities** Str 8, Dex 13, Con 12, Int 13, Wis 12, Cha 15  
**Feats** Informer, Linguist, Skill Focus (Perception, Persuasion), Skill Training (Initiative)  
**Skills** Initiative +7, Perception +12 (may substitute for Gather Information checks), Persuasion +13  
**Possessions** Comlink, datapad, serving tray, variety of dark clothing and personal belongings

### KELL BOREAN

A spirited and fortunate gambler, Kell Borean spent much of her time at the Outlander Club's gaming tables, where she previously held employment. Friends with much of the staff, Kell would still occasionally be able to convince the dealers at the Outlander Club to let her deal a few hands, for old times' sake. Borean had quit her position at the Outlander a few short months prior to



KELL BOREAN

the outbreak of the Clone Wars to begin her life as a professional sabacc player. While she managed to make a living in private games at establishments like the Outlander Club, paying the house 20% of her winnings, she was still quite a few credits short the ten-thousand credit stake to finance her entry to the Cloud City Sabacc Tournament on Bespin. Kell was present at the Outlander Club when Jedi Kenobi and Skywalker caused a scene apprehending assassin Zam Wessel.

### Kell Borean

CL 2

Medium Human Female nonheroic 4/Scoundrel 1

Force 4

Init +4; Senses Perception +9

Languages Basic, Bocce, High Galactic

Defenses Ref 16 (flat-footed 14), Fort 11, Will 14; Unwavering Resolve

Hp 16; Threshold 12

Speed 6 squares

Melee unarmed +3 (1d4-1) or

Ranged by weapon +5

Base Atk +3; Grp +5

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

**Talents** Gambler

**Feats** Improved Defenses, Rapport, Skill Training (Perception, Use Computer), Skill Focus (Persuasion), Unwavering Resolve, Weapon Proficiency (pistols)

**Skills** Deception +8, Perception +9, Persuasion +13, Use Computer +8

**Possessions** 2,000 credits, comlink, datapad, ostentatious wardrobe

**Homeworld (Coruscant)** – Kell Borean is from Coruscant.

### LASEEMA

Formerly a dancer that was sold into slavery by her clan, Laseema spent much of her life enslaved to Qibbu the Hutt. She worked at his dining establishment, Qibbu's Hut, acting as a waitress and dancer to entertain the shady clientele of the uncouth cantina. She was frequently beaten and abused by Qibbu, his staff, and the cantina patrons.

One year after the Clone Wars began, Republic Training Sergeant Kal Skirata called in a favor with Qibbu, resulting in the Mandalorian using Qibbu's Hut as a headquarters. The training sergeant took a liking to Laseema, and put her under his protection for the rest of his stay. Laseema spoke with Null-ARC Captain Ordo often, but found herself very attracted to Atin, a badly scarred clone commando. Ordo was kind enough to let Atin know the beautiful Twi'lek admired him, and the two were soon dating.

Six months later, Atin and Laseema were engaged to be married, and Kal had begun to rent Laseema an apartment near the Kragget, a diner frequented by the Coruscant Security Force. Her relationship with Atin grew even closer, and Atin, firmly believing any woman of his should be prepared for any situation, showed her some basics of self-defense, and armed her with a knife. The once-shy Twi'lek took a job as a waitress at the diner, quickly coming out of her shell. On one occasion, she bullied a patron who was rudely flirting with her, using a blade to pin his sleeve to the table before kicking him out of the restaurant. Of course, every officer in the diner would have sided with her and removed the man on their own, but her stern words sent the man packing.

Laseema's most important job, however, was caring for Venku Skirata, the illicit love-child of Jedi Knight Etain Tur-Mukan and Clone Commando Darman. She raised the child, doing her best to speak to Venku about his mother and father, and allow the child to spend as much time with them as possible. When Order 66 was issued, Jaller Obrim of the CSF secreted Laseema and Venku into hiding at his own home, letting her lay low until Kal could send someone to extract her. She was eventually brought to the *Aay'han*, a transport that took her to Mandalore. On the mercenary homeworld, she helped raise Venku to adulthood, became involved in Mandalorian politics, evolving into a shrewd business-woman.

**Laseema** CL 1  
 Medium Twi'lek Female nonheroic 3  
 Init +3; Senses Low-Light Vision, Perception +6  
Languages Basic, Mando'a, Ryl  
 Defenses Ref 12 (flat-footed 10), Fort 12, Will 10; Wary

**Defender**  
 Hp 9; Threshold 12  
 Speed 6 squares  
 Melee unarmed +1 (1d4-1) or  
 Melee knife +1 (1d4-1) or  
 Ranged by weapon +4  
 Base Atk +2; Grp +6  
Special Actions Quick Draw  
 Abilities Str 9, Dex 15, Con 11, Int 13, Wis 11, Cha 14  
 Feats Skill Training (perception, survival), Quick Draw, Wary  
 Defender, Weapon Proficiency (simple weapons)  
 Skills Acrobatics +8, Jump +5, Perception +6, Survival +6  
Possessions Conservative clothing, knife  
 Event (enslaved) – Laseema was formerly enslaved by Qibbu the Hutt.

## LED DARAGON

Led Daragon was a wealthy trade baron whose family could trace its lineage to the infamous hyperspace exploration pilots Gav and Jori Daragon, discoverers of the Daragon Trail. While the trail was a largely worthless hyperspace route to most beings, smugglers used it as part of the "Carbonite Run". The credits generated by the route in later years as smugglers purchased access coordinates provided a small measure of wealth to the Daragon name, which they were able to build upon. Thousands of years later, a chunk of that fortune filtered down to Led Daragon, who lived a privileged life on Coruscant as a socialite.

A huge fan of the opera, Led was considered extremely knowledgeable on the subject by his peers, including talk show host Brookish Boone, whom Led accompanied to a production of *Squid Lake* at the Coruscant Galaxies Opera House toward the end of the Clone Wars. Nearly two decades later he would help finance the production of an opera called the *Kallea Cycle* on Brentaal IV, a story of the hyperspace explorer who blazed the Hydian Way hyperspace route. Led felt this paid homage to his family history and his love of opera.

**Led Daragon** CL 2  
 Medium Human Male nonheroic 4/Noble 1  
 Force 2

Init +3; Senses Perception +3

Languages Basic, Bocce, High Galactic, Old Corellian, Rodese

Defenses Ref 13 (flat-footed 12), Fort 12, Will 14

Hp 22; Threshold 12

Speed 6 squares

Melee unarmed +4 (1d4+1) or

Ranged by weapon +4

Base Atk +3; Grp +4

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

Talents Wealth

Feats Linguist, Rapport, Skill Training (Knowledge [galactic lore, social sciences], Use Computer), Skill Focus (Knowledge [galactic lore, social sciences])

Skills Knowledge (galactic lore) +13, Knowledge (social sciences) +13, Persuasion +8, Pilot +8, Use Computer +8

Possessions 15,000 credits, comlink, datapad, expensive wardrobe

Homeworld (Coruscant) – Led Daragon has lived in luxury on Coruscant for most of his life.

## NALLE TRIPLETS

The Nalle sisters, Lela, Mya and Yma were from Commenor, and Mya and Yma decided to follow their sister to Coruscant when she was given a scholarship to study architecture at Coruscant University. Of course, this left Mya and Yma with little to do but find trouble. Eventually, the triplets came to the attention of Mayor Acros-Krik of Coruscant's Uscru District, who offered employment to the girls that carried a substantial salary. The attractive triplets were tasked to act as guides for the mayor's guests, showing them the sights of Uscru District. However, their true mission was to covertly collect intelligence on the guests for the mayor, feeding him useful information for negotiations or blackmailing schemes.

The trio was in the Outlander Club the night Jedi Skywalker and Kenobi disarmed assassin Zam Wessel, and remained happily in the mayor's employment throughout the Clone Wars while Lela finished college. Shortly after the transition of the Republic into the Galactic Empire, the triplets were spotted on the arm of a divot caster at the Outlander Club during his game against a Toydarian and cloaked Drake Lo'gaan. Upon discovering Drake's



underage status, Mya and Yma forcibly dragged him outside the club. Lela was the exception when compared to her wild sisters, dressing more conservatively in robes and a wide hat. She was married shortly after starting school to a young man named Mayn. Their daughter, Todra Mayn, would grow up to become the flight leader of Polearm Squadron for the New Republic.

### Mya and Yma Nalle

CL 2

Medium Human Female nonheroic 4/Scoundrel 1

Force 6; Dark Side 2

Init +4; Senses Perception +7

Languages Basic, Bocce

Defenses Ref 15 (flat-footed 13), Fort 11, Will 11

Hp 16; Threshold 11

Speed 6 squares

Melee unarmed +4 (1d4+1) or

Ranged by weapon +5

Base Atk +3; Grp +5

Atk Options Pin

Special Actions Coordinated Attack

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

Talents Seducer

Feats Coordinated Attack, Informer, Pin, Skill Training  
(Deception, Perception), Skill Focus (Perception), Weapon  
Proficiency (simple weapons)

Skills Deception +9 (may substitute for failed Persuasion check  
made to change attitude, keeping second result), Perception  
+7 (may substitute for Gather Information checks),  
Persuasion +9

Possessions 500 credits, comlink, datapad, variety of stylish  
clothing

Homeworld (Commenor) – Mya and Yma Nalle are from  
Commenor.

Lela Nalle–Mayn

CL 4

Medium human female nonheroic 4/Noble 3

Force 5; Dark Side 1

Init +5; Senses Perception +9

Languages Basic, Binary, Bocce, High Galactic, (1 unselected)

Defenses Ref 17 (flat-footed 15), Fort 14, Will 17; Unwavering  
Resolve

Hp 24; Threshold 14

Speed 6 squares

Melee unarmed +5 (1d4+1) or

Ranged by weapon +7

Base Atk +5; Grp +7

Special Actions Recall

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

Talents Educated, Engineer

Feats Improved Defenses, Linguist, Rapport, Recall, Skill  
Training (Gather Information, Knowledge [bureaucracy],  
Perception), Skill Focus (Knowledge [physical sciences]),  
Unwavering Resolve

Skills Gather Information +9, Knowledge (bureaucracy) +9,  
Knowledge (physical sciences) +14, Knowledge (technology)  
+9, Mechanics +9, Perception +9

## NEW PLANET OF ORIGIN:

### COMMENOR

You were born on the colony trade world of Commenor. Your homeworld, though out in the Colonies region of space, is almost considered as cultured as a Core world, known for Cryospaz gemstones and local brandy.

**Relevant Skills:** Knowledge (technology), Mechanics, Persuasion

**Bonus Language:** Bocce

Possessions 1,000 credits, comlink, datapad, large hat, variety of  
conservative robes

Homeworld (Commenor) – Lela Nalle is from Commenor.

### NYRAT AGIRA

A member of the Zealots of Psusan, Nyrat Agira and her friends spent their time club-hopping around Coruscant, looking for potential converts. Latching on to the cult with her friends only weeks before the eruption of the Clone Wars, Nyrat, Immi Danno and Rosha Vess were fortunate enough to meet the group's leader, High Priest Scri Oscuro. The girls were at the Outlander Club the night Jedi Kenobi and Skywalker apprehended the shape-changing assassin Zam Wessel. That same evening, Nyrat was approached and questioned by bounty hunter Kalyn Farnmir. Nyrat quickly told the bounty hunter everything she needed to know about Oscuro and his dealings with Cian Shee, unwilling to suffer any personal harm to protect the High Priest of the Zealots. Shortly after the start of the Clone Wars, Nyrat and her friends got their navel tattoos removed, jumping on the next trend.

Nyrat Agira

CL 1

Medium Human Female nonheroic 2

Init +2; Senses Perception +1

Languages Basic, High Galactic, Kuat

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

Hp 6; Threshold 11

Speed 6 squares; Impulsive Flight

Melee unarmed +1 (1d4) or



©LUCASFILM LTD.

Ranged by weapon +2

Base Atk +1; Grp +2

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

Feats Improved Defenses, Impulsive Flight, Skill Focus  
(Persuasion), Skill Training (Knowledge [bureaucracy, social sciences])

Skills Knowledge (bureaucracy) +7, Knowledge (social sciences) +7, Persuasion +13

Possessions 200 credits, comlink, datapad, trendy wardrobe

Homeworld (Coruscant) – Nyrat is from Coruscant.

### OAKIE DOKES

On her homeworld, Oakie Dokes was considered to be one of the most attractive females alive. Born to a wealthy family of schinga breeders, her father thought her great beauty would help her negotiate better prices for their prize schingas. Unfortunately, Oakie's father did not factor in his daughter's self-indulgent greed and poor asset-management skills. Within a few short years she

### NEW PLANET OF ORIGIN: MAKEM TE

You hail from the dry desert world of Makem Te. Unknown to most of the galaxy, Makem Te is host to the Swokes Swokes, a hardy and violent species of warriors and pastoralists. The world was discovered by corporate interests, and mining companies made it a popular resource for heavy ores and spice.

**Relevant Skills:** Endurance, Ride, Survival

**Bonus Language:** Swoken

had completely drained her family's accounts dry implanting gemstones in her body and living in luxury. Ashamed of herself, Oakie fled to Coruscant's lower levels, living in squalor for some time before falling into a deep depression.

To deal with her isolation and tragic fall from socialite status, Oakie turned to creating art. She soon developed a reputation for creating morbidly bizarre works, and regained some measure of wealth. She soon began spending her credits in Coruscant's Uscru district, and on the night of the capture of assassin Zam Wessel just prior to the Clone Wars, Oakie Dokes was at the Outlander Club. The artistic Swokes Swokes was approached by Republic judicial officer Dannl Faytonni, who expressed an interest in investing in her. Oakie had a bad feeling about the man immediately, certain



©LUCASFILM LTD.

OAKIE DOKES

## SWOKES SWOKES

A violent species of primitive humanoids, Swokes Swokes were said to have more in common with flat-worms than most other humans. Their nervous systems were barely present, and their minds were, on average, simple and child-like. Their ability to regenerate limbs meant that acts of violence had little consequence, a trait that rarely translates well off of their homeworld. As such, most find work as mercenaries and bodyguards.

### Swokes Swokes Species Traits

All Swokes Swokes share the following traits:

**Ability Modifiers:** +2 Strength, +2 Constitution, -2 Dexterity, -2 Wisdom, -2 Charisma. Swokes Swokes are strong and hardy, but clumsy. Their mental facilities are far less developed than those of most civilized species.

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

**Limb Regeneration:** A Swokes Swokes regrows a lost limb in 1d10 days. At the end of that time, all persistent penalties associated with the loss of the limb are removed.

**Natural Armor:** Swokes Swokes have a +1 natural armor bonus to Reflex Defense. A natural armor bonus stacks with an armor bonus.

**Tougher by Age:** At middle age, a Swokes Swokes adds a +2 species bonus to their damage threshold. At old age, this bonus increases to +4, and at venerable to +6. Swokes Swokes do not decrease their Constitution as they age.

**Automatic Languages:** Swoken

he sought only to swindle her. However, she also desired to use Dannl and his partner Med-Beq as models for her art. She decided that should they con her out of everything, she could always sell her small fortune in gemstones, which were still implanted in her body as a reminder of her past failure.

### Oakie Dokes

Medium Swokes Swokes Female nonheroic 3  
Init +1; Senses Perception +6

CL 1

### Languages Basic, Swoken

Defenses Ref 11 (flat-footed 11), Fort 12, Will 10; Natural Armor +1, Unwavering Resolve

Hp 18; Threshold 12

Speed 6 squares

Melee unarmed +3 (1d4+1) or

Ranged by weapon +2

**Base Atk +2; Grp +3**

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

Special Qualities Limb Regeneration, Tougher by Age

Feats Skill Focus (Ride), Skill Training (Perception, Ride), Toughness, Unwavering Resolve

Skills Knowledge (life sciences) +7, Perception +6, Ride +11

Possessions Art supplies, 75,000 in implanted gemstones, various personal belongings

**Homeworld (Makem Te) –** Oakie Dokes is originally from Makem Te, and was sent to Coruscant to represent her family on the Coruscant Livestock Exchange.

## ULFOR BOMBAASA

A Corellian nobleman born on Clak'dor VII while his parents were there on business, Ulfor Bombassa was accustomed to the finer things in life. He split his time between his prestigious Column Commons address on Coruscant throughout the Clone Wars, with a cottage estate in the Corellian countryside. Ulfor was one of many wealthy socialites present at the Galaxy Opera House toward the end of the Clone Wars to see the Mon Calamari Ballet's production of Squid Lake. Accompanying him was up and coming singer Opula Deget. Ulfor had one estranged son, Crev Bombassa, who would, decades after the Clone Wars, create the Bombassa Cartel, an organized crime syndicate that competed with the Hutts near Kathol Space.

### Ulfor Bombassa

CL 2

Medium Human Male nonheroic 2/Noble 1

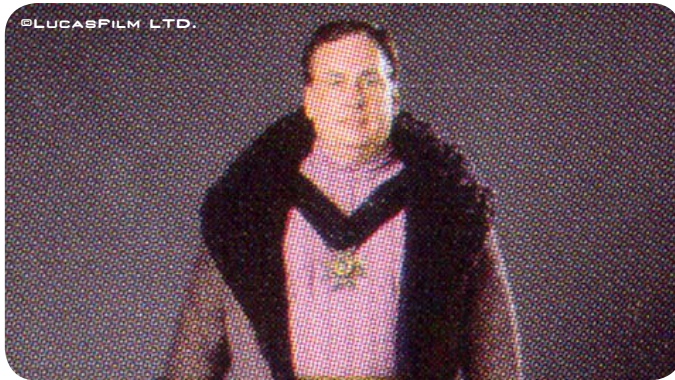
Force 6

Init +1; Senses Perception +7

Languages Basic, Bith, Bocce, High Galactic, Huttese, Old Corellian

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

ULFOR BOMBASSA



Hp 13; Threshold 13

Speed 6 squares; Impulsive Flight

Melee unarmed +2 (1d4) or

Ranged by weapon +1

Base Atk +1; Grp +2

**Special Actions** Bad Feeling

---

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

Talents Wealth

Feats Bad Feeling, Improved Defenses, Impulsive Flight, Linguist, Skill Focus (Persuasion), Skill Training (Pilot), Weapon Proficiency (pistols)

Skills Knowledge (technology) +8, Perception +7, Persuasion +12, Pilot +6

Possessions 2,000 credits, comlink, datapad, fashionable wardrobe and jewelry

---

**Homeworld (Corellia)** – Ulfor Bombassa is a Corellian through and through.

### ZEY NEP

Top student in Professor Pratuhr's Xenoarchaeology class at Coruscant University, Zey Nep was often invited to join her adventurous professor on various meetings and field expeditions to acquire the relics and artifacts of long extinct cultures. Fellow classmates Dixon Just and Civ Sila were often at her side, much to her professor's chagrin. Days before the Clone Wars would fragment the galaxy, Zey Nep was accompanying Professor Pratuhr to the Outlander Club with her classmates to purchase a

series of antiquities from the Lorradian Sisterhood of the Beatific Countenance on behalf of the Galactic Museum. Unfortunately, Zey's professor was robbed by the dealer under the threat of a blaster bolt. Nep provided back-up for her teacher later at the docks to retrieve the credits and relics after Pratuhr discovered which transport the thief intended to take off world. The adventure was a rousing success, resulting in the artifacts being returned to the Sisterhood they were stolen from.

Nep would continue to undergo such ordeals throughout the Clone Wars era alongside her teacher and friends. Shortly after obtaining her doctorate in xenoarchaeology, years after the end of the epic struggle, Nep would take over much of the work Pratuhr had done for the museum. She changed her name to Corellia Antilles, an effort to protect her loved ones from the reprisals of the incredibly wealthy. The galaxy's elite were often private collectors of the very same artifacts Nep was supposed to discover and donate to the Galactic Museum, frequently bringing her into conflict with the less reputable among the decadently rich. Nep, under her Corellia Antilles alias, would go on to make many discoveries over the three decades after the Clone Wars, most notably discovering the mysteries of the Shrines of Kooroo.



ZEY NEP WITH HER MENTOR,  
ARTUO PRATHUR

She became so popular, a series of fictional holodramas were produced that over exaggerated her adventures to the extreme.

### Zey Nep

CL 2

Medium Human Female Noble 1/Scout 1

Destiny 2; Force 6

Init +2; Senses Perception +8

Languages Basic, Bocce, Classical Ossan, Durese, High Galactic, Merisee, Sy Bisti, (1 unselected)

Defenses Ref 15 (flat-footed 14), Fort 15, Will 16; Unwavering Resolve

Hp 25; Threshold 15

Speed 6 squares

Melee unarmed +0 (1d4+1) or

Ranged holdout blaster +1 (3d4+1)

Base Atk +0; Grp +1

Special Actions Fringe Savant, Recall, Shake It Off

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

Special Qualities destiny (discovery)

Talents Educated, Fringe Savant

Feats Linguist, Recall, Shake It Off, Unwavering Resolve, Weapon Proficiency (pistols, simple weapons)

Skills Gather Information +7, Knowledge (bureaucracy) +9, Knowledge (galactic lore) +9, Knowledge (life sciences) +9, Knowledge (physical sciences) +9, Knowledge (social sciences) +9, Perception +8, Persuasion +7, Pilot +7, Use Computer +9

Possessions Comlink, datapad, field pack, holdout blaster

Destiny (discovery) – Zey Nep is destined to discover the Khoz'zhak, an ancient Gree artifact of unknown purpose.

## DAGRO

### KIRLAN SWENS

A farmer on the agriworld of Dagro, Kirlan Swens toiled in his sargheet fields to feed his wife and two children. Sadly, the sargheet crop had lost its market when the Clone Wars began; causing all the farmers to try and survive on a fraction of the credits to which they were accustomed. As such, Kirlan felt a general disdain for the core and Republic, and especially the war.

Six months into the Clone Wars, Kirlan's children discovered an unconscious Obi-Wan Kenobi in the crops, having barely survived a crash landing.

### NEW PLANET OF ORIGIN: DAGRO

An agriworld whose economy is based on the sargheet crop, Dagro is filled with hard-working farming families who tend to their fields. While backward, the agriculturalists are comfortable with complex farming machinery, and are expected to maintain it on their own.

**Relevant Skills:** Endurance, Mechanics, Perception

**Bonus Language:** Bocce

### DAGRO NATIVES

**Hanco:** A sargheet farmer from the planet Dagro, Hanco became destitute when the sargheet market took a turn for the worse. He aided Jedi Obi-Wan Kenobi in his fight against a Separatist crawl-carrier after being convinced of his sincerity, having witnessed the fruits of his hard labor on Kirlan Swen's farm.

**Jurvi & Pickers:** Partners on a sargheet farm, they, like all the people growing sargheet, were nearly bankrupted by the Clone Wars when the market fell apart. Jurvi and Pickers were willing to shelter Kenobi for a night, but instead, the duo used their tractors to help Kenobi and Skywalker sneak up on and destroy a crawl-carrier headed for Vale City.

**Trissa, Kit & Zizzy Swens:** Trissa Swens was the wife of Kirlan Swens, a sargheet farmer on Dagro. Their son Kit and daughter Zizzy discovered Jedi Obi-Wan Kenobi's crashed starship in their parents' sargheet field. The children were able to help their father in the fields while Kenobi performed manual labor in the barn usually reserved for the children, and this change in routine ultimately identified Kenobi's hiding place to the Separatists. Kit was as amazed as his father at Kenobi's combat prowess, and hoped to become a Jedi himself, but was dismayed when Kenobi informed him that you had to be born with the ability, and it could not be taught to just anyone.



## INHABITANTS OF HARUUN KAL

**Keela & Pell:** These two Balawai sisters fled a battle during the Summertime War on Haruun Kal onboard a steam-crawler along with three other children. The crawler became stuck in a lava flow, but the group was aided by Jedi Master Mace Windu. Shortly after rescue, the crawler and their Jedi guardian were attacked by Kar Vastor and his Akk Guard. However, the girls' parents found their lost children at nearly the same instant, sparking a furious battle. Teenaged Keela comforted her younger sister after watching their mother die in the battle, as well as one of the boys they had fled with, and the girls were rescued by a Balawai gunship.

**Nykl & Urno:** A pair of young Balawai brothers who fled with Keela and Pell during the Summertime War, they watched as their friend Terrel Nakay was killed by Kar Vastor, cementing their hate of all Korunnai. Both boys were rescued by a Balawai gunship.

**Pek Rankin:** A Balawai man who fled a battle of the Summertime War, Pek and the other adults he fled with became separated from their children in the confusion. Rankin led an expedition to find the kids, locating them just as Kar Vastor and his Akk Guard sprang upon their damaged steam-crawler. Pek attacked the Balawai, fighting for the lives of his village's children, but was struck down.

**Terrel Nakay:** A Balawai teenager on Haruun Kal during the Summertime War, he fled along with five other children in a steam-crawler when a battle destroyed their village. Orphaned by a previous battle, Terrel had a strong hatred for the Korunnai. After being rescued by Mace Windu, who he thought to be a bounty hunter, he brutally attacked and wounded Korunnai soldiers Besh and Chalk. The two young girls were rescued by Kar Vastor, who brutally murdered Terrel after his heinous actions, despite Mace Windu's pleading.

Kirlan was a good man, and begrudgingly put his family at risk by taking in the wounded Kenobi, hiding him in his barn for one night. Kenobi eventually won the man over by doing a day of backbreaking work without complaint, but it was his good-natured assistance that brought the battle droids' wanton

destruction down on Kirlan's farm. Two dozen battle droids came to Kirlan's farm to capture Kenobi, and despite an attempt at a clever, improvised ruse, they were found out. Luckily, Obi-Wan's partner, Anakin Skywalker, arrived in time to assist, and together the Jedi put on a display of combat prowess that Kirlan and his family would not soon forget.

Eager for the Jedi to leave Dagro, in hopes his planet could still avoid being too caught up in the Clone Wars, Kirlan was dismayed to hear Kenobi wanted to find the Separatist base. However, he understood their reasoning, and upon their return, Kirlan and some of his neighbors helped the Jedi end the threat of the Crawl-Carrier droids, which were on their way to Vale City. Kenobi, hoping to make up for some of the neglect of the agriworld, credited Kirlan and his neighbors with the discovery of the Crawl-Carrier technology, entitling them to a significant bounty from the Republic. Kirlan and his family were able to use the credits to make it through the season until sargeet prices improved.

### Kirlan Swens

CL 3

Medium Human Male nonheroic 6/Scout 1

Force 4

Init +4; Senses Perception +9

Languages Basic, Bocce

---

Defenses Ref 13 (flat-footed 12), Fort 14, Will 12

Hp 36; Threshold 14

Speed 6 squares

Melee unarmed +6 (1d4+1) or

Ranged by weapon +6

Base Atk +5; Grp +6

Special Actions Conditioning

---

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

Talents Acute Senses

Feats Conditioning, Extra Second Wind, Rapport, Skill Focus (Endurance), Skill Training (Knowledge [life sciences], Mechanics), Toughness

Skills Endurance +14, Knowledge (life sciences) +8, Mechanics +8, Perception +9

Possessions Farming equipment, sargeet farm, tractor

---

Homeworld (Dagro) – Kirlan Swens is from Dagro.

## DANTOOINE

### PAXI SYLO

Youngest of the Sylo family's seven children, Paxi Sylo was not interested in the family business of farming tritacale and yot beans. An artistic dreamer, Paxi often spent his days out in the fields doodling and creating stories of the Jedi Knights. Four months into the Clone Wars, at the age of nine, Paxi witnessed Jedi Master Mace Windu's battle against the Seismic tank on Dantooine. Paxi was so amazed with the Jedi's martial skills that he swore off farming, determined to pursue his dreams of becoming a story-teller. Well over a decade later, underground holovids of the Jedi's exploits during the Clone Wars began appearing on the holonet, matching up to Paxi's highly stylized sketches of his youth. His holodramas inspired a generation of warriors in the Rebel Alliance, giving hope to those with little to hope for.

#### Paxi Sylo

Small Child Human Male nonheroic 1

Init +0; Senses Perception +10

Languages Basic, Dantarian

Defenses Ref 11 (flat-footed 11), Fort 8, Will 10;

Hp 2; Threshold 8

Speed 6 squares

Melee unarmed -2 (1d4-2) or

Ranged by weapon +0

CL 1

### NEW PLANET OF ORIGIN: DANTOOINE

Dantooine is a planet of grassy plains popular among farmers. It is also home to the primitive and nomadic Dantari. The planet once was home to a Jedi Academy, but the ruins of it are all but forgotten during the Clone Wars. Dantooine was the site of a brief battle when the Confederacy sought to reinforce their defensive perimeter around Muunilist.

**Relevant Skills:** Endurance, Mechanics, Survival

**Bonus Language:** Dantarian



PAXI SYLO

Base Atk +0; Grp -5

Abilities Str 7, Dex 10, Con 7, Int 10, Wis 11, Cha 12

Feats Jedi Familiarity, Skill Focus (Perception), Skill Training (Knowledge [galactic lore], Mechanics, Perception, Use Computer)

Skills Knowledge (galactic lore) +5, Knowledge (life sciences) +5, Perception +10, Use Computer +5

Possessions canteen, electrobinoculars, flimsipad, wrist-comm

Homeworld (Dantooine) – Paxi is from Dantooine, where his family owned a successful farm.

## LEGO

### JAYBO HOOD

Marooned on lego under unknown circumstances, the ten year old Jaybo Hood spent much of his time investigating abandoned Separatist storehouses full of deactivated battle droids and vulture fighters. The young mechanist managed to repurpose a number of the automatons to do his bidding, allowing him to live a life

### GARQI LOCALS

**Evan:** Orphaned by the Clone Wars' Battle of Garqi, Evan wandered the planet for a brief time until being rescued by Aiwa Squad – a group of Republic Clone Commandos. He was impressed with their combat prowess, and learned to respect the importance of orders. However, the boy was traumatized upon his arrival at the Republic camp, where he watched the clones carry out Order 66.

**Joz & Cira Larutur:** An elderly couple traveling from their native Garqi to Coruscant to visit their first grandchild four months into the Clone Wars, Joz and Cira were taken hostage by a group of Haruun Kal Terrorists at the Coruscant Spaceport. The couple was rescued by Omega Squad – a team of Republic Commandos.

of pseudo-luxury. The planet was largely devoid of intelligent life save for smugglers who occasionally used the secret port, but the legendary "Ghost of Drol" prevented them from escaping. The "Ghost" was really a laser-grid erected by the Separatists before leaving, well aware that lego was the source of a cure for the extinct blue-shadow virus.

Eight months into the Clone Wars, Jaybo was visited by Jedi Generals Skywalker and Kenobi, on a mission to retrieve a sample of reeksa root. Jaybo laconically provided them with some assistance after recognizing Skywalker's technical prowess, but warned them it was all for naught, informing them they were stranded thanks to the "Ghost of Drol". Jaybo had seen what he felt were fifty of the galaxy's best starpilots try to get past Drol, only to die in the attempt. However, none of those pilots had been of Skywalker's caliber. Jaybo watched as his Jedi friends

### GENIAN NPCs

**Moro Y'Arano:** A Genian that worked for Talesan Fry's Fry Securities, Moro acted as Executive in Charge of Business Outreach. Six months into the Clone Wars, he was one of many suspected of being an information leak, but this was eventually proven false when the true leak was found.

JAYBO HOOD

©LUCASFILM LTD.



attempted to run the gauntlet and were forced to return, but was convinced to assist with some of his reprogrammed vulture droids to destroy the laser grid local legend had elevated into something more. With Jaybo's help, the Jedi were able to destroy the grid and free the stranded populace.

Weeks later, Jaybo sent a distress call to Coruscant, warning of a possible Separatist presence. Ships were once again disappearing in lego's debris field, and even Jaybo's vulture droids were among the unexplained victims. Kenobi and Skywalker returned, quickly discovering that Helios-3D was the culprit behind the attacks. Having somehow merged with the droid control signal amplifier, Helios-3D was able to slice into and take control of drone craft and other droids, building a formidable army. With Jaybo's assistance, the Jedi were once again able to restore relative safety to travelers to and from the legendary home of the Angels.

**Jaybo Hood**  
Medium Child Human Male nonheroic 3  
Init +0; Senses Perception +1

CL 1

## LEGO CASTAWAYS

**Amit Noloff:** A leader amongst the castaways on lego, Amit strongly believed in the curse of the Ghost of Drol that prevented anyone from leaving lego. Eight months into the Clone Wars, Anakin Skywalker and Obi-Wan Kenobi came to the world to obtain the Reeksa root. Amit warned them not to attempt to leave, but the Jedi defied him, and proved his belief system wrong. His galaxy-view shaken, Amit went into seclusion, only briefly making his presence felt around those who chose to remain on lego when HELIOS-3D took over many droids and created another impassable barrier. Of course, the Jedi made quick work of that as well, sending Amit back into isolation.

### Languages Basic, Binary, (1 unselected)

Defenses Ref 9 (flat-footed 9), Fort 8, Will 10

Hp 5; Threshold 8

Speed 6 squares

Melee unarmed +0 (1d4-2) or

Ranged by weapon +1

Base Atk +2; Grp -4

### Special Actions Gearhead

Abilities Str 7, Dex 9, Con 7, Int 15, Wis 10, Cha 9

Feats Expert Droid Repair, Gearhead, Skill Focus (Mechanics, Use Computer), Skill Training (Survival), Tech Specialist

Skills Climb +4, Knowledge (technology) +8, Mechanics +13, Survival +6, Use Computer +13

Possessions Comlink, datapad, droid caller, electrobinoculars, repurposed battle droids (50, radio droid, fan-waving droids, hammock droids, server droids, etc), security kit, tool kit, utility vest

Event (orphaned) – Jaybo was orphaned on lego.

## KASHYYYK

### JACCOBA

A young Wookiee during the Clone Wars, Jaccoba was preparing to undergo his Hyrrtak, or coming of age ceremony, towards the

end of the galaxy-wide conflict. While out hunting grantalope with his father, Tarkov, Jaccoba discovered a Confederate MTT transport which served as warning of an invasion of Kashyyyk. Jaccoba and his father were able to warn villages all around the Wawaatt Archipelago including Kachirho, Kahiyuk, Warralokk, Grunnurr and Rowrakruk, though all but Kachirho quickly fell to the invading Separatists. Jaccoba would fight during the battle alongside his father in the battle, though his fate is unknown.

### Jaccoba

CL 2

Medium Young Adult Wookiee Male nonheroic 2/Scout 1

Force 4

Init +1; Senses Perception +6

Languages Basic (understand only), Shryiiwook

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

Hp 14; Threshold 14

Speed 6 squares; Brachiated Movement

Melee spear +2 (1d8+1) or

Melee unarmed +2 (1d4+1) or

Ranged spear (thrown) +1 (1d8)

Base Atk +1; Grp +2

Special Actions Rage 1/day

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

Special Qualities Extraordinary Recuperation, Weapon Familiarity (bowcasters)

Talents Improved Stealth

Feats Brachiated Movement, Skill Focus (Climb), Skill Training (Climb, Stealth), Weapon Proficiency (rifles, simple weapons)

Skills Climb +12 (may take 10, even when threatened or distracted), Perception +6, Stealth +6 (may re-roll, keeping second result)

Possessions Spear

Homeworld (Kashyyyk) – Jaccoba comes from the Wawaatt Archipelago of Kashyyyk.

## SUNCHOO

A Wookiee in her early forties, Sunchoo was captured by bounty hunter Crovan Dane on Kashyyyk to be sold into a life of slavery. She was initially sold to a Neimoidian named Gama Bankor, but was rescued from captivity by Jaylen Kos and Bant Eerin's

## NEW FEAT: BRACHIATED MOVEMENT

You can swing from ropes or vines to span vast distances with ease.

**Prerequisites:** trained in the Climb skill

**Benefit:** When at least five or more meters above ground level, as a movement action you may instead make a climb check DC 20 to move at double your normal speed by swinging on a vine or rope, landing on a square of either the same or lower elevation. Any attacks made while brachiating are made at a -5 penalty.

Padawan Learner. In exchange, Sunchoo pledged a life debt to Bant Eerin's Padawan, which she started to repay by leading the two Jedi initiates to Crovan Dane's ship, deep in the shadowlands of Kashyyyk.

### Sunchoo

CL 1

Medium Wookiee Female nonheroic 3

Init +2; Senses Perception +7

Languages Basic (understand only), Dosh (understand only), Shryiiwook

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

Hp 15; Threshold 11

Speed 6 squares

Melee unarmed +3 (1d4+1) or

Ranged by weapon +3



©BENNDY TARTAKOVSKY

JACCOBA AND HIS FATHER TARKOV

Base Atk +2; Grp +3

Special Actions Rage 1/day

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

**Special Qualities** Extraordinary Recuperation, Weapon Familiarity (bowcasters)

**Feats** Resurgent Vitality, Skill Focus (Survival), Skill Training (Perception, Survival), Toughness

**Skills** Climb +7 (may take 10, even when threatened or distracted), Endurance +7, Perception +7, Survival +12

**Homeworld (Kashyyyk)** – Sunchoo comes from the Kashyyyk.

## TARKOV

A woodsman from the Wawaatt Archipelago on Kashyyyk, Tarkov was also the father of Jaccoba. Towards the end of the Clone Wars, Tarkov was out with his son, teaching him to hunt grantalope with a spear. His son unwittingly discovered a Separatist MTT, warning Tarkov of a pending invasion of Kashyyyk. Tarkov scooped up his son and took a moment to gather intelligence on the size of the invading force before running to the nearest town. Upon reaching Kahiyyuk, he was able to sound the alarm, allowing for Warralokk, Grunnrurr and Rowrakruk to be largely evacuated to the coastal city of Kachirho. There Tarkov and his son both participated in the Battle of Kashyyyk, though whether they perished in battle, survived to become slaves of the Galactic Empire, or escaped after Order 66 is unknown.

Tarkov

CL 5

Medium Wookiee Male nonheroic 8/Scout 3

Force 6

Init +6; Senses Perception +11

Languages Basic (understand only), Shryiiwook

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

Hp 61; Threshold 17

Speed 6 squares; Brachiated Movement

Melee unarmed +10 (1d4+3) or

Ranged bowcaster +10 (3d10+1)

Base Atk +8; Grp +10

Atk Options Assured Attack

Special Actions Ready and Willing, Spotter

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

**Special Qualities** Extraordinary Recuperation, Rage, Weapon Familiarity (bowcasters)

**Talents** Ready and Willing, Spotter

**Feats** Assured Attack, Brachiated Movement, Bowcaster Marksman, Skill Training (Knowledge [life sciences], Perception, Stealth), Weapon Focus (bowcasters), Weapon Proficiency (rifles, simple weapons)

**Skills** Climb +12 (may take 10, even when threatened or distracted), Knowledge [life sciences] +10, Perception +11, Stealth +11

Possessions Bandolier, bowcaster

**Homeworld (Kashyyyk)** – Tarkov comes from the Wawaatt Archipelago of Kashyyyk.

## MARIDUN

### TUB

A member of the peaceful Lurmen village that left their homeworld during the Battle of Mygeeto to seek a peaceful existence away from the violence of the Clone Wars, Tub was the group's foremost wilderness survival expert. Upon their landing on Maridun, which they believed to be uninhabited, they were assaulted by the local Amanin. Tub went with village elder Tee-Watt-Kaa to try offering the head-hunters tribute, but the natives rewarded their offering with violence. Tub was able to escape by emulating the rolling

### NEW PLANET OF ORIGIN:

#### MYGEETO

A planet owned by the InterGalactic Banking Clan, Mygeeto was trapped in an ice age, and home to the peaceful Lurmen. The planet is rich in lasing crystals, nova crystals, reactite, and artesian crystals, making it one of the Banking Clan's major purse worlds. Some of the Lurmen left the planet to seek peace after it was first the site of violent battles, early in the Clone Wars.

**Relevant Skills:** Climb, Knowledge (physical sciences), Survival

**Bonus Language:** Muun or Lurmese (choose one)



©LUCASFILM LTD.

### NEW FEAT: ROPER

You are an expert at the art of rope play and can use it in combat.

**Prerequisites:** Weapon Proficiency (simple weapons)

**Benefit:** When armed with a rope or synthrope, you may make ranged grapple attacks, and use the trip and pin grapple feats, if you have them. Also, at melee range, if armed with a rope while engaged in a grapple, you may make a grapple attack against your opponent to bind a specific limb. Each successful attack binds a limb and provides you with a +2 bonus to further grapple checks against that opponent until the rope is severed or broken. You may do this a number of times equal to the number of limbs (arms and legs only) the target possesses. Should you bind all of the target's limbs and then make a pin check, the target is considered pinned for as long as the rope remains unbroken. This ability also allows you to grapple, trip and pin entire squads or swarms as appropriate.

tumble motion the Amanin themselves use to get around. The tribe was able to use an escape pod to find an uninhabited area of plains where they set up their village, using large nut-shells to form housing.

A few short months later, during the Clone Wars' eighth month, life on Maridun was disturbed by visits from first the Jedi and then the Confederacy. In an effort to avoid Separatist reprisals for aiding the Jedi, the village elder demanded the Jedi leave the town. However, the village elder's son, Wag Too, asked Tub to follow the Jedi, and make certain they got off-world safely. Tub brought his carrier butterfly with him as he shadowed the Jedi all the way to the Separatist stronghold. There, he witnessed the devastating power of the Defoliator, and sent his pet back to Wag Too to warn him of the pending Separatist invasion.

Tub remained hidden in a tree, watching the Jedi as they stole a Separatist shuttle and lifted off. Confident the Jedi had left the planet; he raced back to his village, but was saddened to find that it was already under assault. However, he was shocked to find that the Jedi had not left the planet, but instead had gone to the village to prevent the slaughter of the Lurmen. The Jedi had erected a ray shield, which protected them from the Defoliator

weapon. Tub and his fellow Lurmen watched as the Jedi and their clones defended their village, asking nothing in return. Tub, like some of his fellow Lurmen, felt compelled to aid the Jedi, and joined in the battle at Wag Too's urging. Keeping to their peaceful principles, Tub and Wag Too worked together to form a trip-line, which knocked down a dozen battle droids, leaving them helpless targets for Ahsoka Tano's lightsaber. Tub remained with the village after the Jedi left following their victory until the Galactic Empire eleven years later. It is unknown if Tub fought the Empire or went into hiding, though he may have survived nine years of Imperial occupation only to endure Hutt enslavement.

### Tub

CL 2

Small Lurmen Male nonheroic 4/Scout 1  
Force 4

Init +4; Senses Perception +8

Languages Basic, Lurmes, Muun

Defenses Ref 15 (flat-footed 13), Fort 14, Will 12

Hp 22; Threshold 14

Speed 4 squares, roll 8 squares

Melee unarmed +4 (1d3+1) or

Melee pitchfork +4 (1d8+1) or

Ranged pitchfork +7 (1d8)

Base Atk +3; Grp +5

Atk Options Trip

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

Special Qualities Mender, Primitive, Roller

Talents Acute Senses

Feats Mighty Throw, Skill Training (Acrobatics, Perception, Survival), Trip, Weapon Proficiency (simple weapons)

Skills Acrobatics +9, Climb +7 (can take 10, even if distracted or threatened), Perception +8 (may re-roll, keeping second result), Stealth +14, Survival +8

Possessions Pet carrier butterfly, pitchfork (treat as spear),

Homeworld (Mygeeto) – Tub is a native of Mygeeto, despite abandoning it for Maridun

### WAG TOO

Son of Tee-Watt-Kaa, Wag Too grew up under his father's tutelage about peace and pacifism. When the Clone Wars came

WAG TOO



to Mygeeto, Wag Too joined his father, along with several other families, in abandoning their homeworld to find peace. The colony soon landed on Maridun, where their ship was disabled by the savage locals. Forced to flee their landing site, Wag Too crammed into an escape pod with his fellow colonists, and traveled halfway around the planet. Tub, a close friend of Wag Too, taught the Lurmen how to survive and thrive on the gentle plains of Maridun, even showing them all how to roll in a tumbling motion along the grasslands like the locals did.



Eight months into the Clone Wars, Jedi Aayla Secura, Ahsoka Tano and Clone Commander Bly came in search of help for a fallen comrade after their shuttle crashed. Wag Too was told by his father to accompany the off-worlders to heal the injured Anakin Skywalker, who was brought back to the village. The Separatists visited the village a day later, under the command of Neimoidian Lok Durd. Wag Too took the Jedi and Clones toward the edge of the village, desperate to hide them from Durd's forces. Wag Too realized all too well what would happen to their village if Republic forces were discovered harbored within its borders. But the young Lurmen watched in shock and disbelief as battle droids raided his village despite having no cause or reason to do so.

The Jedi left the village as Wag Too's father asked, but Wag Too's eyes had been opened to who the true villains in the Clone Wars were. Feeling he owed the peaceful Jedi what help he could provide, he sent his friend Tub to watch over them and make certain they made it off the planet safely. However, the next day Tub's carrier butterfly delivered unexpected news; the droid army was making its way toward the village again, clearly intent on violence. Wag Too debated the matter with his father in an open forum around a village campfire, but Tee-Watt-Kaa held stubbornly to his beliefs. Luckily, the Jedi arrived in a stolen Confederate shuttle, determined to protect the village from the Separatists. Wag Too watched as the Jedi defended the village from certain doom at the hands of Lok Durd and his Defoliator shells.

Shamed into action by the Jedi's selfless heroism, Wag Too gathered Tub and other like-minded Lurmen. While his father vehemently protested joining in the battle, Wag Too stood up to the village elder and charged the droids anyway. Utilizing his great agility and skill with rope, Wag Too managed to entangle a dozen battle droids with a single line, which was then anchored by a pitchfork thrown by scout Tub. A quick pull on the line resulted in all the droids falling prone to the ground, now helpless targets for Ahsoka Tano's lightsaber. After the battle, Wag Too thanked the Jedi, and even convinced his father to offer gratitude as well. It is unknown if Wag Too fought Imperial occupation eleven years after the Clone Wars or survived to live under Hutt enslavement nine years after that.

### Wag Too

Small Lurmen Male nonheroic 4/Noble 2

Force 4

Init +5; Senses Perception +4

Languages Basic, Lurmesese

Defenses Ref 16 (flat-footed 14), Fort 12, Will 15

Hp 20; Threshold 12

Speed 4 squares, roll 8 squares

Melee unarmed +4 (1d4+1) or

Ranged by weapon +6

Base Atk +4; Grp +6

Atk Options Pin, Roper, Trip

Special Actions Bolster Ally

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

Special Qualities Mender, Primitive, Roller

Talents Bolster Ally

Feats Pin, Roper, Skill Focus (Treat Injury), Skill Training

(Acrobatics, Treat Injury), Surgical Expertise, Trip, Weapon Proficiency (simple weapons)

Skills Acrobatics +10, Climb +8, Jump +8, Persuasion +9, Treat Injury +15

Possessions Healing pouch (medpac equivalent), length of rope (equivalent to syntherope)

**Homeworld (Mygeeto)** – Tub is a native of Mygeeto, despite abandoning it for Maridun.

## NABOO

### MAXIRON AGOLERGA

Pontifex of the Brotherhood of Cognizance, an ancient monastic order popular during the human colonization of Naboo, Maixron Agolerga was the leader of a dwindling and dying religion during the Clone Wars. The brotherhood had been reduced to twenty members by the end of the Clone Wars, and Maxiron was resigned to his order's eventual demise. Maxiron was contacted by a couple to perform a secret marriage ceremony, something no Brotherhood of Cognizance Pontifex had performed in three-hundred years. The couple did not even give their true names, instead going by "Vere" and "Set" during the ceremony, for a pair of ancient lovers of Naboo folklore. The ceremony was performed



at the lake retreat of Varykino on Naboo, and as requested, Pontifex Agolerga maintained only the most minimal of records of the event, only recording it in Brotherhood scrolls and in a single databook. Unfortunately, the wedding, and the true participants, were eventually discovered by both Captain Panaka and a member of the Civil Clergy on Naboo, where the information eventually made its way to the ears of Chancellor Palpatine's spies.

### Maxiron Agolerga

CL 3

Medium Old Human Male nonheroic 6/Noble 1

Force 3

Init +2; Senses Perception +10

Languages Basic, Bocce, Futhork, High Galactic, Old Gungan,  
Pidgin Basic

Defenses Ref 11 (flat-footed 11), Fort 11, Will 15; Unwavering  
Resolve

Hp 22; Threshold 11

Speed 6 squares

Melee unarmed +4 (1d4-1) or

Ranged by weapon +4

Base Atk +5; Grp +4

Special Actions Recall

Abilities Str 9, Dex 9, Con 11, Int 14, Wis 15, Cha 13

Talents Educated

Feats Linguist, Rapport, Recall, Skill Focus (Persuasion), Skill  
Training (Knowledge [social sciences], Survival), Unwavering  
Resolve

Skills Climb +7, Endurance +8, Knowledge (social sciences) +10,  
Perception +10, Persuasion +14, Survival +10

Possessions Databooks, purple robes of the brotherhood, scrolls

Occupation (academic) – Maxiron is Pontifex of the  
Brotherhood of Cognizance, a monastic order dedicated to  
knowledge and the arts.

## THE PEOPLE OF NABOO

**Jobal Naberrie:** Daughter of Ryoo Thule, Jobal married Ruwee Naberrie, a craftsman in a small, mountain village on Naboo. The couple had two daughters, Sola and Padmé, and quickly moved to Naboo's capitol, Theed, to offer their children a better education. Jobal volunteered as a social worker, helping what few poor were on idyllic Naboo. At the end of the Clone Wars, Jobal buried her daughter, Padmé, and weeks later, buried her mother, who was slain by Inquisitor Malorum.

**Sola, Ryoo & Pooja Naberrie:** Sister to Padmé Amidala, Sola married a young architect named Darred Janren, but opted to keep the more prestigious Naberrie surname. The couple had two girls, Ryoo and Pooja, who both met their Aunt Padmé days before the Clone Wars began. The family attended Padmé's funeral at the end of the Clone Wars, followed by Ryoo Thule's funeral. At age twenty, thirteen years after Padmé's funeral, Pooja was named Senator by Queen Kylantha, replacing Senator Jar-Jar Binks. Pooja was a rebel sympathizer, and thirty-six years after the Battle of Yavin, at age sixty-two, she met with Leia Organa-Solo, after discovering they were cousins. Pooja recounted to Leia her memories of Anakin and Padmé, providing Leia with what closure she could.

## PEPPI BOW

A shaak wrangler on Naboo, Peppi Bow tended to her herd across the rolling plains and rivers of idyllic Naboo. Shaaks are notoriously sensitive to their environments, and sometimes the electromagnetic fields produced by droids can cause them to behave erratically, as was the case in Peppi's herd during the invasion of Naboo. Over a decade later, eight months into the Clone Wars, her herd began behaving in the same, irregular fashion, prompting her to present a warning to Boss Nass about the possibility of invasion. Boss Nass, trusting of his fellow Gungans and shaak eccentricities, brought Bow before Queen Neeyutnee to present her case, which resulted in the Naboo discovering a hidden Confederate presence on Naboo.

Confident the troubles would be handled by the government, Peppi returned to her herd, grazing them near a stream in the hilly region near the Eastern Swamps. When her herd suddenly began dropping dead after drinking from the stream, Peppi did her best to move her shaaks, before coming across Senator Padmé



PEPPI BOW

Amidala and Representative Jar-Jar Binks, who were investigating the battle droid discovered by Bow earlier. Fearing an attack, Peppi struck Jar-Jar with her electropole before being convinced they were allies of Naboo. She sent the two planetary heroes upstream to find the source of the water-borne plague.

Peppi was returned to Theed by Naboo soldiers, who quarantined her dead shaaks and began running tests on the rest of the herd. Peppi was sent with Jedi Padawan Ahsoka Tano to try and locate the secret Separatist lab upstream from where Peppi had met with Padmé and Jar-Jar. Together, the two soon found the lab and alerted Jedi Master Kenobi to the situation. Peppi was left to guard a hatch to prevent any Separatists from escaping while Ahsoka and the clones assaulted the base. Peppi was ideally placed when Separatist scientist Nuvo Vindi attempted to make his getaway, helping Jedi Knight Anakin Skywalker capture him.

### Peppi Bow

CL 4

Medium Gungan Female nonheroic 4/Scout 3

Force 6

Init +5; Senses Low-Light Vision, Perception +9

Languages Basic, Gunganese, Pidgin Basic

Defenses Ref 18 (flat-footed 16), Fort 15, Will 14

Hp 27; Threshold 15

Speed 6 squares, 4 squares (swim)

Melee unarmed +6 (1d4+2) or

Melee force pike +6 (2d8+2) or

Ranged by weapon +7

Base Atk +5; Grp +7

Atk Options Trip

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

Special Qualities Expert Swimmer, Hold Breath, Lightning Reflexes, Weapon Familiarity (atlatl, cesta)

Talents Acute Senses, Improved Stealth

Feats Bantha Rush, Battering Attack, Skill Training (Ride, Stealth, Survival, Swim), Trip, Weapon Proficiency (advanced melee weapons)

Skills Knowledge (life sciences) +9, Perception +9 (may re-roll, keeping second result), Ride +10, Stealth +10 (may re-roll, keeping second result), Survival +9, Swim +9 (may re-roll,

keeping second result. May take 10 even when distracted or threatened)

Possessions Force pike, shaak herd

Homeworld (Naboo) – Peppi Bow is from Naboo.

## **RUWEE NABERRIE**

Formerly a craftsman in a mountain village on Naboo, Ruwee Naberrie resettled in Theed shortly after his marriage to Jobal. The couple had two daughters, Padmé and Sola, and the couple's resettlement was largely in an effort to provide their girls with the finest education and opportunities the peaceful world had to offer. Ruwee worked with the Refugee Relief Movement, and found work as a Professor at Theed University. During his volunteer work, he became close friends with future Senator of Rodia Onaconda Farr, and the pair of unlikely friends visited each others' homes and families often.

Days before the outbreak of violence that would come to be known as the Clone Wars, Ruwee's youngest daughter, Padmé,

arrived with Jedi Padawan Anakin Skywalker for a rare visit home. Ruwee had known of the Jedi, largely due to their involvement in bringing a victorious conclusion to the Trade Federation Blockade of Naboo, and the common presence of Jedi Knight Ronhar Kim, a Naboo native, and son of a former Naboo Senator. Ruwee took advantage of the brief time his daughter visited to walk his grounds with Anakin, questioning him about Jedi Philosophy and the specifics of the danger in which his daughter found herself. Three years later, Ruwee received word that Padmé was dead, and he attended her funeral on Naboo.

### **Ruwee Naberrie**

CL 5

Medium Middle-Aged Human Male nonheroic 8/Noble 3  
Force 4

Init +10; Senses Perception +11

Languages Basic, Futhark, Gunganese, High Galactic

Defenses Ref 14 (flat-footed 14), Fort 14, Will 16; Unwavering Resolve

Hp 58; Threshold 14

Speed 6 squares

Melee unarmed +9 (1d4+2) or

Ranged by weapon +8

Base Atk +8; Grp +9

Special Actions Bolster Ally, Conditioning, Recall

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

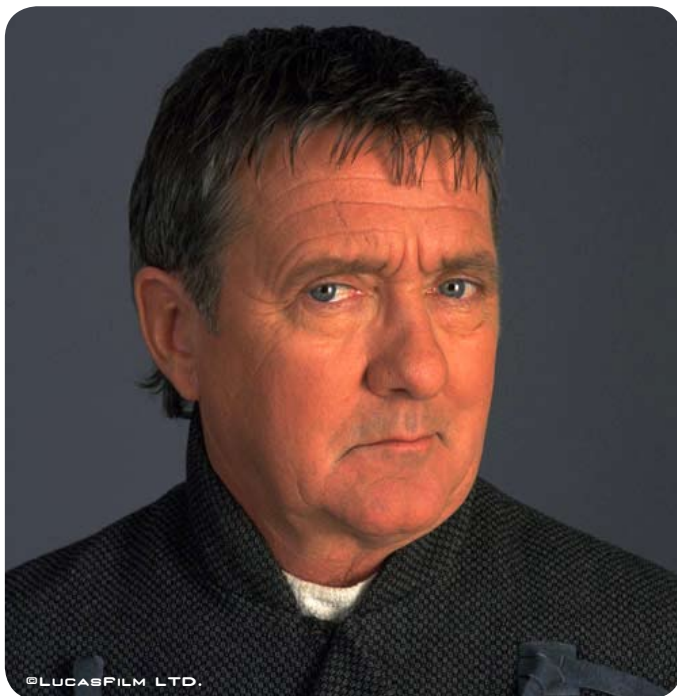
Talents Bolster Ally, Educated

Feats Conditioning (no longer qualifies), Rapport, Recall, Skill Focus (Persuasion), Skill Training (Knowledge [life sciences], Mechanics, Survival), Toughness, Unwavering Resolve, Weapon Proficiency (simple weapons)

Skills Climb +11, Initiative +10, Knowledge (life sciences) +12, Mechanics +12, Perception +11, Persuasion +16, Survival +11

Possessions 500 credits, comlink, datapad, Theed home

Homeworld (Naboo) – Ruwee is a native of Naboo.



©LUCASFILM LTD.

**RUWEE NABERRIE**

## ORTO PLUTONIA

### MEDCHA WANTO

Part of an experiment by the Pantorans many years ago, a tribe of Talz was imported as slave labor to work potential mining sites on Orto Plutonia, a Pantoran protectorate. The Talz rose up against their mining masters and slaughtered them, claiming the planet for themselves, and the event was lost to history. Uncounted years later, Medcha Wanto was born into the tribe, and became Chieftan Thi-Sen's scribe. When the Clone Wars began, both the Republic and Separatists hid observation posts on the arctic planet, both of which were discovered and destroyed by Wanto's tribe. Eight months into the conflict, Medcha met with Jedi Obi-Wan Kenobi and Anakin Skywalker, who represented the Republic. Medcha used animal skins to draw images for the Jedi to overcome the language barrier between the two, and a meeting between the Pantoran Supreme Chairman and Chieftan Thi-Sen was agreed upon to negotiate a peaceful resolution.



©LUCASFILM LTD.

MEDCHA WANTO

Unfortunately, that peaceful outcome was not able to be reached until Chairman Chi Cho was killed in battle.

### Medcha Wanto

CL 1

Medium Talz Male nonheroic 4

Init +2; Senses Darkvision, Perception +3

Languages Talz, (2 unselected)

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

Hp 16; Threshold 11

Speed 6 squares

Melee unarmed +4 (1d4+1) or

Melee claws +4 (1d6+1) or

Melee spear +4 (1d8+1) or

Ranged spear +3 (1d8)

Base Atk +3; Grp +4

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

Feats Rapport, Skill Focus (Ride), Skill Training (Persuasion, Survival), Weapon Proficiency (simple weapons)

Skills Endurance +8, Knowledge (bureaucracy) +9, Persuasion +8, Ride +12, Survival +8

Possessions Animal skins, narglatch mount, scribe headgear, spear

Event (marooned) – The lost Talz tribe of Orto Plutonia that Medcha is a part of has been abandoned and lost on the planet for generations.

## QIILURA

### HEFRAR BIRHAN

A barq farmer on Qiilura, Hefrar fed his family growing a crop he couldn't afford to consume. Ghez Hokan's Separatist mercenaries ruled the planet for its Neimoidian overseers, and while Birhan did not like the Confederacy, he had no means to fight it. Three months into the Clone Wars, he encountered Jedi Padawan Etain Tur-Mukan. After briefly considering turning her in, Birhan was convinced that it would be less trouble to merely shelter her for the night. Jinart, a Gurlanin local, was working with Hefrar, though Birhan tried several times to wash his hands of the whole business. For his trouble, his fields were practically destroyed by a transport crash and then a brush fire, both caused by Republic

## ORD CESTUS

**Gritt Chipple:** A low-caste X'Ting from Ord Cestus, Gritt made his living as an air-taxi driver. Seven months after the start of the Clone Wars, he was hired by Jedi Master Obi-Wan Kenobi to drive him to the Night Shade, headquarters of Trillot. Gritt was heavily tipped and waited outside the shady den of thieves, giving Kenobi a return trip to his quarters.

**Mithail, Tarl & Tonote:** Mithail, Tarl and Tonote were three young children of a miner on Ord Cestus named Yander. While their mother passed away, Yander eventually remarried a former smuggler named Sheeka Tull. After their father passed away some years prior to the Clone Wars, the children were raised by Tull. Their stepmother became pregnant during the Clone Wars, ushering in a brother during the middle of the epic struggle, though the potential new father figure, a clone named Jangotat, was killed in action on Ord Cestus.

forces. Still, Hefrar supported the Republic, allying with Jedi Master Arligan Zey and Tur-Mukan to clear the planet entirely of Separatist influence in the months that followed.

Thirteen months later, the Confederacy had abandoned Qiilura, leaving it to Republic administration. Unfortunately, the deal the Gurlanin struck with the Republic included giving the Gurlanin sovereign rights over Qiilura, and forcing the settlers to be relocated off-world. Unwilling to leave his home behind, Birhan was involved in a struggle against the Republic, who was forcibly removing human colonists. He soon noticed Etain Tur-Mukan leading the Republic effort, a girl he had once sheltered when she was weak and in danger. Feeling betrayed, he led her forces into a minefield, killing many clone troopers. Birhan and his family were eventually relocated to Kebolar, where he was given ownership of a new farm. Birhan was disgruntled, but eventually accepted his new lot in life.

### Hefrar Birhan

CL 2

Medium Middle-Aged Human Male nonheroic 6

Init +3; Senses Perception +10

Languages Basic, Qiiluran

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

Hp 30; Threshold 12

Speed 6 squares

Melee unarmed +6 (1d4+2) or

Ranged by weapon +4

Base Atk +4; Grp +6

Special Actions Conditioning

Abilities Str 14, Dex 11, Con 14, Int 12, Wis 14, Cha 8

Feats Conditioning, Extra Second Wind, Skill Focus (Endurance), Skill Training (Knowledge [life sciences]), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +15, Knowledge (life sciences) +9, Perception +10, Survival +10

Possessions Barq farm, pitchfork

Occupation (labor) – A barq farmer from Qiilura.

## RYLOTH

### GOBI GLIE

A rutian Twi'lek of Ryloth, Gobi Glie was a gifted musician, favoring his quetarra, or his customized double-necked viol. He was a member of Cham Syndulla's resistance against Separatist rule of his homeworld, and assisted in countless raids against droid forces. While his combat prowess was not much to speak of, his ability to inspire his fellow rebels and lift their spirits with song made him a valuable part of the group. Eight months into the Clone Wars, Gobi composed the Ballad of Cham Syndulla, which was considered his masterpiece. While his friend and leader felt uncomfortable with the slightly exaggerated tale of his heroic deeds, Gobi convinced him that legends were powerful inspiration. That same month, despite being injured, Gobi joined forces with Jedi Master Mace Windu and shook off the yoke of Separatist oppression.

### Gobi Glie

CL 3

Medium Twi'lek Male nonheroic 6/Noble 1

Force 4

Init +5; Senses Low-Light Vision, Perception +4

Languages Basic, High Galactic, Ryl

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

Hp 30; Threshold 14



Speed 6 squares  
 Melee unarmed +3 (1d4-1) or  
 Ranged blaster pistol +6 (3d6)  
 Base Atk +4; Grp +6  
 Special Actions Inspire Confidence, Mounted Regiment, Survivor  
 of Ryloth

---

Abilities Str 9, Dex 14, Con 12, Int 12, Wis 13, Cha 14  
 Special Qualities Deceptive  
 Talents Inspire Confidence  
 Feats Mounted Regiment, Rapport, Skill Focus (Persuasion), Skill  
 Training (Persuasion, Survival), Survivor of Ryloth, Weapon  
 Proficiency (pistols)  
 Skills Knowledge (social sciences) +9, Persuasion +15, Ride +10,  
 Survival +9  
 Possessions Blaster pistol, blurrig mount, double-necked viol,  
 quetarra,

---

Homeworld (Ryloth) – Gobi is a native of Ryloth.

## NILIM BRIL

A Twi'lek native of the Ryloth city of Nabat, Nilim had been taken captive along with much of his village when Tactical Droid TX-20's fortified the planet against Republic invasion. Used as a living shield for TX-20's proton cannons, Brill remained a prisoner for days, worried about his young niece Numa, who had escaped droid capture, only to be left to fend for herself in the deserted city. When Jedi-General Obi-Wan Kenobi freed Nilim and his fellow captives, he was reunited with Numa, who had bravely led the Jedi through the warrens to rescue her uncle. His niece continued to impress and inspire him as she revived two unconscious clones

## RYLOTH COMMONERS

**Lubo:** A young Twi'lek girl that was friends with Numa, Lubo was captured by the Separatists when they invaded eight months after Geonosis. It is unknown whether or not she survived the raid.

**Numa:** A Rutian Twi'lek child that lived in Ryloth's city of Nabat, Numa's family was killed or taken prisoner by the Separatists eight months into the Clone Wars. The small girl evaded capture, however, and was wandering the evacuated city when she came across two clone troopers, Waxer and Boil. The two clones brought her back to the Republic secured landing zone, where Jedi-General Kenobi realized her knowledge of the tunnel system would allow his troops to flank a Separatist artillery position. During that battle, Numa bravely revived Waxer and Boil, who were knocked down by a blast, before trying to do the same to Jedi-General Kenobi. The girl was pinned, but her uncle, inspired by her example, led his fellow prisoners in a revolt, saving Numa and Kenobi's life. Numa was reunited with her uncle, and managed to avoid further horror during the remainder of the Clone Wars.

**Tronda:** A middle-aged Twi'lek woman, Tronda had a reputation for sensing storms when none were due. However, Tronda did sense the droid invasion eight months after the Battle of Geonosis prior to its coming to Nabat. She warned Numa's mother of the storm, but was paid no mind. It is unknown if she survived the Separatist raid on Nabat to be taken prisoner or if she perished in the assault.

OBI-WAN KENOBI FREES  
NILIM BRIL FROM CAPTIVITY



and the Jedi Kenobi as TX-20 counter-attacked, and led a mob in a charge against TX-20's tank. Nilim tore the tactical droid from his command perch, and forcibly ripped the droid's head from his frame.

### Nilim Bril

CL 1

Medium Twi'lek Male nonheroic 2

Init +2; Senses Low-Light Vision, Perception +1

Languages Basic, Ryl

Defenses Ref 11 (flat-footed 10), Fort 13, Will 10

Hp 8; Threshold 13

Speed 6 squares

Melee unarmed +3 (1d4+3) or

Ranged by weapon +2

Base Atk +1; Grp +3

Special Actions Survivor of Ryloth

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

Feats Skill Focus (Endurance), Skill Training (Endurance, Survival), Survivor of Ryloth

Skills Deception +7 (may re-roll, keeping second result),

Endurance +12, Survival +6

Homeworld (Ryloth) – Nilim is from Ryloth.

## TATOOINE

### BERU WHITESUN

A hardy woman born to a family who had been in the moisture farming business for three generations, Beru had a sister named Dama and a protective younger brother named Haro. Her family's extensive plantation, rivaled only by the Darklighter moisture farm, was located near Mos Eisley. During a trip to Anchorhead, Beru met a young moisture farmer named Owen Lars, and the two quickly fell in love. It was not long before Beru moved to the Lars Moisture Farm, owned by Owen's father, Cliegg. Beru worked alongside Cliegg's wife, Shmi Skywalker, doing a variety of chores around the house. It was obvious to everyone who knew her that a marriage between Beru and Owen was imminent, though no announcement had been made as of the Clone Wars.

A month prior to the start of the Clone Wars, Shmi was kidnapped during a Tusken raid on the Lars Farm. Beru managed and defended the farm for days while Cliegg and Owen rounded up fellow farmers to make a rescue attempt, but Beru's future father-in-law lost his leg during the attack, and the motley band was forced to flee. Two weeks after the initial kidnapping, the Lars' wrote Shmi off for dead.

The family was still in mourning a month after the first raid when Anakin Skywalker, Shmi's son, unexpectedly arrived at the Lars Moisture Farm. Beru was happy to meet the young man she had heard so much about from Shmi, and grateful for the help around the farm that Padmé Amidala was able to provide while Anakin went in search of his mother. Beru's heart broke when she saw Anakin return with Shmi's remains, and Beru helped hold a funeral service on the western face of the Lars Farm.

Three years later, just after the end of the Clone Wars and the declaration of the Galactic Empire, the Lars' received a visit from Jedi Master Obi-Wan Kenobi. The Order 66 escapee had Anakin Skywalker's son, Luke, in tow, and Beru happily raised the boy as if he were her own. Eighteen years after Luke's birth, Beru Whitesun and her husband were slaughtered by Imperial stormtroopers at the order of Darth Vader, her brother-in-law.





Beru Whitesun

CL 1

Medium Human Female nonheroic 2

Init +1; Senses Perception +7

Languages Basic, Huttese, Jawa Trade Language

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

Hp 8; Threshold 11

Speed 6 squares

Melee unarmed +1 (1d4) or

Ranged by weapon +1

Base Atk +1; Grp +1

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

Feats Skill Focus (Persuasion), Skill Training (Mechanics, Perception, Ride), Weapon Proficiency (rifles)

Skills Endurance +7, Mechanics +7, Perception +7, Persuasion +7, Ride +6, Survival +7

Possessions Blue milk pitcher, comlink, datapad, toolkit

Homeworld (Tatooine) – Beru is born and raised on Tatooine.

**CLIEGG LARS**

The son of Gredda and Lef Lars, Cliegg also had a brother, Edern. The Lars family maintained a moisture farm on Tatooine, though Cliegg felt his destiny lay somewhere other than the giant dustball that was Tatooine. Shortly after his fourteen year old brother died in a speeder accident, Cliegg set off for the Core world of Ator. Amongst the urban sprawl, Cliegg fell in love with a woman named Aika, who died shortly after giving birth to Cliegg's son, Owen. Devastated once more by a tragic loss, Cliegg returned with Owen to Tatooine to reconnect with what family he had left. He made a peace with his parents and took over the day to day operation of the Lars Moisture Farm, while his parents helped to raise young Owen.

A few years before the Clone Wars would erupt, Cliegg met a beautiful woman named Shmi Skywalker, a slave owned by Watto the junk dealer, and immediately fell in love with her spirit. Cliegg managed to save up enough credits to purchase her freedom, and the two were married shortly afterward. By this time Owen had grown into a young man, and had found a partner of his own in Beru Whitesun, and the Lars Moisture Farm became a much brighter, happier place for the women in Cliegg's life.

Unfortunately, one month before the Battle of Geonosis would spark events that would change the galaxy, Tusken Raiders attacked the Lars Farm and took Shmi prisoner. Enraged, Cliegg



CLIEGG LARS

took his son and a handful of fellow farmers out on a hunting party to save his wife. After days of tracking them through the desert, and a violent battle that resulted in the loss of most of his right leg, Cliegg had lost hope, and wrote Shmi off for dead. Forced to get around in a small hover chair, the elderly gentleman was still mourning his loss a month after her capture when he was visited by her son, Anakin Skywalker.

Surprised at the visit, but thankful for the opportunity to tell the boy what happened to Shmi face to face, Cliegg explained his mother's fate. Unwilling to accept that Shmi had died, Cliegg watched the determined young man set out into the Jundland Wastes, only to return with Shmi's body a day later. Cliegg grieved at a funeral service arranged for her on the west side of the Lars Moisture Farm, and never fully recovered. Shmi's death was the final straw, sapping Cliegg's will to live. He died near the end of the Clone Wars due to heart failure, leaving the Lars Moisture Farm to young Owen and his wife, Beru.

#### Cliegg Lars

CL 4

Medium Middle-Aged Human Male nonheroic 6/Scout 2

Force 3; Dark Side 1

Init +10; Senses Perception +10

Languages Basic, Huttese, Jawa Trade Language

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

Hp 34; Threshold 14

Speed 3 squares, hover chair 6 squares

Melee unarmed +6 (1d4+2) or

Ranged slugthrower rifle +5 (2d10+1) or

Ranged slugthrower rifle +3 (3d10+1) with Rapid Shot or

Ranged slugthrower rifle +7 (2d10+1) with Sniper Shot

Base Atk +5; Grp +6

Atk Options Rapid Shot, Sniper Shot

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

Special Qualities Severed Right Leg Persistent Condition (-5 to all Strength and Dexterity related checks)

Talents Barter, Watchful Step

Feats Rapid Shot, Skill Training (Knowledge [galactic lore, life sciences], Mechanics, Ride, Survival), Sport Hunter, Sniper Shot, Weapon Proficiency (rifles)

Skills Endurance +10, Knowledge (galactic lore) +10, Knowledge

(life sciences) +10, Mechanics +10, Perception +10 (may substitute for Initiative checks), Persuasion +11 (may reroll when haggling, keeping second result), Ride +4, Survival +10  
Possessions Comlink, datapad, hover chair, Lars moisture farm  
Homeworld (Tatooine) – A native of Tatooine.

#### GAB'BORAH HISE

A former head chef at a cantina in Mos Eisley, tales of Gab'borah Hise's amazing culinary skills reached Jabba the Hutt, who forced the man into indentured servitude some years before the Clone Wars. His daughter, Ygabba, had been kidnapped by Neimoidian Gilramos Libkath four and a half years before the Clone Wars began, shortly before Gab'borah entered Jabba's service. He typically worked as a dessert chef in the seventh kitchen in Jabba's Palace, but a mistake with Bib Fortuna's meal had once cost him dearly, forcing him to work a short stint on Jabba's sail barge. During this short period of punishment, he met a very young Boba Fett, who reminded him on his missing Ygabba in a way, aware she would be close to Boba's age. He gave the aspiring bounty hunter some food, including a Ziziibbon Truffle, a secret dessert to which only Hise knew the recipe.

A day after meeting Boba, the young man once again asked for help when trying to escape from Durge, a rival bounty hunter. Gab'borah helped him evade his competition by loaning him a jet pack he had kept buried in a kitchen pantry should he ever need to make a hasty retreat. The universe repaid Gab'borah for his kindness, when Boba Fett serendipitously rescued his daughter from Gilramos Libkath and reunited Gab'borah with her.

Over the course of the next two years, Gab'borah would continue to look out for Boba Fett, watching him grow into his chosen profession. He always made certain to feed him treats and other desserts he made for Jabba's guests, such as Yowvetch Custard, feeling forever indebted for the return of his long-lost daughter. One year and nine months after first meeting Fett, the young bounty hunter retrieved a particularly gruesome trophy after killing Jhordvar, and Gab'borah was the first he showed it to. Hoping to do something special to repay the young man, Gab'borah helped his daughter resize Jango Fett's old armor on the Slave I to fit Boba's smaller frame, as well as a portable holoshroud. Young Fett was exceptionally pleased with their surprise,

## ON TATOOINE

**Bellek:** One of the more successful and wealthy moisture farmers on Tatooine, Bellek's homestead was raided by Separatists three months into the Clone Wars. Many of his employees were then killed in a follow-up raid of the ruins by Sand People, instantly sending Bellek into poverty. One of his few surviving employees, Raala Ponchar, was captured by Jabba the Hutt. Bellek met Anakin Skywalker, who was referred to him by Watto, and directed him to Jabba's palace to find Raala.

**Bley-San:** A cantina owner in Mos Espa, Bley-San used to employ Gab'Borah Hise until his services were bought up by Jabba the Hutt. Two months into the Clone Wars, she was greeted by dozens of street urchins who had recently been freed from Gilramos Libkath's clutches. Claiming a favor owed to Ygabby Hise, her former employee's daughter, Bley-San did what she could for the children, feeding and sheltering them.

**Estral:** A bookie working for Jabba the Hutt on Tatooine, Estral was as aristocratic as most of his Etti brethren. Two months into the Clone Wars, he met with a very young Boba Fett. He talked down to the undersized bounty hunter, claiming Jabba would own him long before he could get his ship out of hock with Mentis Qinx.

**Ki Largo:** The owner of a cantina in Mos Espa, Ki Largo was known for serving hearty meals for a fair price, largely consisting of bantha or dewback meat. He was one of the few food vendors to guarantee food free of womp-rat meat, which, if undercooked, often carried diseases and parasites.

**Mentis Qinx:** A talented mechanic and docking bay owner, Mentis Qinx was a Theelin half-breed. Boba Fett used his services throughout the Clone Wars, first docking his ship with the man two months after Geonosis. Qinx added a cloaking device, proton torpedo launcher, and minelayer to the *Slave I* himself.

**Murzz:** Murzz was a child enslaved by Gilramos Libkath during the Clone Wars. Two months after the the Battle of Geonosis, he was tasked by his master with stealing seventeen crates of missiles from Jabba the Hutt. The boy was only able to steal sixteen, and received the start of what would surely have been a vicious beating from Libkath before it was interrupted by Boba Fett and Durge's arrival. Freed from slavery, Murzz went to Bley-San's cantina in Mos Espa, where he was given food and shelter by the owner.

and wore the armor on his first off-world mission to Xagobah. It is unknown what ultimately became of Gab'borah, though long, prosperous lives are not common within Jabba's Palace.

**Gab'borah Hise** CL 1  
 Medium Middle-Aged Human Male nonheroic 5  
 Init +2; Senses Perception +4  
 Languages Basic, Bocce, Gamorrean (understand only), Huttese, Jawa Trade Language, Rodian, Ryl

---

Defenses Ref 11 (flat-footed 11), Fort 12, Will 13; Poison Resistance  
 Hp 20; Threshold 12  
 Speed 6 squares  
 Melee unarmed +3 (1d4) or  
 Ranged by weapon +3  
 Base Atk +3; Grp +3

### Special Actions Quick Skill

Abilities Str 10, Dex 10, Con 13, Int 14, Wis 14, Cha 12  
 Feats Improved Defenses, Linguist, Poison Resistance, Quick Skill, Skill Focus (Knowledge [life sciences], Survival), Skill Training (Mechanics)  
 Skills Deception +8, Gather Information +8, Knowledge (life sciences) +14, Mechanics +9, Survival +14  
 Possessions Cooking supplies, gleb rations, jetpack, ziziibbon truffle recipe

Homeworld (Tatooine) – Gab'borah is from Tatooine.

## OWEN LARS

Born on the Core World of Ator, Owen spent his early years in an urban environment being raised solely by his father, Cliegg, before accompanying him back to his homeworld of Tatooine. There he and his father took over his grandparents' moisture farm

and had a few seasons profitable enough for Cliegg to afford to buy Shmi Skywalker out of slavery so they could marry. Owen, too, had found love on Tatooine when he met Beru Whitesun, who moved in with Owen at the Lars moisture farm. Soon Owen's grandparents passed on, and Cliegg was left the farm in their will. The Lars moisture farm went on providing water for Tatooine's inhabitants for several years until approximately one month prior to the start of the Clone Wars.

Tusken Raiders had been growing more brazen in their raids on settlements, and a month before the Battle of Geonosis, a band of Tusken Raiders assaulted the Lars' Homestead and kidnapped Owen's stepmother Shmi. Determined to rescue her before the savage sand people could do her harm, Owen and Cliegg rounded up a number of their neighbors and took off in pursuit. After a bloody battle, Owen's father lost his right leg and the party was forced to give up chase and retreat. Two weeks after Shmi's abduction, Owen, Cliegg and Beru mourned her for dead. However, two weeks later Anakin Skywalker, Shmi's prodigal son, returned to Tatooine to investigate his mother's whereabouts. When he learned she was taken by sand people, he borrowed Owen's swoop and took off to find her. He returned a day later with her remains.

Owen's father could not bear the hardship of losing yet another loved one, and died near the end of the Clone Wars. Left to run the Lars Moisture Farm and its sixty-three vaporators alongside his wife Beru, Owen hoped he had seen the last of tragedy. What he did not expect, was for Jedi Master Obi-Wan Kenobi to arrive on his doorstep days after the Clone Wars ended and Palpatine declared himself Emperor of the galaxy, bearing his step-brother's son, Luke. Owen and Beru took young Luke in to raise as their own, though Owen made it clear he did not want the trouble-magnet Kenobi on his farm ever again. Owen decided to lie about Anakin's past, telling Luke he was merely a navigator on a spice freighter who perished. He felt that he did the galaxy a great service by keeping Luke sidelined from fulfilling his destiny, and living the life of a simple moisture farmer.

Naturally, Luke did not take to the farming lifestyle. Owen and Luke were constantly at odds, between Luke's need for adventure and a life amongst the stars, and Owen's dedication

OWEN LARS



to a simple life of hard, honest work. Owen's wife often acted as a buffer between the two men, keeping the peace on the Lars Homestead. Nineteen years after the end of the Clone Wars, Owen Lars purchased two droids from Jawas, R2-D2 and C-3PO, unaware that they were carrying intelligence vital to the Rebel Alliance. His possession of the droids guaranteed a visit by a stormtrooper detachment, and Owen and his wife were murdered at Darth Vader's command. Of course, in many ways, their deaths saved the galaxy extended tyranny, since with their passing Luke Skywalker had nothing holding him back from accompanying Obi-Wan Kenobi on a secret journey to Alderaan.

**Owen Lars**

CL 2

Medium Human Male nonheroic 4/Scout 1

Force 5

Init +3; Senses Perception +9

Languages Basic, Huttese, Jawa Trade Language

Defenses Ref 13 (flat-footed 12), Fort 14, Will 13

Hp 22; Threshold 14

Speed 6 squares

Melee unarmed +4 (1d4+1) or

Ranged slugthrower rifle +4 (2d12)

Base Atk +3; Grp +4

Atk Options Far Shot, Point Blank Shot

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

Talents Barter

Feats Far Shot, Point Blank Shot, Skill Focus (survival), Skill Training (mechanics, persuasion), Sport Hunter, Weapon Proficiency (rifles)

Skills Endurance +8, Mechanics +8, Perception +9, Persuasion +6 (may reroll when haggling, keeping second result), Survival +14

Possessions Comlink, Czerka Adventurer slugthrower rifle, datapad, droid caller, electrobinoculars

Homeworld (Tatooine) – Owen Lars has spent most of his life on Tatooine.**WATTO**

A former member of the Ossiki Confederacy Army on his native Toydaria, Watto sustained a permanent injury to his right leg and suffered a cracked tusk during a battle. Retired from military service, he moved to the Hutt-dominated world of Tatooine to make his fortune. Watto embedded himself amongst the Jawas, learning their methods and salvage techniques over the course of a year. He soon felt confident to strike out on his own, and took out a loan from the Hutts to open his own junk shop in Mos Espa. His business was very successful, and he eventually gained a reputation for having the most extensive collection of scrap and spare parts anywhere on Tatooine.

Watto enjoyed gambling, and often bet on pod races local to Tatooine. He was able to quickly repay his loan with some early gambling winnings and soon also came into the possession of two

WATTO



slaves, Anakin and Shmi Skywalker. The young boy, Anakin, was a talented pod racer pilot and natural mechanic, and his addition to Watto's shop increased business significantly. As Watto became more and more successful, his gambling addiction grew in power as well.

Ten years before the Battle of Geonosis, Watto was visited by Jedi Master Qui-Gon Jinn, who was seeking parts for a Nubian hyperdrive. Watto had the parts, but the Jedi had little to offer in way of payment. Instead, Watto and the Jedi made a wager; Anakin would race Qui-Gon Jinn's pod in the Boonta Eve Classic. If the boy won, Watto would keep the winnings, less the parts Qui-Gon needed. If the boy lost, Watto would get to claim Qui-Gon's Nubian transport. Failing to see a down side, Watto eagerly accepted the bet. Watto, feeling his slave had little chance at actually winning, bet heavily on racing favorite Sebulba. When Qui-Gon heard this, he sought to make the wager between them more interesting, staking his pod racer Anakin was using against the boy himself. Anakin won the Boonta Eve Classic, almost bankrupting Watto, who lost his bet on Sebulba, his Nubian

hyperdrive parts, and his prized slave, Anakin.

Business steadily declined over the years without Anakin to repair broken scrap and charm customers. Watto grew bitter about the loss of Anakin, and his gambling increased. Shortly before the Clone Wars, he lost a sabacc game to Vilmargh Grahrk, who he then tricked into taking a trio of troublesome pit droids as payment. Eventually, Watto was forced to sell his last remaining slave, Shmi, to a moisture farmer named Cliegg Lars. Watto was somewhat shocked, but secretly happy to learn that Shmi was set free by Cliegg, and the two were married. With Shmi gone, Watto hired a Rodian named Wald as an assistant.

Days before the Clone Wars began in earnest, Watto was visited by Anakin Skywalker, now a Jedi Padawan. Watto recognized Anakin instantly, and hoped to recruit him to help him collect some credits owed to him. However, his former slave merely wanted information about his mother. Watto told him all he knew, upset that the visit couldn't have been friendlier. A month later, Anakin returned to Tatooine, this time looking for Raala Ponchar. Watto directed him toward a moisture farmer named Bellek, and his former prize slave once again rushed off. Watto would continue to run the junk shop for two more decades, dealing with all manner of outlanders. Shortly after the Battle of Yavin, Watto turned the shop over to a native Rodian named Wald, and retired.

### Watto

CL 3

Small Toydarian Male nonheroic 5/Scout 1/Scoundrel 1

Force 4; Dark Side 3

Init +4; Senses Perception +8

Languages Basic, Huttese, Jawa Trade Language, Toydarian

Defenses Ref 16 (flat-footed 14), Fort 13, Will 13; Force Resistance, Poison Resistance

Hp 31; Threshold 14

Speed 2 squares, fly 6 squares

Melee unarmed +2 (1d3-1) or

Ranged by weapon +5

Base Atk +3; Grp +0

Atk Options Point Blank Shot

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

**Special Qualities** Lamé Right Leg Persistent Condition (-5 to all Strength and Dexterity related checks)

**Talents** Barter, Gambler

**Feats** Point Blank Shot, Poison Resistance, Scavenger, Skill Focus (Deception), Skill Training (Knowledge [technology], Mechanics, Perception), Unswerving Resolve, Weapon Proficiency (pistols)

**Skills** Deception +14, Gather Information +9, Knowledge (technology) +9, Mechanics +9, Perception +8, Persuasion +9 (may reroll when haggling, keeping second result)

**Possessions** Chance cubes, comlink, countless parts, vehicles and droids lowered on the condition track, datapad, improvised hat, utility vest, Watto's Junk Shop

**Occupation (military)** – Watto was once a member of the Ossiki Confederacy Army.

### YGABBA HISE

Kidnapped by Neimoidian smuggler and slaver Gilramos Libkath at the age of five, Ygabba barely remembered her father and the delicious treats he made at Bley-San's Cantina in Mos Eisley. Forced to live as a street urchin under the threat of a nano-toxin, Ygabba's early life was spent thieving for Libkath in exchange for food. Six months after the start of the Clone Wars, Ygabba tried stealing Jango Fett's Mandalorian helmet from Boba Fett. After a long chase through town, Ygabba led him to her fellow urchins, who forced the aspiring bounty hunter to stand fast. Ygabba and her crew were given fresh orders from Libkath while Fett was held prisoner; go to the pod race in Mos Espa and steal for him.

Ygabba was convinced by Fett to give him his helmet and databook back, and he traveled with the children to Mos Espa, where he was to meet with Jabba the Hutt while the urchins completed their mission. Luckily, meeting Boba Fett marked the end of Ygabba's enslavement, the young warrior soon freed Ygabba and her fellow slaves after taking a contract on Libkath's life. Ygabba claimed Libkath's transport as her own, and flew Fett back to Jabba's Palace. There, she was unexpectedly reunited with her father, who had taken a position as dessert chef for Jabba and his guests. Forever grateful to Boba, Ygabba and her father constantly tried to do nice things for him over the next two years.

Ygabba also spent this time being trained by her father in the culinary arts, as well as other skills necessary to survive in Jabba's lair of intrigue.

Nine months before the end of the Clone Wars, Ygabba and her father took detailed measurements of Boba, preparing a special gift for him. They stole Jango Fett's old armor from the Slave I and had it fitted to Boba's frame. Further, Ygabba managed to obtain a holo-image of rival bounty hunter Durge from Jabba's internal security system, which she programmed into a holo-shroud. Both the armor and holo-shroud were given to Fett prior to his mission to Xagobah to capture Wat Tambor. The bounty hunter was more than pleased, giving Ygabba no small amount of delight. It is unknown what ultimately happened to Ygabba and her father, though the life expectancy of chefs in Jabba's Palace is notoriously low.

### Ygabba Hise

CL 1

Small Child Human Female nonheroic 1

Init +1; Senses Perception +4

Languages Basic, Jawa Trade Language, Pak Pak

Defenses Ref 12 (flat-footed 11), Fort 9, Will 9

Hp 3; Threshold 9

Speed 6 squares

Melee unarmed -2 (1d3-2) or

Ranged by weapon +1

Base Atk +0; Grp -4

Abilities Str 6, Dex 12, Con 8, Int 12, Wis 9, Cha 10

Feats Scavenger, Skill Training (Endurance, Mechanics, Survival, Use Computer)

Skills Endurance +4, Gather Information +5, Mechanics +6,

Perception +4, Stealth +11, Survival +4, Use Computer +6

Homeworld (Tatooine) – Ygabba is from Tatooine.

## UTAPAU

### LAMPAY FAY

An administrative aide to Utapau Port Administrator Tion Medon, Fay and Medon helped Obi-Wan Kenobi search for General Grievous at the end of the Clone Wars. Lampay ordered Kenobi's starfighter refueled and alerted Utai fighter pilots to prepare

## NEW PLANET OF ORIGIN:

### UTAPAU

Also known as the Sinkhole Planet, Utapau is dominated by a pock-marked surface, with holes that extend thousands of meters deep. The planet was best known for its guild houses, led by the lanky Pau'ans. The Utai workers were very talented, able to craft starships and tame great beasts such as the Varactyl.

**Relevant Skills:** Climb, Knowledge (bureaucracy), Ride

**Bonus Language:** Utai or Utapese (choose one)

for battle. Lampay was considered integral to Tion Medon's administration, possessing valuable insight and a will to see tasks through to their conclusion. Also, his lineage could be traced back to the founding of modern Utapaun society, which lent strength to Medon's administration, associating it with a prosperous time in the past. Fay's ancestors had great impact on the initial forging of relationships between the Utai and the Pau'ans, making him well-known across the planet.



©LUCASFILM LTD.

LAMPAY FAY

## OTHER UTAPAUNS

**Zyn Javeb:** An elitist Pau'an, Zyn was a member of Tion Medon's administration and accompanied him to meet Jedi-General Obi-Wan Kenobi during the final days of the Clone Wars.

### Lampay Fay

CL 2

Medium Pau'an Male nonheroic 2/Noble 1

Force 3

Init +1; Senses Low-Light Vision, Perception +7

Languages Basic, Bith, Bocce, High Galactic, Huttese, Sluissi, Utai, Utapese

---

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

Hp 13; Threshold 12

Speed 6 squares

Melee unarmed +1 (1d4) or

Ranged by weapon +1

Base Atk +1; Grp +1

Special Actions Coordinate, Recall

---

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

Special Qualities Authority

Talents Coordinate

Feats Linguist, Rapport, Recall, Skill Focus (Knowledge [bureaucracy], Persuasion), Skill Training (Perception, Use Computer)

Skills Gather Information +8, Knowledge (bureaucracy) +13, Perception +7, Persuasion +13, Use Computer +8

Possessions Comlink, datapad

---

Homeworld (Utapau) – A native of Utapau.

## VJUN

### WHIRRY MALREAUX

The heir to the House Malreaux on the Dark Side-soaked planet of Vjun, Whirry Malreaux was Viscountess by elimination. Just over a decade before the Clone Wars, Whirry had fallen deep into alcoholism to blunt the visions of the future fed to her by the Force. The Vjun aristocracy had long ago done experimentation

with midichlorians in attempt to breed their own dark army, but instead drove most of the planet insane, though some, like Whirry, did exhibit a connection to the Force. Aware of this, the Jedi Council occasionally sent emissaries to the planet to search for Force-sensitive children untainted by the dark world for training. Such was the case when a Jedi came to House Malreaux and convinced Whirry to give up her only son, Whie, to the Jedi in a drunken stupor.

Whirry quickly regretted the decision, but was able to do little to rectify it. She took on a pet fox she named Ms. Vix, whom she had forged a close bond, and spent her days wandering House Malreaux in a tattered pink dress as she descended deeper and deeper into madness. Shortly before the onset of the Clone Wars, Count Dooku came to House Malreaux and took it over as a private sanctuary. He let Whirry stay on as a housekeeper, enjoying her eccentricities. He also knew of her supposedly ability to read the future from cracked objects, an ability he sometimes took advantage of.

Whirry foresaw a great many events, including Count Dooku's death, his betrayal of Asajj Ventress, and the return of her own son to House Malreaux. Whie's return was hastened by Whirry sending out a House Malreaux Tac-Spec Footman droid to Coruscant to locate and retrieve the boy. However, when Whie did finally return, he had grown into a young man, unrecognizable as the infant she had given up for training. Realizing she had truly lost her baby forever, Whirry Malreaux killed herself near the end of the Clone Wars.

### Whirry Malreaux

CL 3

Medium Human Female Noble 3

Force 4; Dark Side 3

Init +3; Senses Use the Force +8

Languages Basic, High Galactic

---

Defenses Ref 15 (flat-footed 14), Fort 13, Will 16

Hp 26; Threshold 13

Speed 6 squares

Melee unarmed +2 (1d4+1) or

Ranged by weapon +3

Base Atk +2; Grp +3

Force Powers Known (Use the Force +8): farseeing (2)



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

Talents Force Perception, Visions

Feats Force Sensitivity, Force Training, Skill Training (gather information, perception, persuasion, use the force)

Skills Gather Information +8, Knowledge (bureaucracy) +7, Knowledge (social sciences) +7, Perception +7, Persuasion +8, Use the Force +8

Possessions Fox-tail shole, Malreaux estate, tattered pink ball gown

Event (widowed) – Whirry lost both her husband to madness and her son to the Jedi early in her marriage.

## XAGOBAB

### XERAN

A Xamster native to Xagobab, Xeran and his family once lived happily under their bonded Malvil-Tree, Malubi. When Separatist Council member Wat Tambor built his Mazariyan Citadel near Malubi, however, it created a great hardship for Xeran. Tambor genetically altered the local flora to be more aggressive toward organics, and by the time the Republic came to liberate the planet sixteen months into the Clone Wars, most of Xeran's family was dead. At some point, Xeran was forced to kill a clone trooper that planned to destroy Malubi to make room for an entrenchment, and stole his DC-15 blaster rifle.

Fourteen months into the long battle, Xeran made the acquaintance of Boba Fett. Realizing the young, heavily armed man was going after Wat Tambor, Xeran brought him to Malubi to test his conviction. Having passed the tree's lie detection test

### NEW PLANET OF ORIGIN:

#### XAGOBAB

A planet covered in giant fungi, Xagobab is home to the reptilian Xamsters. During the Clone Wars Xagobab was host to a battle that raged over a year across the precious fungal forests, host to many medical marvels.

**Relevant Skills:** Climb, Knowledge (life sciences), Survival  
**Bonus Language:** Xamstan

and mild telepathic probe, Xeran and Malubi helped Boba Fett by providing him information on the Mazariyan Citadel's approach lanes and gave him a number of different spores to help him on

### XAMSTER

A reptilian species from Xagobab, Xamsters rarely leave their homeworld, preferring to stay close to their bonded Malvil-Trees. The Xamsters are known for being lean, strong and agile athletes, often being recruited for their quick reflexes to sports like pod racing. Many Xamsters were conscripted by the Grand Army of the Republic during the sixteen month-long Battle of Xagobab.

#### Xamster Species Traits

All Xamsters share the following traits:

**Ability Modifiers:** +2 Dexterity, +2 Intelligence, -2 Charisma. Xamsters have quick reflexes and minds, though their intentions are often misread by others.

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

**Lightning Reflexes:** Xamsters gain a +2 species bonus to their Reflex Defense, accounting for their uncanny ability to avoid danger.

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

**Malvil-Tree Bond:** Xamster families are born under Malvil-Trees, which form a symbiotic relationship with the reptilians. Being bonded to a Malvil-Tree allows for the tree to communicate telepathically with the bonded person at distances under 20 meters. It also allows them to extract a number of spore items per day equal to 1 plus their Charisma modifier (minimum 1). A Xamster can only bond with one Malvil-Tree at a time. A Xamster who is off-world from Xagobab suffers an attack against their Fortitude Defense once a month at a +1 attack bonus. A successful attack moves the Xamster 1 persistent step down the condition track. The persistent condition can only be removed upon spending 24 full hours sleeping in their bonded tree.

**Automatic Languages:** Xamstan

his mission. The battle ended soon after Wat Tambor's flight from the planet, returning Xagobah to a relative peace, and allowing Xeran to lay down his arms.

### Xeran

CL 2

Medium Xamster Male nonheroic 3/Scout 1

Force 2

Init +3; Senses Low-Light Vision, Perception +12

Languages Basic, Bocce, Xamstan

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

Hp 18; Threshold 14

Speed 6 squares

Melee unarmed +3 (1d4+1) or

Ranged by weapon +3

Base Atk +2; Grp +3

Atk Options Point Blank Shot

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

Special Qualities Malvil-Tree Bond

Talents Acute Senses

Feats Point Blank Shot, Skill Focus (Perception), Skill Training (Gather Information, Perception, Stealth), Weapon Proficiency (rifles)

Skills Gather Information +8, Jump +8, Knowledge (life sciences) +9, Perception +12 (may reroll, keeping second result), Stealth +8, Survival +7

Possessions DC15 blaster rifle

Homeworld (Xagobah) – Xeran is native to Xagobah.

## TRUE FRINGERS

### ARLA FETT

Sister to the famed mercenary and bounty hunter Jango Fett, Arla, like her brother, grew up on Concord Dawn. During the Battle of Concord Dawn, the Fett family sheltered Jaster Mereel's forces on their homestead, letting them recover from their most recent battle with the Death Watch Commandos. However, the Death Watch easily tracked Jaster to the Fett Homestead, threatening the family unless they gave them information. Arla's mother shot

ARLA FETT



a Death Watch mercenary who was aiming a blaster at Arla's father, resulting in the slaughter of both her parents. Arla herself was beaten, abused and enslaved before eventually escaping.

Her fractured psyche would never recover from the intense trauma, and she was later arrested for a triple homicide. She served over thirty years in a variety of prison environments, frequently making escape attempts and murdering fellow inmates. Eventually, she was moved to Coruscant's Valorum Center for Mental Health. During General Grievous' invasion of Coruscant and capture of Chancellor Palpatine, Arla Fett was freed from her prison by Kal Skirata and brought to Mandalore. Arla would receive only the best and most humane treatment over the next several years.

**Arla Fett**

CL 2

Medium Human Female nonheroic 4/Scout 1

Force 4; Dark Side 5

Init +9; Senses Perception +8

Languages Basic, Mando'aDefenses Ref 15 (flat-footed 13), Fort 13, Will 12; Grapple Resistance

Hp 18; Threshold 13

Speed 6 squares

Melee unarmed +4 (1d4+1) or

Melee shiv +4 (2d4+1) or

Ranged by weapon +5

Base Atk +3; Grp +5

Special Actions Lightning Draw, Quick DrawAbilities Str 12, Dex 14, Con 12, Int 12, Wis 12, Cha 12Talents Improved StealthFeats Grapple Resistance, Lightning Draw, Quick Draw, Skill Training (Perception), Weapon Proficiency (pistols, rifles, simple weapons)Skills Initiative +9, Perception +8, Stealth +9 (may reroll, keeping second result)Possessions Concealed shiv, inmate uniformEvent (orphaned) – Arla Fett's parents were murdered at an early age, forcing her to fend for herself.**ASTRI ODDO**

The adopted daughter of infochant Didi Oddo, Astri took an active interest in her father's café, hoping to repay him by making the run-down diner a successful business. Two decades before the Clone Wars, as a young teenager, Astri began renovating the establishment, in preparation for a famous scientist she had convinced to hold a dinner there, Jenna Zan Arbor. While that private party ended in disaster, Astri had little time to think on it, as she was soon on the run from an assassin that was after her father. Luckily, the intervention of close friends and Jedi Qui-Gon Jinn and Obi-Wan Kenobi kept Astri and her father alive.

Unfortunately, her father was shot during the assassin's attack, and was overcome by a poison. Desperate for an antidote, Astri took a more active role in helping Padawan Kenobi track the assassin down to the backwater world of Sorrow. Astri was able



to barter for information about the bounty hunter, Ona Nobis, with her cooking ability. The trail eventually led them to Simpla-12, before the duo found Qui-Gon and managed to acquire the antitoxins that Astri's father needed.

After being reassured her father would live, Astri armed herself and went off in search of assassin Ona Nobis in hopes of claiming a reward on the Sorrowian killer. Ona Nobis bested the café cook, and used her as bait for Jedi Padawan's Obi-Wan Kenobi and Siri Tachi in a cave on Sorrow. The Padawans took the bait eagerly, and Astri found herself caught with the Jedi in a cave-in. Fortunately, the tribesmen that Astri had taught to cook were able to rescue Astri and her friends. Astri was able to assist in the capture of both Jenna Zan Arbor and Ona Nobis, and her father regained his health. Together with her father's friend Fligh, Astri reopened Didi's Café on Coruscant.

The café was eventually sold to Dexter Jettster, and Astri married Bog Divinian, who was on the Council for the Galactic Games, held on Euceron. Astri began to grow accustomed to the extravagant lifestyle Bog provided, especially when a year after the Euceron Galactic Games, he became the Senator of Nuralee with the Commerce Guild's backing. Together the couple had a son, Lune, but Astri soon grew realized Bog was not the man she

thought she had married. While she stuck out her marriage for the sake of her son Lune, Bog's ego and lust for power overwhelmed any good in him. Astri comforted herself spending time with her son and working on relief efforts for her adopted world of Nuralee.

Astri attempted to leave Bog many times, but Bog threatened their son. Filled with fear, Astri was beaten and became a shell of her former self, caving to Bog's every wish. Her husband was working with Granta Omega and Jenna Zan Arbor, enemies of the Republic, but Astri said nothing, desperate for her son's safety. Luckily, Jedi Kenobi and Skywalker found out about Bog on their own, and were able to reunite Astri with Lune, and provide them a measure of safety while Bog was removed from power.

Astri's son would later be revealed to be Force-sensitive, causing her an entirely new level of worry for his safety. After Astri's father died, she moved to Samaria to wait out the end of the Clone Wars by working as a computer programmer. Shortly after, Astri's ex-husband regained power as an Imperial Advisor and used imperial resources to track Astri down. When he found she was in hiding on Samaria, he used his position to leverage an assignment there as governor. Against her better judgment, Astri allowed Bog visitation rights, which resulted in Lune's kidnapping at the hands of his father. Astri's son was enrolled in an Imperial indoctrination program. Luckily, Astri ran into former Jedi Ferus Olin, who was able to rescue her son. Astri and her child went into hiding on Ferus Olin's hidden asteroid base, where Lune was trained in the ways of the Force in safety.

The asteroid base would eventually be destroyed, but Astri and her son escaped to safety. Alongside the scoundrel Clive Flax, who reminded her so much of her father, Astri adopted Trever Flume. Together, the new family went to Bellazura, where they had purchased a home near a beach. There, Astri lived out the rest of her days in happiness and comfort, raising her son and Trever.

#### Astri Oddo

CL 6

Medium Human Female nonheroic 4/Scout 1/Noble 1/  
Scoundrel 3

Force 5; Dark Side 1

Init +6; Senses Perception +10

Languages Basic, Bocce, High Galactic, Huttese, (2 unselected)

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

Hp 25; Threshold 16

Speed 6 squares

Melee unarmed +6 (1d4+3) or

Melee vibroblade +7 (2d6+3) or

Ranged by weapon +7

Base Atk +5; Grp +7

Special Actions Bolster Ally, Electronic Sabotage

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

Talents Bolster Ally, Electronic Sabotage, Fringe Savant, Security Slicer

Feats Friends In Low Places, Jedi Familiarity, Skill Focus

(Survival, Use Computer), Skill Training (Deception,

Perception, Use Computer), Weapon Focus (simple weapons),

Weapon Proficiency (pistols, simple weapons)

Skills Deception +10, Gather Information +10 (may substitute

for Knowledge [bureaucracy] checks when acquiring license

for restricted or military objects), Mechanics +11, Perception

+10, Survival +15, Use Computer +16

Possessions Comlink, datapad, space transport

**Event (conspiracy)** – Astri witnessed her husband's corruption and treason alongside Granta Omega and Jenna Zan Arbor on numerous occasions, and left him because of his transformation.

#### BALOOB

Balooob was a gifted pubtender working for a man named Mohris, who helped manage many of the cantinas through the Republic Military Benefit Association. Balooob was chief pubtender at the cantina on Drongar during the entire battle there, surviving at least one evacuation of the base due to Separatist assault. His skill behind the bar was well-respected by most patrons, and he was a favorite of Holonet News journalist Den Dhur. After Drongar was abandoned by the Republic two years into the Clone Wars, Balooob and his boss Mohris simply moved to the next planet. It is unknown if Balooob's profession kept him safe during the Battle of Orto, or if he had returned home to visit friends and family at the wrong time.

**Baloob**

CL 1

Medium Ortolan Male nonheroic 3

Init +1; Senses Heightened Senses, Perception +13

Languages Basic, Bocce, Ortolan

---

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

Hp 12; Threshold 12

Speed 6 squares

Melee unarmed +2 (1d4) or

Ranged by weapon +2

Base Atk +2; Grp +2

Special Actions Recall

---

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

 Feats Bad Feeling, Recall, Skill Focus (Perception), Skill Training  
 (Perception), Weapon Proficiency (simple weapons)

 Skills Knowledge (galactic lore) +7, Knowledge (life sciences)  
 +7, Perception +13
 

---

 Possessions Comlink, datapad with drink recipes, music  
 collection
**RAYT AND THE APICE BROTHERS**

Natives of an unknown planet, Rayt was a banker in town, while Wes and Bryn Apice lived in the country. Four months into the Clone Wars, the conflict washed over their homeworld, laying waste to most of it. Rayt wanted nothing more than to get offworld to escape the horrors of war. While fleeing a battle, he came across his friends, the Apice brothers, who had convinced transport-owning farmers they knew to take them to a different planet. Rayt and the Apice brothers joined forces, but were dismayed to run smack into another pitched battle en route to their rendezvous with transportation.

Letting his greed do his thinking, Bryn suggested that they loot one of the many banks, and then buy their way off the planet. Despite his older brother's dissent, Rayt agreed to the plan, and the trio donned the armor of fallen clone troopers to move about the battlefield more easily. While heading toward the bank, Rayt noticed the Trillan family pinned down by a large cannon near a statue. Rayt had worked with Katos Trillan at the bank, and wanting to help them, ignored Bryn's protests. Wes, sick of the arguing, made an amazing shot with his sniper rifle, detonating an artillery shell a droid was in the act of loading into the cannon. The emplacement was destroyed, freeing the Katos family to escape the warzone.

Upon reaching the bank, the three men gathered as many riches as they could carry, but were discovered by clone troopers ordered to inventory the bank's contents. Playing along to avoid arrest, Rayt, Wes, and Bryn helped inventory the bank's vault and then left the planet aboard an Acclamator-Class troop transport, still disguised as clone troopers. It is unknown if their ruse was discovered or if they abandoned their posts at the first opportunity to seek a safe haven.

**Rayt**

Medium Human Male nonheroic 3/Noble 1

Force 5

Init +2; Senses Perception +13

Languages Basic, High Galactic, Muun

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

Hp 17; Threshold 13

Speed 6 squares

Melee unarmed +2 (1d4) or

Ranged by weapon +2

Base Atk +2; Grp +2

Special Actions Coordinate, Quick Skill

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

Talents Coordinate

Feats Armor Proficiency (light), Improved Defenses, Quick Skill, Rapport, Skill Focus (Perception), Skill Training (Deception), Weapon Proficiency (pistols)

Skills Deception +8, Perception +13, Pilot +7, Use Computer +9

Possessions Bag of various personal belongings, DC-15 blaster carbine, stolen clone-trooper armor

**Wes Apice**

Medium Human Male nonheroic 4/Scout 3

Force 4; Dark Side 1

Init +5; Senses Perception +4

Languages Basic, (1 unselected)

Defenses Ref 17 (flat-footed 15), Fort 16, Will 14

CL 2

Hp 41; Threshold 16

Speed 6 squares

Melee unarmed +6 (1d4+2) or

Ranged blaster rifle, sniper +7 (3d10+1)

Base Atk +5; Grp +7

Atk Options Far Shot, Point Blank Shot, Precise Shot

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

Talents Acute Senses, Keen Shot

Feats Armor Proficiency (light), Far Shot, Skill Training (Survival), Sniper, Sniper Shot, Point Blank Shot, Precise Shot, Weapon Proficiency (pistols, rifles)

Skills Endurance +10, Stealth +10, Survival +9

Possessions Sniper blaster rifle, stolen clonetrooper armor

**Bryn Apice**

Medium Human Male nonheroic 3/Scoundrel 1

Force 4; Dark Side 2

Init +5; Senses Perception +2

Languages Basic

Defenses Ref 16 (flat-footed 13), Fort 12, Will 12; Dodge, Slippery Maneuver

Hp 17; Threshold 12

Speed 6 squares; Slippery Maneuver

Melee unarmed +3 (1d4+1) or

Ranged by weapon +5

Base Atk +2; Grp +5

Special Actions Fool's Luck

CL 2

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

Talents Fool's Luck

Feats Armor Proficiency (light), Dodge, Skill Training (Gather Information), Slippery Maneuver, Weapon Proficiency (pistols, rifles, heavy weapons)

Skills Gather Information +8, Persuasion +8

Possessions Bag of various personal belongings, DC-15 blaster carbine, stolen clone-trooper armor

## EMIL KERSEAGE

For many years before the onset of the Clone Wars, Emil Kerseage owned a successful transport company operating in the Prackla Sector. However, in the wake of the Separatist Crisis, the Prackla Trade Council issued a clumsily-worded regulation that forced Emil out of business. Reduced to a mere pilot of a single shuttle, Kerseage toiled to make ends meet while waiting for his appeal to trudge through the proper channels. While Emil hoped he would be given some type of compensation to allow him to restart his business, or retire, he had little hope his motion would be looked at until he was long dead. With this attitude in mind, Kerseage was understandably shocked when, seven months after the Battle of Geonosis, Kinman Dorian, aide to Supreme Chancellor Palpatine, hired the man for private transport from Coruscant to Cartao, intent on intervening with the trade council on his behalf.

Emil Kerseage CL 2

Medium Middle-Aged Human Male nonheroic 4/Noble 1

Force 4

Init +6; Senses Perception +11

Languages Basic, Binary, Bocce, Vaathkreea

Defenses Ref 14 (flat-footed 12), Fort 11, Will 15

Hp 16; Threshold 11

Speed 6 squares

Melee unarmed +3 (1d4) or

Ranged by weapon +5

Base Atk +3; Grp +5

Special Actions Coordinate, Gearhead, Quick Skill, Vehicle Surge

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

Talents Coordinate

Feats Gearhead, Linguist, Quick Skill, Skill Focus (pilot, use

computer), Skill Training (knowledge [bureaucracy]), Vehicular Surge

Skills Knowledge (bureaucracy) +10, Perception +11, Pilot +14, Use Computer +13

Possessions Comlink, datapad, interstellar shuttle

Occupation (executive) – Kerseage had once owned a prominent transportation company in the Prackla Sector that went out of business.

## HURD COYLE

This unassuming salvage pilot spent most of the Clone Wars patrolling abandoned battlefields, searching for usable scrap or parts to sell. Coyle primarily dealt with the Republic and Jedi, developing a rapport with Jedi operating in and around the Sluis, Tarabba and Toblain Sectors in the Outer Rim. Coyle was a talented droid programmer, and had re-purposed a number of scrapped battle droids to act as crew members for his large salvage barge.

Days after Order 66 had been issued, Coyle was passing through with a cargo hold full of Jedi Younglings and Padawans that had escaped the Purge. Not opposed to making some credits while on his mercy mission, Coyle was prowling for scrap near Utapau when he came across a damaged V-19 Torrent Starfighter. Hurd was dismayed to find that the clone pilot, HOB-147, still alive in the cockpit. Far too scrupulous to just dump the clone out an airlock, he put the unconscious clone in his med bay, hoping to drop him off at the nearest planet. Unfortunately, the clone woke up and dismantled several of Coyle's droids before the junker captain was able to put him down with an electro-dart.

Shortly after restraining the clone, he was boarded by a Republic clonetrooper unit, which suspected he was harboring Jedi fugitives. Petrified with fear over what the clones would find, he was almost too shocked to play along when HOB-147 appeared in the passageway in his armor and vouched for Coyle's decency. HOB-147 was well aware of the smuggled Padawans, and his deception likely saved Coyle's life, and the lives of the Padawans. Coyle got the young Jedi to safety, making many similar runs over the next several years.

**Hurd Coyle**

Medium Human Male nonheroic 3/Scout 3

Force 4; Dark Side 1

Init +4; Senses Perception +4

Languages Basic, Binary, Bocce

Defenses Ref 16 (flat-footed 15), Fort 15, Will 14

Hp 30; Threshold 15

Speed 6 squares

Melee unarmed +5 (1d4+2) or

Ranged electrodart pistol +5 (3d8+1 stun)

Base Atk +4; Grp +5

Special Actions Jury-Rigger

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

Talents Jury-Rigger, Keep It Together

Feats Droidcraft, Exotic Weapon Proficiency (dart pistol),

Expert Droid Repair, Scavenger, Skill Focus (Knowledge [technology], Mechanics, Use Computer), Tech Specialist, Weapon Proficiency (pistols)

Skills Knowledge (technology) +15, Mechanics +15 (may reroll when jury-rigging, keeping second result), Pilot +9, Use Computer +15

CL 4

**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

Possessions B2 battle droid, Prax Arms Velocity-7 dart shooter, protocol droid, reprogrammed B1 battle droids (4), salvage ship

**Occupation (technology)** – Hurd Coyle has extensive experience in droid programming and repair.

**KIRRAA**

Enslaved by Overseer Juhm on the Separatist Shipyards of Gwori, Kirraa had been building Munificent-class Frigates for the InterGalactic Banking Clan for several years prior to the Clone Wars. Kirraa was resourceful, sneaky, and a competent shipwright, taught the trade by Foreman Mirax. Mirax was a fellow slave who had risen to a position of authority. The young girl was also favored by Overseer Juhm, who sought to court her, and often had her act as a domestic slave in his personal chambers.

Seven months after the Battle of Geonosis, Jedi Warriors Obi-Wan Kenobi and Anakin Skywalker appeared and decimated the battle droid guard unit just before her shipyard shift. Kirraa was among the first to have her slave collar removed by Anakin's lightsaber, but hardly knew what to do with her newfound "freedom". Like most of the other slaves and Foreman Mirax, she replaced her collar and listened as Mirax explained to the Jedi that a safe life of work, even as slaves, was preferable to the quick death an escape attempt would bring. Kirraa did not quite agree, but was unsure what else she could do.

After Mirax turned in the Jedi to Overseer Juhm, Kirraa felt incredibly guilty. Fortunately, the Jedi reappeared the following



KIRRAA



day, once again offering freedom. This time, Kirraa was able to help convince Mirax that it was the right thing to do, and the slaves chose to try and escape. Thousands of slaves crammed aboard one of the nearly finished frigates, while Kirraa was given a special mission; retrieve the Jedi's lightsabers. She appeared for her regular shift at Overseer Juhm's private quarters and managed to swipe the Jedi weapons, fleeing when Juhm's attention was caught by reports of Jedi wreaking havoc. Kirraa made it to the frigate and escaped to Coruscant, where she was given fair pay and living conditions to work as a shipwright for the Republic, alongside many of the former slaves she had spent the past several years working alongside.

**Kirraa** CL 1  
 Medium Human Female nonheroic 3  
 Init +3; Senses Perception +3  
Languages Basic, Muun  
 Defenses Ref 11 (flat-footed 10), Fort 10, Will 11  
 Hp 9; Threshold 11  
 Speed 6 squares  
 Melee unarmed +4 (1d4+1) or  
 Ranged by weapon +4  
 Base Atk +3; Grp +6  
Special Actions Gearhead, Vehicle Systems Expertise

**Abilities** Str 12, Dex 12, Con 11, Int 12, Wis 13, Cha 13  
**Feats** Gearhead, Skill Training (Knowledge [technology], Mechanics, Use Computer), Tech Specialist, Vehicle Systems Expertise

**Skills** Deception +8, Knowledge (technology) +8, Mechanics +8, Stealth +8, Use Computer +8

**Possessions** Comlink, datapad, toolkit

**Event (Enslaved)** – Kirraa was enslaved and worked for Overseer Juhm at the shipyards of Gwori before being freed by the Jedi.

## KOYI MATEIL

A beautiful Twi'lek and social climber, Koyi Mateil had always placed an emphasis on looking good. Most humanoid species already found Twi'lek's attractive, and Koyi had her choice of suitors on Coruscant. However, instead of marrying for love,



KOYI MATEIL

## FRINGERS

**Chuck & Donni Bratz:** A family of refugees during the Clone Wars, Chuck, Donni, and their mother were onboard the *Reasonable Doubt* six months before the end of the Clone Wars. Ms. Bratz quickly grew weary with her sons bickering, and sent them to the Kidz Arcade, where they played Wookiee Warpath. Chuck was the older brother, and refused to give his brother a turn at the game, instead calling him "meatface". During their arguing, they failed to notice Jedi Master Yoda, disguised as an astromech droid, steal their drink.

**Ilippi, Tor & Ijaat Skirata:** Sons of Ilippi, a woman who married Kal Skiratta and died just before the end of the Clone Wars. Ilippi and Kal had three children; Tor, Ruusaan, and Ijaat. Ilippi was unaware of how rough the Mandalorian lifestyle was, and soon left Kal, raising her very young children on her own. Tor and Ijaat quickly disowned their father, going into more bureaucratic endeavors, while Ruusaan eventually reclaimed her Mandalorian heritage. When Tor lost track of his sister Ruusaan during the final days of the Clone Wars, he contacted his father via comlink to ask him to search for her. He also apologized for renouncing him as a father, realizing in middle age that Kal provided as best he could, and how harsh a punishment disowning him was in Mandalorian culture.

**Jorrigar SoBilles:** A former businessman on Duros, Jorrigar moved to Coruscant after the fall of Duro to protest Republic corruption. When it was revealed that corruption was at the heart of Duro's defeat, he became a figure of public renown, appearing on several talk shows and commonly contributing sound-bites to the evening edition of holonet news. His notoriety would later be transferred to relative Jenssar SoBilles, who was an original signatory of the Declaration of a New Republic.

**Mohris:** A member of the Republic Military Benefit Association, Mohris owned a number of cantinas which were given exclusive rights to serve on Republic military installations. Two years into the Clone Wars, Mohris was responsible for all the Republic cantinas on Drongar, which had a strong clone presence. He employed Baloob in his cantina at RMSU-7.

**Rotta the Hutt:** A ten year old huttling, Rotta was Jabba Desilijic Tiurre's only son. In a scheme to gain Separatist passage through Hutt-Space, Rotta was kidnapped by Asajj Ventress, putting Jabba in a fit of desperation, willing to bargain anything with anyone for his son's safe return. Rotta was taken to Teth, and given a lethal disease by the Separatists, who blamed the kidnapping on the Republic. Rotta was rescued by Ahsoka Tano and Anakin Skywalker, who eventually returned the odiferous huttling to Jabba in time to receive treatment. It is unknown if Rotta survived the Clone Wars, or if he was a victim of Hutt intrigue.

**Trillan Katos:** A man who worked as a banker on a InterGalactic Banking Clan purse world, Trillan Katos was present on the world when the savagery of the Clone Wars swept across it. His wife and two sons tried to flee the fighting through the central business district, but soon were pinned down by a Separatist artillery cannon. After being rescued by three unkempt clone troopers, Trillan vented his anger and fired at the armor-clad warriors. It is not known if Trillan and his family survived the battle and evacuated.

**Venku Skirata:** Secret son of clone commando Darman of Omega Squad and Jedi Knight Etain Tur-Mukan, Venku was raised by the Twi'lek Laseema and Kal Skiratta. After his mother died during Order 66, Venku was brought back to Mandalore by Kal, where he was taught the ways of the Jedi and the Mandalorians. Nearly fifty years after the Clone Wars, Venku donated a sample of bone marrow to create a serum for Boba Fett, extending his life. Shortly after his donation, he briefly engaged Jaina Solo in a lightsaber sparring session before fading back into hiding from those who would exploit his unique skill-set.

Koyi married Duke Teta, of the Empress Teta system. Teta was an impossibly old human who controlled a vast fortune that dated back nearly twenty-five thousand years, when the Teta System became the site where Carbonite was first discovered in significant quantities. Koyi hoped the Duke would soon pass on, allowing her to lay claim to his fortune. In the mean time, however, she had to bow to Teta's every whim and desire. During the final days of the Clone Wars, Koyi and her husband attended the performance of Squid Lake at the Coruscant Opera house, rubbing elbows with the galaxy's elite.

### Koyi Mateil

CL 1

Medium Twi'lek Female nonheroic 3/Scoundrel 1

Force 4; Dark Side 1

Init +3; Senses Low-Light Vision, Perception +7

Languages Basic, High Galactic, Ryl

Defenses Ref 14 (flat-footed 13), Fort 13, Will 12

Hp 13; Threshold 13

Speed 6 squares

Melee unarmed +2 (1d4) or

Ranged by weapon +3

Base Atk +2; Grp +3

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

Talents Seducer

Feats Imperceptible Liar, Skill Focus (Deception, Persuasion),

Skill Training (Knowledge [social sciences], Perception)

Skills Deception +14 (may substitute for failed Persuasion check made to change attitude, keeping second result), Knowledge (social sciences) +8, Perception +7, Persuasion +14

Possessions expensive wardrobe, jewelry, 500 credits, comlink

**Homeworld (Ryloth)** – Koyi comes from the planet Ryloth.

### LEB CHURA

A Twi'lek transport pilot down on his luck, Leb Chura dabbled in smuggling during the Clone Wars, hoping to profit heavily from the cataclysmic conflict. Sometime during the first year of the Clone Wars, Chura was contracted by Kaminoan Scientist Ko Sai to deliver six construction droids and dry-lining near Tropix Island Resort on the vacation planet Dorumaa. He later began smuggling cloning equipment from Arkania.

A year into the Clone Wars, he was laying low on Bogg V in the city of Mong'tarr when he was kidnapped and speeder-jacked by Null-ARC Captain Mereel. The clone captain brought him to Kal Skirata, who interrogated the petrified Twi'lek about his Dorumaa delivery. After happily divulging all he knew for a few credits, Chura hopped back on his speederbike and tried to forget the event. Much to his chagrin, he was again kidnapped the following day by Jedi Knight Bardan Jusik and the clone commandos of Delta Squad. After a violent interrogation where he again gave the same information, he was given a few hundred credits, and a small memory rub by Jusik, who also wiped his datapad.

### Leb Chura

CL 2

Medium Twi'lek Male nonheroic 3

Init +3; Senses Low-Light Vision, Perception +0

Languages Basic, Ryl

Defenses Ref 12 (flat-footed 10), Fort 13, Will 9

Hp 12; Threshold 13

Speed 6 squares; Impulsive Flight

Melee unarmed +2 (1d4) or

Ranged by weapon +4

Base Atk +2; Grp +4

Special Actions Burst of Speed

Abilities Str 11, Dex 15, Con 13, Int 11, Wis 9, Cha 14

Feats Burst of Speed, Impulsive Flight, Skill Focus (Pilot), Skill Training (Pilot, Use Computer)

Skills Endurance +7, Pilot +14, Use Computer +7

Possessions Custom transport, datapad, speederbike

**Occupation (Pilot)** – Long a pilot, taking on both legal and illegal jobs.

### MOWAN MOWADON

A registered transport pilot, Mowan Mowadon was the only surviving witness of a pirate attack on a supply convoy bound for Rodia seven months after the Battle of Geonosis. Mowan saw the blazing claw symbol on the pirate craft himself, and his sensor logs provided the Senate with the ability to react quickly, rather than create a commission to determine if a pirate band was truly responsible. Mowan's data resulted in Senator Amidala being sent to Rodia immediately to discuss the problem with Onaconda

Farr. Mowadon was a holonet news darling for a brief period of time, capitalizing on his harrowing tale before fading back into obscurity. He continued to act as a legitimate transport pilot for the remainder of the Clone Wars.

### Mowan Mowadon

CL 1

Medium Ithorian Male nonheroic 3

Init +2; Senses Perception +7

Languages Basic, Bocce, Ithorese, Rodian

Defenses Ref 11 (flat-footed 10), Fort 13, Will 13; Vehicular Combat

Hp 12; Threshold 13

Speed 6 squares

Melee unarmed +2 (1d4) or

Ranged by weapon +3 or

Base Atk +2; Grp +3

Atk Options Bellow

Special Actions Vehicular Combat

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

Feats Skill Focus (Pilot, Use Computer), Skill Training (Perception, Use Computer), Vehicular Combat

Skills Knowledge (galactic lore) +8, Perception +7, Pilot

+12, Survival +7 (may re-roll, keeping second result), Use Computer +13

Possessions Comlink, datapad

Occupation (Pilot) – Mowan Mowadon is a lifetime pilot.

### NAR HIDA

Originally from Luptoom, Nar Hida took his family with him to Coruscant, where he hoped to spread Luptoom fashion throughout the core in his small boutique. Unfortunately, the avant garde fashion sense of the Luptoom made it difficult to achieve any degree of success on the bustling ecumenopolis. Eventually, Hida began making deals with the Baath Brothers, a pair of Columni loan sharks, and managers of the Outlander Club. Realizing he would soon be destitute, Hida spent the last of his credits to board the *Jendirian Valley* with his family, headed toward Luptoom just days before the onset of the Clone Wars.

NAR HIDA



Unfortunately, Hida's tickets would only get them as far as Naboo, a fact Hida realized only after the Valley had jumped to hyperspace. Desperate to get his family back home, Hida began working up the courage to rob a sleeping Bith onboard the refugee ship. Luckily, he was stopped before making the mistake of a lifetime by Jedi Padawan Anakin Skywalker, onboard escorting Padmé Amidala to Naboo. Hida was convinced by the couple that the Bith was in possession of a blaster pistol, and unafraid to use it. Senator Amidala gave him a few hundred credits, and told him to contact the Refugee Relief Movement headquarters on Naboo.

Nar Hida did as he was told, and his family was relocated back to their native Luptoom. Motivated by the life-altering experience of nearly losing everything, he went back to work on his clothing line with more focus than ever. In a short period of time, Hida became an exceptionally wealthy fashion mogul on Luptoom. He spent much of his profits giving back to the galaxy, donating widely to the Refugee Relief Movement, and other charities that helped families displaced by the Clone Wars.

**Nar Hida**

CL 1

Medium Human Male nonheroic 2

Init +4; Senses Perception +10

Languages Basic, High Galactic

Defenses Ref 11 (flat-footed 10), Fort 10, Will 9

Hp 6; Threshold 10

Speed 6 squares

Melee unarmed +2 (1d4+1) or

Ranged by weapon +2

Base Atk +1; Grp +2

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

Feats Bad Feeling, Scavenger, Skill Focus (Knowledge [bureaucracy], Perception), Skill Training (Perception, Persuasion)

Skills Knowledge (bureaucracy) +12, Knowledge (social sciences) +7, Perception +10, Persuasion +7

Possessions 200 credits, Luptoom fashion wardrobe

Occupation (executive) – Nar Hida has been in the clothing business for nearly as long as he has been alive.

**NENEVANTH TION**

A young noble son of the Tion family of Lianna, Nenevanth was enrolled in the Commission for the Protection of the Republic, or COMPOR, as early as three years before the Clone Wars. During the first year of the grand struggle, Nenevanth had made the rank of Brigade Leader in the Sub-Adult Group, or SAGroup, as it was often called. When Coruscant's Monument Plaza was reopened sixteen months into the Clone Wars, Nenevanth led a SAGroup Parade from the Jade-Daders Concourse to Monument Plaza before giving a stirring oratory in front of six-thousand assembled SAGroup members and countless spectators. He had selected to do a reading from Uueg Tching related to rooting out corruption, which was received with thunderous applause. Tion likely was given a lateral move into a different branch of COMPOR before the end of the Clone Wars, and probably gained even greater power when the organization was transformed into COMPNOR after Palpatine declared himself Emperor.

NENEVANTH TION GIVES A  
SPEECH AT MONUMENT SQUARE

**Nenevanth Tion**

CL 1

Medium Young Adult Human Male Noble 1

Force 5; Dark Side 1

Init +5; Senses Perception +0

Languages Basic, High Galactic, Tionese, (2 unselected)

Defenses Ref 14 (flat-footed 13), Fort 12, Will 12

Hp 18; Threshold 11

Speed 6 squares

Melee unarmed +0 (1d6) or

Ranged by weapon +0

Base Atk +0; Grp +0

Special Actions Inspire Confidence

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

Talents Inspire Confidence

### NEW PLANET OF ORIGIN: LIANNA

Lianna is an old planet in the Allied-Tion Sector, once occupied by Xim the Despot. Most notably home to Republic Sienar Systems, Lianna is a very wealthy planet, and primary shipyard to the Tion Cluster. Inhabitants are well-educated and cultured. Many inhabitants can trace their ancestry back over a millennium, in some cases all the way back to the era of Xim.

**Relevant Skills:** Knowledge (bureaucracy), Knowledge (galactic lore), Knowledge (technology)

**Bonus Language:** High Galactic

Feats Improved Defenses, Linguist, Martial Arts I, Weapon Proficiency (pistols, simple weapons)

Skills Initiative +5, Knowledge (bureaucracy) +6, Knowledge (social sciences) +6, Knowledge (tactics) +6, Knowledge (technology) +6, Persuasion +6, Pilot +5, Ride +5

Possessions 1,500 credits, comlink, datapad, neatly pressed SAGroup Brigade Leader uniform

Homeworld (Lianna) – Nenevanth Tion is from an incredibly wealthy family from Lianna.

Organization (SAGroup) – 17

### NEW PLANET OF ORIGIN: NEIMOIDIA AND PURSE WORLDS

Neimoidia is an ancient Duros colony, where the colonists were separated from their genetic brethren for so long, they eventually became an entirely different race of Duros known as the Neimoidians. The Neimoidians eventually gained many colonies of their own, such as Deko Neimoidia, Cato Neimoidia and Koru Neimoidia, but Pure Neimoidia and its colonies all share an identical culture of greed and intrigue.

**Relevant Skills:** Deception, Knowledge (bureaucracy), Knowledge (social sciences)

**Bonus Language:** Pak Pak

### NEW SPECIES FEATS: NEIMOIDIANS

The following feats are available to members of the Neimoidian species.

#### COWARDLY

You tuck tail and run in the face of danger.

**Benefit:** During the surprise round, you may choose to gain a +1 circumstance bonus to Reflex Defense for each ally within 2 squares of your position. However, your first turn must be spent as a sprint action in a direction away from the enemy.

#### GREEDY

Many of the things you do are heavily influenced by your greed.

**Benefit:** When you make a Persuasion check to haggle in order to increase or decrease the price of a desired item, you reduce all associated DCs by 5. Further, when you are being bribed, the DC is reduced by ten, but you automatically receive triple the going rate.

#### TREACHEROUS

Those who are foolish enough to take you at your word should be pitied.

**Benefit:** Whenever you roll a natural 20 while making a Deception check (even if on a re-roll), you gain a temporary Force point. If this Force Point is not spent before the end of the encounter, it is lost.

#### PULE

A customs official at Haruun Kal's capitol city of Pelek Baw, Pule was in charge of keeping track of all travel to and from the planet. As a typically greedy Neimoidian, however, she was easily bribed. Six months into the Clone Wars, Mace Windu bribed Pule with twenty credits to enter Haruun Kal without a customary search and declaration of goods. Pule worked for the Confederacy, ultimately, on behalf of the Balawai. It is likely she left Haruun Kal shortly after Mace Windu did, reassigned to a different planet.

**Pule****CL 1**

Medium Neimoidian Female nonheroic 2

**Init** +2; **Senses Perception** +12**Languages** Basic, Bocce, Neimoidian, Pak Pak, (1 unselected)**Defenses** Ref 11 (flat-footed 10), Fort 10, Will 11**Hp** 4; **Threshold** 10**Speed** 6 squares**Melee** unarmed +1 (1d4) or**Ranged** by weapon +2**Base Atk** +1; **Grp** +2**Abilities** Str 11, Dex 13, Con 11, Int 14, Wis 13, Cha 13**Special Qualities** Skill Bonus (may re-roll Deception checks, keeping second result)**Feats** Greedy, Skill Focus (Knowledge [bureaucracy], Perception), Weapon Proficiency (pistols)**Skills** Knowledge (bureaucracy) +13, Perception +12, Use Computer +8**Possessions** Comlink, customs uniform, datapad**Homeworld (Neimoidia and Purse Worlds)** – Pule is originally from Neimoidia or one of its purse worlds.

### ROMEO TREBLANC

A gambler with atrocious luck, Romeo Treblanc was once a famous holo-drama actor. Addicted to the life of the Coruscanti socialites he once had surrounding him in sycophantic mobs, he was willing to do almost anything to remain in the limelight. He pooled most of his resources into founding the Galaxies Opera House in Coruscant's Uscru District, but was always slipping back and forth between periods of wealth and poverty. Time and again, Romeo made the same mistakes, gambling largely on pod races.

Ten years before the Clone Wars, Treblanc had secured an invite to the Boonta Eve Podrace on Tatooine, where he viewed the spectacle as the guest of Gardulla the Hutt in Jabba's private viewing box. While viewing the race, Treblanc was introduced to Diva Shaliqua, who he felt had enormous potential as an operatic vocalist. When Treblanc's bet on Gargano, however, he hardly had the necessary funds to free her to come to Coruscant, but he promised her he would return.

Penniless on Coruscant once again, Romeo was desperate to raise a stake to free Shaliqua, who he felt could be his meal ticket

ROMEO TREBLANC

LUCASFILM LTD.



back to wealth and fame. However, weeks prior to losing his stake in the Opera House completely, Chancellor Palpatine approached him, interested in securing a permanent private viewing box, proclaiming to be a great patron of the arts. Thrilled at his good fortune, Treblanc negotiated a deal to clear out all of his debt, as well as provide him with enough credits to free Shaliqua in exchange for the Chancellor's request.

Romeo quickly returned to Tatooine, where Jabba was more than willing to part with the Diva. Unfortunately, hours after bringing her to Coruscant, Shaliqua fled, absconding with a number of valuables from his home. Dismayed at his ill fortune, Treblanc refocused on the Opera House for a time. Romeo was still fully focused on increasing revenue and quality of performance during and just after the Second Battle of Coruscant. He had convinced the Mon Calamari Ballet to bring their production of Squid Lake to the Opera House, which was a wild success. The Chancellor himself, freshly rescued from a kidnapping by General Grievous, was in attendance.

**Romeo Treblanc****CL 3**

Medium Species nonheroic 6/Scoundrel 1

**Force** 5**Init** +3; **Senses Perception** +7**Languages** Basic, High Galactic**Defenses** Ref 13 (flat-footed 13), Fort 12, Will 11

Hp 35; Threshold 12

Speed 6 squares

Melee unarmed +5 (1d4+1) or

Ranged by weapon +4

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

Abilities Str 12, Dex 11, Con 13, Int 13, Wis 9, Cha 15

Talents Gambler

Feats Friends in Low Places, Skill Focus (Deception, Persuasion),

Skill Training (Gather Information, Persuasion, Ride),

Toughness, Weapon Proficiency (simple weapons)

Skills Deception +15, Gather Information +10 (may substitute

for Knowledge [bureaucracy] checks when acquiring

license for restricted or military objects), Knowledge (social

sciences) +9, Perception +7, Persuasion +15, Ride +8

Possessions 1,500 credits, 500 Republica apartment, comlink,

datapad, Galaxies Opera House

Occupation (celebrity) – Romeo Treblanc was once a noted

Holo-drama actor.

## SEIB NOD

Once a member of the Sisterhood of Beatific Countenance, Seib Nod quickly began to feel under-appreciated and saw no more benefit to staying with the religious order. Weeks before the start of the Clone Wars, Nod absconded with a number of priceless Sisterhood artifacts that dated back all the way to the Kanz Disorders and fled to Coruscant. Hoping to make a quick sale of the items, Nod contacted a number of individuals, claiming the

### NEW PLANET OF ORIGIN: LORRD

Lorrd is a planet in the Kanz Sector, and its inhabitants are the descendents of ancient human colonists that predate the hyperdrive. Subjected to slavery during the Kanz disorders, the Lorrdians worked out a language consisting solely of body language. Long since freed from the tyranny of that conflict, Lorrdians are common in the Corporate Sector, and renowned throughout the galaxy as some of the finer actors and negotiators.

**Relevant Skills:** Deception, Perception, Persuasion

**Bonus Language:** Kinetic Communication

SEIB NOD

©LUCASFILM LTD.



Sisterhood had sent her as a representative to sell the artifacts in hope of replacing dwindling funds.

Artuo Pratuhr immediately showed interest in acquiring the items for the Galactic Museum, and agreed to meet at the Outlander Club. Nod arrived in full Sisterhood garb, disguising both her identity and hiding her nervousness. However, Nod's greed overwhelmed her when she realized how easy it was to fool the Coruscanti archaeologist into giving her massive sums of credits on the promise of artifacts. Determined to take the credits and keep the artifacts to try and re-sell at a later date to someone else, Nod drew her blaster and once again fled from her crime.

Unfortunately, Artuo was much more adept at handling a theft than the Sisterhood, and he suddenly appeared at the spacedock Nod was using to escape Coruscant. Believing him to be alone, Nod once again drew her blaster on him, debating whether or not to murder him to cover her tracks. Suddenly, she was overtaken from behind by Zey Nep, Artuo's ally and student. Disarmed, Nod was taken into custody and imprisoned. The artifacts were returned to the Sisterhood and the Galactic Museum was able to recover its funds. Nod spent the remainder of the Clone Wars in the Republic Penal System.



Seib Nod

CL 2

Medium Near-Human (Lorrdian) Female nonheroic 3/Noble 1

Force 4; Dark Side 2

Init +4; Senses Perception +7

Languages Basic, Kinetic Communication

Defenses Ref 15 (flat-footed 13), Fort 11, Will 12; Unwavering Resolve

Hp 13; Threshold 11

Speed 6 squares

Melee unarmed +2 (1d4) or

Ranged blaster pistol +4 (3d6)

Base Atk +2; Grp +4

Special Actions Quick Draw

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

Talents Unreadable

Feats Cunning Attack, Quick Draw, Skill Focus (Deception), Skill Training (Knowledge [social sciences], Persuasion), Unwavering Resolve, Weapon Proficiency (pistols)

Skills Deception +14, Knowledge (social sciences) +7, Perception +7, Persuasion +9

Possessions Blaster pistol, comlink, datapad, Sisterhood artifacts from Kanz disorders, Sisterhood of the Beatific Countenance garb

Homeworld (Lorrd) – Seib Nod is from Lorrd.

### REFUGEES OF THE CLONE WARS

**Gondrin Upal:** A red Nikto, Gondrin fled Coruscant days before the start of the Clone Wars onboard the *Jendirian Valley* along with several other refugees as a result of the increased tensions between the Separatist movement and the Republic. While it is entirely possible he was headed to Naboo, it is more likely he continued on closer to Hutt space to reunite with family.

**Kaycee Kollenz:** Kollenz was a man fleeing Coruscant just prior to the start of the Clone Wars. He had booked passage onboard the rimward-bound refugee ship *Jendirian Valley*, and it is likely he disembarked at Naboo. He frequently wore a breather mask, due to the hazardous fumes common in the air in Coruscant's lower levels where he lived.

### SON HALLIIKEENOVICH

A noble from House Halliikeenovich in the Juvex Sector, Son was determined to win the hand of Terr Taneel. The young man's family had extensive holdings on Dramassia, a world controlled by House Halliikeenovich. Son knew that a marriage with her would strengthen his house considerably, as House Taneel of the Senex Sector controlled vast power and influence throughout both the Senex and neighboring Juvex sectors. Days before the end of the Clone Wars, Son attended the Mon Calamari Ballet production of *Squid Lake* at the Galaxies Opera House on Coruscant. He was well aware that Taneel would be in attendance, and hoped to further his agenda.

Son Halliikeenovich

CL 2

Medium Human Male nonheroic 3/Noble 1

Force 4

Init +2; Senses Perception +2

Languages Basic, High Galactic



SON HALLIIKEENOVICH

Defenses Ref 12 (flat-footed 12), Fort 13, Will 13; Poison Resistance

Hp 21; Threshold 13

Speed 6 squares

Melee unarmed +3 (1d4+1) or

Ranged by weapon +2

Base Atk +2; Grp +3

Special Actions Conditioning

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

Talents Wealth

Feats Conditioning, Poison Resistance, Skill Focus (Knowledge [social sciences]), Skill Training (Gather Information, Persuasion, Ride), Weapon Proficiency (simple weapons)

Skills Endurance +9, Gather Information +8, Knowledge (social sciences) +12, Persuasion +8, Ride +7

Possessions Comlink, datapad, luxury speeder, opulent wardrobe, vast wealth

Occupation (politics) – Son Halliikeenovich was raised in a noble house of the Juvex Sector, where children are taught political maneuvering at an early age.

### THAL K'SAR

A technician for the Commerce Guild, Thal K'sar had been contacted over ten years before the Clone Wars by the secretive Darth Sidious to design a pair of hyperwave transceivers, one installed on a mechno-chair, and the other shipped to Raith Siemar. He was very well-paid, but was known to both the engraver of the mechno-chair, a Xi Charrian from Charros IV, and the Twi'lek pilot who was hired to deliver the transport the holo-transceiver was installed inside.

Soon after the job, Thal was transferred to Escarte, primarily an asteroid mining base. Eventually, he was promoted to an executive position. However, that profitable job from years past would come back to haunt him. A month before the end of the Clone Wars, Thal was imprisoned and scheduled to be executed, supposedly for an accounting error that would cost the Commerce Guild millions of credits. Of course, the truth of the matter was that Darth Sidious was trying to clean up loose ends that could lead the Jedi to discovering his true identity as Chancellor Palpatine.

Thal K'sar was rescued at the last moment by Jedi Anakin Skywalker and Obi-Wan Kenobi, as well as Agent Travale of Republic Intelligence. While Kenobi and Travale went to disable the base's tractor beam, Thal led Anakin to the hangar bay, where their ship was docked. After a brief encounter with a Dwarf Spider Droid, which Thal destroyed by repeatedly blasting it, the two finally made it to the docking bay. Upon reaching the Jedi's ship, K'sar was intensely questioned by Skywalker, revealing information about Fa'ale Leh, the Twi'lek pilot he had recommended to Sidious all those years ago, and to look for her on Naos III. K'sar spent the rest of his life hiding in fear from unseen assassins.

Thal K'sar

CL 5

Medium Bith Male nonheroic 6/Noble 3

Force 7; Dark Side 1

Init +5; Senses Perception +10

Languages Basic, Bith, Bocce, Givin, High Galactic, Mon Calamarian, Quarren, Sluissese

Defenses Ref 15 (flat-footed 14), Fort 13, Will 16

Hp 22; Threshold 13

Speed 6 squares

Melee unarmed +6 (1d4+1) or

Ranged by weapon +7

Base Atk +6; Grp +7

Special Actions Evolved Intellect, Gearhead

Abilities Str 11, Dex 13, Con 10, Int 17, Wis 12, Cha 11

Special Qualities Meditative Trance

Talents Educated, Engineer

Feats Gearhead, Linguist, Skill Focus (Knowledge [technology], Mechanics), Skill Training (Perception), Superior Tech, Tech Specialist, Weapon Proficiency (blaster pistols)

Skills Knowledge (bureaucracy) +12, Knowledge (technology) +17, Mechanics +17, Perception +10 (may re-roll, keeping second result), Use Computer +12

Possessions Comlink, Commerce Guild office uniform, datapad

Event (conspiracy) – Thal K'sar was a pawn used by Darth Sidious during his conspiracy to take over the Republic and engineer the Clone Wars to destroy the Jedi.