

# STAR WARS®

ROLEPLAYING GAME

## JEDI KNIGHTS

CLONE WARS FAN SOURCEBOOK

RYAN BROOKS



# CREDITS

<b>WRITERS</b>	Ryan Brooks
<b>EDITORS</b>	Ryan Brooks, Keith Kappel
<b>DESIGN</b>	Ryan Brooks
<b>WEB PRODUCTION</b>	Ryan Brooks
<b>ORIGINAL ARTWORK</b>	Matt Skilton, Steve Criado
<b>OFFICIAL ARTWORK</b>	Doug Wheatley, Douglas Chaffee, Ethan Beavers, Jan Duursema, LucasFilm LTD., UDON

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# CHAPTER 6 THE JEDI ORDER





The Jedi Order has existed in parallel to the Galactic Republic for over twenty-five thousand years. They have acted as guardians of peace throughout the galaxy, settling disputes and providing the kind of sage advice that can only be given through pure benevolence and deep understanding of the Force.

During the restructuring of the Galactic Republic following the New Sith War a thousand years ago, the Jedi Order willingly placed itself under the appointment to the office of the Supreme Chancellor. By the request of the leader of the galactic government, the Jedi served as ambassadors, diplomats and intermediaries to the various governing bodies of the Republic and its allies.

With the onset of the Clone Wars, the Supreme Chancellor appointed the Jedi to act as generals and commanders to the Grand Army of the Republic. During this sinister time, many Jedi from Master to Padawan fought and lost their lives. The following is a chronicling of some of the most notable participants.

## JEDI KNIGHTS

During the Clone Wars, the bulk of the non-clone military commanders who served in the Grand Army of the Republic were comprised of the Knights of the Jedi Order. These Jedi Knights typically served as generals, leading brigades, legions, or entire corps. However, these Jedi were also commonly sent on missions vital to the Republic without the assistance of their clone forces. The following entries are Jedi Knights who fought during the Clone Wars.

### ANISE I'ZAK

The young and impetuous Jedi Anise I'Zak received a promotion to the rank of Jedi Knight in the fourth month of the Clone Wars. After her appointment to Jedi Master Ki-Adi Mundi's army, Anise traveled to Hitaka for her first assignment. I'Zak was tasked by Mundi to deliver a canister containing sensitive information to Clone Commander Bacara at another outpost beyond enemy territory. To reach her destination, Anise traversed ten kilometers through enemy-occupied jungle, and encountered a platoon of battle droids.



The reckless Jedi bested the Confederate droids, but ruined her cargo during her escape. When Anise I'Zak reached Commander Bacara's outpost, she was greeted by Master Mundi, and discovered that she had been duped by her superiors into playing a decoy in order to draw the Separatist forces' attention while they completed their own mission. Although frustrated that she'd been deceived, Anise expressed her delight to serve the Jedi and the Republic as a Jedi Knight. It is unknown whether Anise continued to serve under Ki-Adi Mundi, or if she perished weeks later when Mundi's forces were decimated at Hypori.

### Anise I'Zak (Battle of Hitaka)

CL 7

Medium Human Female Jedi 7

Force 8

Init +11; Senses Use the Force +10

Languages Basic, Bocce, High Galactic

Defenses Ref 21 (flat-footed 18), Fort 20, Will 19; Deflect, Dodge, Moving Target

Hp 72; Threshold 20

Speed 6 squares

Melee lightsaber +11\* (2d8+3) or

Melee lightsaber +6/+6\* (2d8+3) with Double Attack or

Melee unarmed +10 (1d4+3) or

Ranged by weapon +10

Base Atk +7; Grp +10

Atk Options Double Attack (lightsaber)

Special Actions Redirect Shot

Force Powers Known (Use the Force +10): barrier of blades, kinetic combat, move object, negate energy, surge (2)

Abilities Str 11, Dex 16, Con 14, Int 15, Wis 12, Cha 14

Talents Deflect, Force Flow, Force Perception, Redirect Shot

Feats Dodge, Double Attack (lightsabers), Force Sensitivity, Force Training (2), Moving Target, Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +11, Initiative +11, Pilot +11, Mechanics +10, Use the Force +10

Possessions Jedi robes, lightsaber (self-built), tool kit

Organization Score (Jedi Order) – 13

### AUSAR AUSET

As an infant, Ausar Auset was orphaned when his father, the Morgukai warrior Atum Auset, was slain during a skirmish with members of the Jedi Order. Although bitter rivals, Atum recognized the code of honor to which the Jedi who'd bested him adhered, and entrusted his son to the Jedi with his dying breath. Ausar's Force-sensitivity was quickly identified, and he gained entry into the Jedi Order for training.

During his tenure within the Jedi ranks, Ausar Auset came to know the great Jedi Master Sharad "Howlrunner" Hett. Ausar and Sharad shared similar lightsaber combat styles and advanced survival techniques, and were sent on many missions together. When Hett abandoned the Jedi Order, Auset was deeply affected – an attachment frowned upon by Jedi philosophy – which contributed to the Jedi High Council's decision not to advance Auset to the rank of Jedi Master, or allow him to take on a Padawan.



When the Clone Wars began, Ausar accepted a commission within the Grand Army of the Republic and fought in many battles. Auset's forces were often pitted against the nefarious Trade Federation Commander Yakubar Gunrei. Over the course of two years, the Jedi succeeded in systematically wiping out Yakubar's forces, but stumbled into a massive flotilla of Separatist ships during Operation Durge's Lance. Ausar's forces were decimated and the Jedi barely escaped with his life. After a lengthy recovery, Ausar Auset received orders to return to Coruscant for reassignment.

When the Outer Rim Sieges began in the third year of the Clone Wars, Ausar Auset and his rebuilt forces traveled to assist Jedi Master Oppo Rancisis' siege to Caldera City on Saleucami. For five long months, Ausar and his companions prevented the Confederacy from escaping the planet with the army of cloned



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AUSAR AUSET

Morgukai warriors engineered there. Unfortunately, Republic forces were unable to break through the city's defenses and no end to the battle was in sight. During a push to knock out the city's shield generator, a Separatist Tri-Fighter crash-landed on the battlefield, and Ausar Auset was caught in the blast. Although the explosion claimed the life of the Jedi Knight, it uncovered a series of underground tunnels which the Jedi used to infiltrate the city and eventually secure a victory on Saleucami.

### Ausar Auset (Siege of Saleucami)

CL 12

Medium Nikto Male Jedi 6/Scout 3/Jedi Knight 3

Force 4

Init +8; Senses Perception +7 (may reroll, keeping second result)

Languages Basic, Nikto, Tusken

Defenses Ref 28 (flat-footed 26), Fort 29, Will 25; +2 natural armor, +2 Great Fortitude, Block, Deflect

Hp 111; Threshold 29

Speed 6 squares; Deft Charge, Powerful Charge

Melee lightsaber +16\* (2d8+11) or

Ranged by weapon +13

Base Atk +11; Grp +14

Atk Options Assured Attack, Instinctive Attack, Power Attack

Special Actions Redirect Shot, Shake It Off

Force Powers Known (Use the Force +12): battle strike, falling avalanche, move object, surge

Force Techniques Improved Battle Strike

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

Talents Acute Senses, Block, Combat Trance, Deflect, Expert

Tracker, Redirect Shot, Weapon Specialization (lightsabers)

Feats Assured Attack, Deft Charge, Force Sensitivity, Force

Training, Instinctive Attack, Nikto Survival, Power Attack,

Powerful Charge, Shake It Off, Weapon Focus (lightsabers),

Weapon Proficiency (lightsabers, simple weapons)

Skills Endurance +14, Survival +12 (may reroll, keeping second result; may reroll, keeping best result in desert environments), Use the Force +12

Possessions Jedi robes, lightsaber (self-built)

Organization Score (Jedi Order) – 20

## BANT EERIN

During her childhood, this salmon-skinned Mon Calamari was best friends with Obi-Wan Kenobi, and served as one of his most trusted confidants. Eerin was grudgingly chosen to serve as Padawan Learner to the Noorian Jedi Master Tahl. Their relationship was pleasant, but Bant was often left at the Jedi Temple while her master undertook missions alone. During one such solo mission, Eerin's master was killed. Bant was looked after by Jedi Master Mace Windu until the Nautolan Jedi Master Kit Fisto agreed to complete Eerin's training.

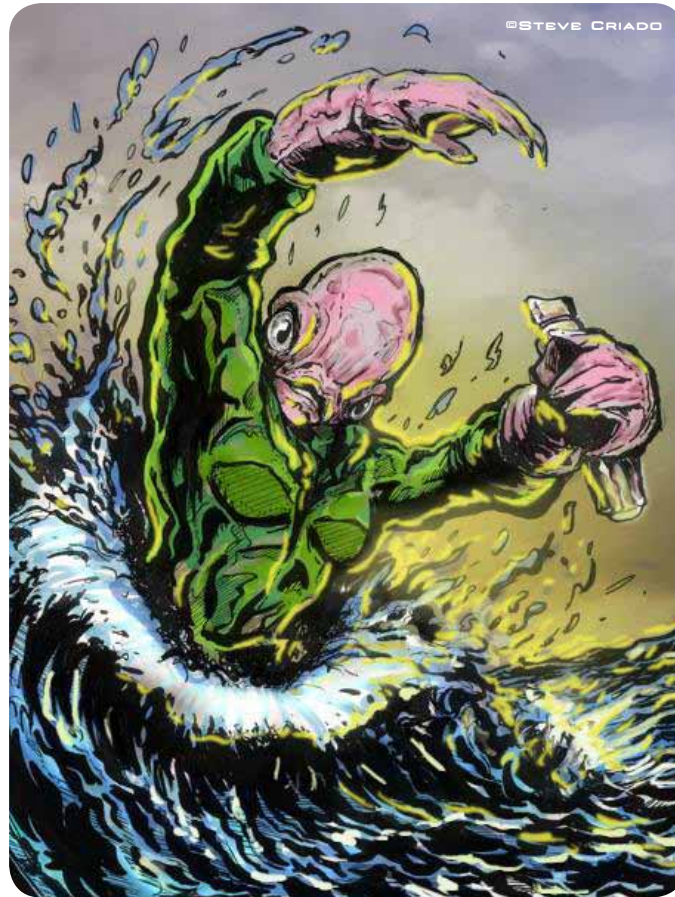
Bant advanced to Knighthood shortly after Obi-Wan, and in the years preceding the Clone Wars she established herself as an extremely capable Jedi. When the call went out for Jedi to amass at Geonosis to rescue Obi-Wan Kenobi, Bant helped secure Geonosian orbit under Jedi Master Adi Gallia's command. The actions of Bant and her companions helped save Kenobi, but the conflict at Geonosis gave way to the Clone Wars.

In the seventh month of the war, Bant, now a General in the Republic's Grand Army, took on the young human boy Rian Bruksah as her Padawan Learner. Eerin and her apprentice traveled to the Trandoshan moon of Akoshissss to apprehend the Muun scientist Bitt Panith. Bant launched a diversionary assault on the shield generator to Panith's laboratory as her new Padawan infiltrated the compound and seized the crazed scientist before he could spirit the Force-immune cyborg known as Project Krossen off world.

Several weeks after her success at Akoshissss, Bant Eerin and her Padawan headed to Ryloth to assist Generals Kenobi, Skywalker and Windu with the Twi'lek homeworld's liberation from Separatist oppression. It is unclear if Bant Eerin died in battle during the Clone Wars, or if she survived only to be struck down when Order 66 was issued.

**Bant Eerin (Battle of Akoshissss)** CL 14  
 Medium Mon Calamari Female Noble 4/Jedi 4/Ace Pilot 3/  
 Jedi Knight 3  
 Force 12  
 Init +10; Senses low-light vision; Perception +20  
 Languages Basic, Bocce, Durese, High Galactic, Mon Calamari,

BANT EERIN



### Nautila, Quarrenese

Defenses Ref 31 (flat-footed 28), Fort 26, Will 29; Deflect  
 Hp 97; Threshold 26

### Immune Drowning

Speed 6 squares, 4 squares (swimming)

Melee lightsaber +16\* (2d8+7) or

Melee unarmed +12 (1d4) or

Ranged by weapon +15

Base Atk +12; Grp +15

Special Actions Adept Negotiator, Brilliant Defense, Coordinate,

Feel the Force, Inspire Confidence, Recall, Redirect Shot,

Vehicular Combat

**Force Powers Known** (Use the Force +15): inspire, mind trick, move object, surge

**Force Techniques** Improved Sense Surroundings

**Starship Maneuvers Known** (Pilot +15): Ackbar slash, counter, evasive action, intercept

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

**Special Qualities** breathe underwater, expert swimmer, Vehicle Dodge +1

**Talents** Adept Negotiator, Coordinate, Deflect, Feel the Force, Inspire Confidence, Redirect Shot, Spacehound, Vehicle Focus (starfighters)

**Feats** Brilliant Defense, Force Sensitivity, Force Training, Linguist, Mon Calamari Shipwright, Recall, Skill Focus (Perception, Persuasion), Starship Tactics, Unswerving Resolve, Vehicular Combat, Weapon Finesse, Weapon Proficiency (lightsabers, pistols, simple weapons)

**Skills** Acrobatics +15, Deception +15, Gather Information +15, Knowledge (bureaucracy) +14, Perception +20, Persuasion +20, Pilot +15, Use the Force +15

**Possessions** Lightsaber (self-built), Jedi robes, utility belt

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**Organization Score** (Jedi Order) – 22

## BULTAR SWAN

The graceful Jedi Bultar Swan trained under Jedi Master Micah Giiett over a decade before the Clone Wars began. Under Giiett's tutelage, she honed her skills with a lightsaber and combined it with her exceptional talents in the unarmed fighting styles of Teras Kasi and the Verdanaian "Sliding Hands" technique to create a unique unarmed style all her own. She used her superior skill to preserve life, and prior to the Clone Wars, had never taken a life, despite going on several combat missions as a Jedi Knight. When Bultar's master was slain in combat during the Yinchorri Uprising, she was taken under the wing of Jedi Master Plo Koon, with whom she completed her training.

As a Jedi Knight, Bultar Swan benefited a number of diplomatic missions on behalf of the Galactic Republic. Several months after Swan aided in thwarting a Hutt-planned espionage plot on Fondor, Bultar accompanied over two-hundred other Jedi

to Geonosis to rescue Obi-Wan Kenobi from the clutches of the Confederacy of Independent Systems. Although the task force was bested in a surprise assault of Separatist battle droids, Swan's combat skills kept her alive long enough to see Jedi Master Yoda to arrive with a clone army to combat the droids. Bultar and her Jedi peers went on to lead legions of clones in a full-scale battle that signaled the start of the Clone Wars.

Bultar Swan's next attempt at command led her forces to ruin while laying siege to Baron Edi Wedd's fortress on Amaltanna in the third month of the war. As the sole survivor of her entire legion of troops, Swan infiltrated Wedd's compound and sabotaged the communications, life support and security systems of the citadel to ensure that the Baron's impregnable fortress would serve as his casket.



BULTAR SWAN



During the weeks that her forces were being replenished, Bultar Swan was reassigned to serve directly under Ki-Adi Mundi at Aargonar –a key staging point to the Outer Rim between the Perlemian Trade Route and the Salin Corridor. The battle again took a heavy toll on Swan's troops when she and Mundi were overwhelmed by droid forces. Swan and Mundi only survived thanks to the unlikely intervention of Jedi A'Sharad Hett, Anakin Skywalker, and a Gouka Dragon. With the tide turned, Swan and Mundi's forces made quick work of the remaining enemy forces and secured Aargonar for the Republic.

In the final days of the war, in a last-ditch attempt to defeat the Republic, the Separatists launched a bold offensive on Coruscant and captured the Chancellor. Swan lent her skills in the cockpit of a starfighter to protect the Republic capital and rescue Palpatine from Count Dooku and General Grievous. Though she was unable to prevent Grievous' shuttle from reaching his flagship with the Chancellor, Bultar's support allowed Anakin Skywalker and Obi-Wan Kenobi the cover they needed to infiltrate the *Invisible Hand* and rescue the Republic leader.

While the war came to a close after Dooku and Grievous were slain, Order 66 branded the Jedi Knights as enemies of the Republic. Swan had to abandon her post and go into hiding. A month after becoming a galactic fugitive, Bultar Swan accompanied Tsui Choi to a convocation of Jedi survivors on Kessel to discuss the future of the Jedi Order. The meeting was targeted by Darth Vader, thanks to a misguided attempt to lure him into a trap by Jedi Shadday Potkin. During the ensuing melee, Swan tried to remind the others to uphold the Jedi Code, Swan's sentiment was not shared by all, and in a fit of rage and fear, Jedi Master Koffi Arana seized Bultar's lightsaber and ran her through with it, killing her instantly.

**Bultar Swan (Ambush at Kessel)** CL 15  
 Medium Human Female Jedi 3/Soldier 6/Martial Arts Master 3/  
 Jedi Knight 3  
 Force 8  
 Init +10; Senses Perception +14  
 Languages Basic, High Galactic, Kel Dor  
 Defenses Ref 32 (flat-footed 27), Fort 32, Will 29; Deflect  
 Hp 125; Threshold 32

## VERDANAIAN TRAINING

You are trained in the Verdanaian "Sliding Hands" method of unarmed combat, and while you maintain physical contact with your opponent, you can more easily predict their next move.

**Prerequisites:** Martial Arts I, trained in the Perception skill

**Benefit:** When you are adjacent to a single opponent to whom you are engaged in melee combat, you receive a +5 dodge bonus to Reflex Defense against that opponent.

**Special:** If you have the Verdanaian Expertise talent, you also gain a +5 bonus to your Initiative check for the purpose of beating your opponent's feint attempt.

## NEW MARTIAL ARTS FORMS TALENT

The following talent is for use with the Martial Arts Forms talent tree, which is available to members of the Martial Arts Master prestige class. Any character that can normally choose talents from the Martial Arts Forms talent tree can choose this talent as well.

**Verdanaian Expertise:** While adjacent to an opponent, you can spend a swift action to activate this talent. If the designated opponent moves or withdraws before the beginning of your next turn, you can choose to move with that opponent, up to a total distance equal to your current speed. Unless your opponent uses the withdraw action or makes an Acrobatics check to avoid attacks of opportunity, its movement provokes an attack of opportunity from you for the first square moved as normal (but not subsequent squares in the same movement). If your target moves farther than your speed, you must still end this movement closer to the target than you began.

Speed 6 squares

Melee lightsaber +19\* (2d8+8) or

Melee unarmed +18 (2d8+8) or

Ranged by weapon +18

Base Atk +15; Grp +20

**Atk Options** Brink of Death, Crush, Pin, Teras Kasi Training  
**Special Actions** Melee Defense, Redirect Shot, Skilled Advisor, Verdanaian Expertise

**Force Powers Known** (Use the Force +14): battle strike, Force slam, move object, negate energy, surge (2)

**Force Techniques** Improved Sense Surroundings

**Abilities** Str 13, Dex 17, Con 13, Int 14, Wis 14, Cha 14

**Special Qualities** Tough as Durasteel +2

**Talents** Armored Defense, Combat Trance, Deflect, Expert Grappler, Redirect Shot, Skilled Advisor, Teras Kasi Basics, Unbalance Opponent, Verdanaian Expertise

**Feats** Armor Proficiency (light), Brink of Death, Crush, Force Sensitivity, Force Training (2), Martial Arts I, Martial Arts II, Melee Defense, Pin, Teras Kasi Training, Verdanaian Training, Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)

**Skills** Acrobatics +15, Perception +14, Pilot +15, Use the Force +14

**Possessions** Lightsaber (self-built), padded flight suit (+3 armor, +2 equipment), utility belt

**Organization Score** (Jedi Order) – 22

## DURNAR

As the Padawan Learner of T'bolton, Durnar spent much of his apprenticeship in the Jedi Archives, working with his master to amass knowledge about the galaxy in general and assist in finding lost and stolen artwork. When the Clone Wars began, the cerulean-skinned Mon Calamari followed his master to the front lines, and two years into the deadly conflict, Durnar achieved the title of Jedi Knight.

Despite his promotion, Durnar still spent most of his time on assignment with T'bolton, and the pair was eventually deployed to Saleucami. Under Jedi Master Oppo Rancisis' leadership, Durnar lent his orange lightsaber to serve alongside several other Jedi as they laid siege to the facility where the Separatists developed a Morgukai clone army. Over the course of the long and drawn-out battle, Durnar found he quickly bonded with fellow Jedi Knight



Sian Jeisel and Master K'ruhk. Unfortunately, Durnar and his master did not have the same luck in combat as their friends, and both perished on Saleucami.

### Durnar (Siege at Saleucami)

CL 9

Medium Mon Calamari Male Jedi 6/Noble 2/Jedi Knight 1  
**Force** 7

**Init** +6; **Senses** low-light vision; **Perception** +16

**Languages** Basic, Bocce, Durese, High Galactic, Huttese, Mon Calamari, Mrlsstese, Ryl, Shryiiwook (understand only)

**Defenses** Ref 23 (flat-footed 21), Fort 22, Will 23

**Hp** 78; **Threshold** 22

**Immune** Drowning

**Speed** 6 squares

**Melee** lightsaber +9\* (2d8+5) or

**Melee** unarmed +8 (1d4+5) or

**Ranged** by weapon +9

**Base Atk** +8; **Grp** +9

**Special Actions** Adversary Lore, Scholarly Knowledge, Sharp Senses, Skilled Advisor

**Force Powers Known** (Use the Force +10): farseeing, Force disarm, Force thrust, move object (2), surge

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

**Special Qualities** breathe underwater, expert swimmer

**Talents** Adversary Lore, Educated, Know Weakness, Scholarly Knowledge, Skilled Advisor

**Feats** Elder's Knowledge, Force Sensitivity, Force Training (2), Linguist, Sharp Senses, Skill Focus (Gather Information, Knowledge [galactic lore], Perception), Skill Training (Knowledge [life sciences], Knowledge [social sciences]), Weapon Proficiency (lightsabers, simple weapons)

**Skills** Gather Information +15, Knowledge (galactic lore) +17, Knowledge (life sciences) +12, Knowledge (social sciences) +12, Perception +16, Use the Force, +10

**Possessions** Jedi robes, lightsaber (self-built)

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**Organization Score** (Jedi Order) – 15

## EMPATOJAYOS BRAND

Empatojayos Brand was an arrogant and brash young Jedi under the tutelage of Master Yaddle years before the Battle of Naboo. Brand's diminutive master struggled to break him of these traits, but he passed the trials all the same, and Empatojayos became a Jedi Knight almost a decade before the Clone Wars began. As a Jedi Knight, Brand was a competent negotiator, and spent much of his life as a Jedi mediating armistices between feuding worlds of the Republic. One of the most notable missions was the month-long peace negotiations in the Sephan sector between the worlds of Dimok and Ripoblus alongside Bultar Swan and Chellemi Chuowick. The negotiations were successful, but the conflict between the two cultures merely restarted shortly after Brand and his companions returned to Coruscant.

The Separatist crisis boiled over into conflict, and Brand hurried to Geonosis to rescue Obi-Wan Kenobi with many other Jedi, hoping to prevent all-out war with the Confederacy. Brand piloted an *Aethersprite*-class light interceptor with several other Jedi aces to keep Sabaoth Squadron, hired by Count Dooku, from unleashing a deadly engineered contagion on the battlefield

below. Brand and his companions routed Sabaoth Squadron along with dozens of drop ships carrying droid reinforcements to the surface.

Empatojayos served as a Jedi-General in the Grand Army of the Republic for the entirety of the Clone Wars. In the third year of the war, Brand and his battalion of troops laid siege to the Confederate mining world of Bassadro. Pitted against the Skakoan Separatist commander, Major Domb Treedor, Brand led his forces in a twelve-day stand-off against their enemies. In a bold move, Brand ordered a missile strike on a dormant volcanic mountain range that provided hard cover for Treedor's forces. The rock slide that resulted from the bombardment crushed a significant portion of Treedor's army holed out in the village of Agao-Nir, allowing Brand and his men to storm their position and force surrender. Unfortunately, the rock slide also claimed the lives of four-hundred civilian miners.

When Order 66 was issued and the Jedi were labeled as traitors, Brand, like other survivors of the Great Purge, was forced into hiding. The Dark Lord Darth Vader tracked Brand down near Nal Hutta, and blasted his starship into oblivion. Miraculously, Brand survived and was discovered by a Ganathan scout ship near a Nar Shaddaa nebula. However, Brand's body was shattered and beyond repair, and he was placed in a cobbled-together cybernetic body motivated by repulsor units. When it became clear that the Ganthans desperately required a strong leader to govern their people, Brand offered his services, and was dubbed their King. Brand lived in seclusion with his people for almost thirty years until their planet was stumbled upon by Han and Leia Solo. Brand learned of the fall of the Empire, and decided to assist Jedi Master Luke Skywalker in restoring the Jedi Order. During their conflict against the newly resurrected Emperor, Brand was severely wounded. Near death, the monarch made a heroic sacrifice when the Emperor attempted to transfer his life essence into newborn Anakin Solo. Brand took the Emperor's consciousness into his own as he slowly slipped away into death – taking Palpatine with him forever.

**Empatojayos Brand (Battle of Bassadro)**

CL 11

Medium Human Male Jedi 4/Noble 5/Jedi Knight 1/Officer 1

Destiny 6; Force 8; Dark Side 1

Init +7; Senses Perception +6

Languages Basic, Bocce, High Galactic, Huttese

Defenses Ref 25 (flat-footed 23), Fort 24, Will 26; Lightsaber Defense

Hp 107; Threshold 24

Speed 6 squares

Melee lightsaber +10\* (2d8+6) or

Melee unarmed +9 (1d4+6) or

Ranged by weapon +11

Base Atk +9; Grp +11

Atk Options Powerful Charge

Special Actions Adept Negotiator, Coordinate, Demand Surrender, Field Tactics, Recall, Recovering Surge, Risk Taker, Vehicular Combat

Force Powers Known (Use the Force +13): battle strike, Force slam, mind trick, move object, rebuke, surge

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

Talents Adept Negotiator, Aggressive Negotiator, Coordinate, Demand Surrender, Field Tactics, Lightsaber Defense, Presence

Feats Force Sensitivity, Force Training (3), Powerful Charge, Recall, Recovering Surge, Risk Taker, Vehicular Combat, Weapon Finesse, Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Jump +11, Knowledge (bureaucracy) +13, Knowledge (tactics) +13, Persuasion +13, Pilot +12, Use the Force +13

Possessions Flight suit, Jedi robes, lightsaber (self-built)

Organization Score (Jedi Order) – 16

Destiny (champion) – It is Empatojayos Brand's destiny to become the leader of the Ganathans.

## EREMIN RHAD TARN

Eremin Rhad Tarn was a former Padawan Learner to Jedi Master Maks Leem, and spent much of his apprenticeship in the fringes of Republic space. Shortly after he became a Jedi Knight, the Clone Wars began, and Eremin was called back to Coruscant to help lead the Grand Army of the Republic. Instead, Tarn was convinced by fellow Jedi Sian Jeisel that serving the corrupt Republic only added to the problem, and that perhaps the Separatists' argument

had weight. With his loyalty to the Republic shaken, Tarn refused his military commission and left the Jedi Temple to continue his duties in the Outer Rim.

Tarn questioned whether he had made the right decision, and in the third month of the Clone Wars, he agreed to meet with Mace Windu on Ruul to discuss the possibility of his returning to the Jedi Temple for reassignment. At the meeting, however, Tarn's resolve was strengthened by fellow dissenter, Jedi Master Sora Bulq, and Eremin was convinced that the assembly was a trap to assassinate disobedient Jedi when Asajj Ventress ambushed the group. Filled with rage, Tarn took off after the assassin, but was easily seduced to the Dark Side of the Force when he confronted her. When the other Jedi caught up to Tarn and the assailant, Eremin lashed out, attacking Jedi Master K'ruhk and Sian Jeisel in earnest. Drunk with power, Tarn managed to best Jeisel, but was outsmarted. Before he could land the killing blow, Tarn was bifurcated by Sian's lightsaber.



EREMIN RHAD TARN



**Eremin Rhad Tarn (Ambush at Ruul)**

CL 8

Medium Human Male Jedi 7/Jedi Knight 1

Force 5; Dark Side 1

Init +10; Senses Perception +4

Languages Basic, Bocce, Sy BystiDefenses Ref 21 (flat-footed 20), Fort 21, Will 20; Block, Deflect  
Hp 99; Threshold 21

Speed 6 squares

Melee lightsaber +12\* (2d8+8) or

Melee lightsaber +9/+9\* (2d8+8) with Double Attack or

Melee unarmed +10 (1d6+6) or

Ranged by weapon +9

Base Atk +8; Grp +10

Atk Options Double Attack (lightsabers)

Special Actions Redirect Shot

Force Powers Known (Use the Force +10): battle strike, Force  
slam, move objectAbilities Str 14, Dex 13, Con 12, Int 14, Wis 10, Cha 12Talents Block, Deflect, Multiattack Proficiency (lightsabers),  
Redirect Shot, Weapon Specialization (lightsabers)Feats Double Attack (lightsabers), Force Sensitivity, Force  
Training (3), Martial Arts I, Weapon Focus (lightsabers),  
Weapon Proficiency (lightsabers, simple weapons)Skills Acrobatics +10, Initiative +10, Jump +11, Knowledge  
(galactic lore) +11, Use the Force +10Possessions Jedi robes, lightsaber (self-built)Organization Score (Jedi Order) – 16**JAFER TORLES**

To say Jedi Knight Jafer Torles was set in his ways would be a vast understatement. At seventy-three years old, the Knight had been assigned as the guardian of the Prackla Sector for three decades. There, he spent the majority of his time with the Binalie family on Cartao, home of Spaarti Creations. When the Clone Wars began, Torles' old age kept him sidelined on Cartao, where very little fighting was expected to occur.

In the seventh month of the Clone Wars, Kinman Dorian visited Torles' protectorate at the behest of the Chancellor, and just like that, the war had come to Cartao. The Republic took control of

JAFER TORLES



Spaarti Creations in order to perfect a new design of cloning cylinder that could create fully-grown and trained clones within a year. News of this quickly reached Separatist ears, and a droid control ship with three fully loaded landing ships was sent to take Spaarti away from the Republic.

The Separatists took control of the planet with lightning speed. However, Torles and Republic Commander Roshton made certain the occupying force was unable to use the Spaarti factories by continually sabotaging Separatist droids and vehicles on a small stretch of land that the insectoid workers of the Spaarti facilities considered hallowed ground. Torles then foiled the Separatists' attempt at blackmailing Spaarti owner Pilester Binalie by rescuing his son from a kidnapping attempt.

Torles, Roshton, and Lord Binalie led a full assault on the Separatist-controlled facilities, and reclaimed them from the enemy. Unfortunately, Confederate reinforcements arrived and pinned the Jedi and his companions inside the factory. Without

supplies, it quickly became necessary for Jafer and the others to sneak out of the compound. Torles was dismayed to find Roshton had used the evacuation as an excuse to launch another assault. Reluctantly, Torles entered the fray to assist his allies until Jedi reinforcements arrived, but to Jafer's surprise and dismay, the incoming Jedi ships opened fire on the factory. The Jedi craft crashed into the Spaarti facilities; blasted out of the sky by Separatist artillery fire, and brought the entire facility down to fiery ruins.

Although Jafer Torles and the Republic army managed to defeat the Separatists and drive them from Cartao, the Binalie family blamed Torles for failure to protect Spaarti Creations. Jafer left Cartao in shame, returning to Coruscant with the Republic Army. Though the Jedi Council reassigned Jafer Torles, he pledged to dedicate his time to uncovering the origin of the treachery that resulted in Spaarti Creations' destruction.

**Jafer Torles (Battle of Cortao)** CL 13  
 Old Medium Human Male Jedi 7/Noble 1/Jedi Knight 5  
 Force 12  
 Init +7; Senses Perception +15  
Languages Basic, Bocce, Durese, High Galactic  
 Defenses Ref 26 (flat-footed 25), Fort 26, Will 29; Deflect,  
 Dodge  
Hp 142; Threshold 26  
 Speed 6 squares  
 Melee lightsaber +15\* (2d8+7) or  
 Melee lightsaber +13\* (3d8+7) with Rapid Strike or  
 Melee unarmed +13 (1d4+7) or  
 Ranged by weapon +13  
 Base Atk +12; Grp +13  
 Atk Options Cleave, Combat Reflexes, Lightsaber Throw, Power  
 Attack, Rapid Strike  
 Special Actions Presence, Redirect Shot, Sheltering Stance,  
 Vigilance  
 Force Powers Known (Use the Force +12): battle strike, Force  
 disarm, Force thrust, inertia, inspire, move object (2), surge  
 (3)  
 Force Techniques Improved Move Light Object, Improved Sense  
 Force

Abilities Str 13, Dex 13, Con 12, Int 14, Wis 18, Cha 13  
 Talents Deflect, Lightsaber Throw, Precise Redirect, Presence,  
 Redirect Shot, Sheltering Stance, Shien, Vigilance  
 Feats Cleave, Combat Reflexes, Dodge, Force Sensitivity, Force  
 Training (2), Mobility, Power Attack, Rapid Strike, Weapon  
 Focus (lightsabers), Weapon Proficiency (lightsabers, pistols,  
 simple weapons)  
 Skills Knowledge (social sciences) +13, Jump +12, Perception  
 +15, Persuasion +12, Use the Force +12  
Possessions Jedi robes, lightsaber (self-built)  
 Organization Score (Jedi Order) – 19

## JOCLAD DANVA

Jedi Knight Joclad Danva was an experienced duelist and martial artist who spent much of his free time mastering the unarmed combat style of Teras Kasi, and honing his Niman and Jar'Kai lightsaber techniques. Danva participated in several Teras Kasi tournaments all over the galaxy, cutting himself off from the Force during these events to test his physical prowess. Joclad remained undefeated until Tae-jitsu Master Phow Ji managed to best him in single combat in the weeks preceding the outbreak of the Clone Wars.

Danva was among the many Jedi who journeyed to Geonosis to rescue Obi-Wan Kenobi from the clutches of the Separatists. Brandishing a pair of lightsabers, Joclad fought battle droids and Geonosians alike in the execution arena. Though he put forth an extraordinary effort, and survived the initial onslaught of super battle droids, Danva died during battle before Jedi Master Yoda arrived with the newly formed Grand Army of the Republic.

**Joclad Danva (Battle of Geonosis)** CL 12  
 Medium Human Male Jedi 2/Soldier 6/Martial Arts Master 1/Jedi  
 Knight 3  
 Force 3  
 Init +9; Senses Perception +8  
Languages Basic, Bunduki  
 Defenses Ref 29 (flat-footed 24), Fort 27, Will 26; Jar'Kai,  
 Lightsaber Defense, Niman  
Hp 137; Threshold 27



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Speed 6 squares

Melee lightsaber +16\* (2d8+9) or

Melee lightsabers +14/+14\* (2d8+9) or

Melee unarmed +15 (2d8+9) or

Ranged by weapon +15

Base Atk +12; Grp +15

Atk Options Devastating Attack, Stunning Strike, Teras Kasi Training

Special Actions Melee Defense

Force Powers Known (Use the Force +12): battle strike (2), draw closer, move object, pushing slash, rising whirlwind, surge (2), twin strike

Force Techniques Improved Battle Strike

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

Talents Devastating Attack (simple weapons), Jar'Kai, Lightsaber Defense, Melee Smash, Niman, Stunning Strike, Teras Kasi Basics

Feats Armor Proficiency (light), Dual Weapon Mastery I, Dual Weapon Mastery II, Force Sensitivity, Force Training (3), Martial Arts I, Martial Arts II, Melee Defense, Teras Kasi Training, Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +14, Endurance +12, Jump +13, Use the Force +12

Possessions Jedi robes, lightsabers (2; self-built)

Organization Score (Jedi Order) – 15

## JASTUS FARR

Jastus Farr was an exceptionally large and imposing Noghri who served the Republic and the Jedi Order during the Clone Wars. Despite his brutish appearance, Farr was kind and gentle, and held a firm grasp on scholarly subjects, such as history and philosophy. His capabilities as a fighter, however, made Jastus one of the fiercest lightsaber duelists at the Jedi Temple during the waning days of the Republic.

The Noghri Jedi Knight served as a member of the security force that guarded the Jedi Temple on Coruscant during the war. When Darth Vader led the Coruscant shock troops on a siege of the Temple, Farr utilized his mastery of illusions and mind-trickery to combat the Jedi-turned-Sith. By projecting "doubles" of himself throughout the temple, and pitting them against Vader and his clone troopers, Jastus was able to facilitate the escape of several Jedi, himself included.

One month after the Great Jedi Purge began, the Jedi Knight received word that a group of Jedi were amassing on Kessel to devise a strategy to bring an end to the Sith's reign over the galaxy. Jastus travelled to Kessel to attend this conference, but little did he know that the meeting was a trap set by fellow Jedi Shadday Potkin to lure Darth Vader to his death. Cornered, Jastus Farr, and the other Jedi tricked into confronting Vader, had no choice but to fight. Though several Jedi were killed by Vader, Farr and the remaining Jedi managed to overpower and subdue the Dark Lord. Unfortunately, Farr and the others were ambushed by



Vader's stormtrooper reinforcements and died in a hail of blaster fire.

### Jastus Farr (Ambush at Kessel)

CL 11

Medium Noghri Male Jedi 11/Jedi Knight 1

Force 4

Init +7; Senses Perception +8; Scent

Languages Basic, High Galactic, Honoghran

Defenses Ref 25 (flat-footed 23), Fort 26, Will 26; Lightsaber Defense

Hp 141; Threshold 26

Speed 6 squares; Powerful Charge; Running Attack

Melee lightsaber +18\* (2d8+11) or

Melee double-bladed lightsaber +18/+18\* (2d8+11) or

Melee unarmed +16 (1d4+9) or

Ranged by weapon +14

Base Atk +12; Grp +16

Atk Options Flèche, Halt, Trip

Special Actions Force Haze, Illusion

Force Powers Known (Use the Force +10): cloak, contentious opportunity, Force slam, mind trick (2), move object, surge, swift flank

Abilities Str 18, Dex 15, Con 17, Int 14, Wis 16, Cha 11

Special Qualities primitive, unusual size (Medium)

Talents Clear Mind, Force Haze, Illusion, Illusion Bond, Lightsaber Defense, Multiattack Proficiency (lightsabers), Weapon Specialization (lightsabers)

Feats Dual Weapon Mastery I, Dual Weapon Mastery II, Flèche, Force Sensitivity, Force Training (2), Halt, Powerful Charge, Running Attack, Trip, Triple Crit, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Knowledge (galactic lore) +12, Knowledge (social sciences) +12, Use the Force +10

Possessions Double-bladed lightsaber (self-built)

Organization Score (Jedi Order) – 16

### JYL SOMTAY

In the days following the Battle of Geonosis, Jedi Padawan Jyl Somtay received a field promotion to Jedi Knight and assumed a Commander's rank in the Grand Army of the Republic. The young girl reluctantly accepted her new responsibilities, despite the death of her mentor, Jedi Master Lura Tranor, who perished in the arena battle. As her first assignment, Somtay assisted Republic scientist Doctor Frayne with locating and removing any potential technological threats posed by the Geonosians hidden deep under ground.

After an unsuccessful weapon hunt, Somtay returned to the Republic base camp, but fell prey to betrayal at the hands of Frayne and the smuggler Naj Pandoor, who devised a scheme to sneak the discovered weapons off world to sell on the black market. Jyl found herself bound with Pandoor, also betrayed by the doctor, and discarded deep within the Geonosian catacombs. Somtay and her partner ferociously fought their way topside to intercept Doctor Frayne before she could make her way offworld. Unfortunately, Somtay's target met a gruesome end with a ravenous nexu in a nearby cave where the doctor had been





stashing contraband. Somtay confiscated a variable frequency Geonosian sonic blaster prototype, and returned to the Republic headquarters. There, she attempted to place Pandoor in custody for his part in the smuggling scheme. The smuggler tried to charm his way out of incarceration, but Somtay wasn't fooled. She detained the criminal, but gave Naj her word that she would recommend a lighter sentence in exchange for his assistance.

**Jyl Somtay (Battle of Geonosis)**  
Medium Human Female Jedi 6/Soldier 1  
Force 6

CL 7

Init +5; Senses Perception +5

Languages Basic, High Galactic

Defenses Ref 19 (flat-footed 18), Fort 22, Will 20; Dodge, Elusive Target, Lightsaber Defense, Tumble Defense

Hp 73; Threshold 22

Speed 6 squares

Melee lightsaber +10\* (2d8+4) or

Melee unarmed +8 (1d4+4) or

Ranged by weapon +9

Base Atk +7; Grp +9

Atk Options Throw, Trip

Force Powers Known (Use the Force +10): circle of shelter,

Force disarm, mind trick, move object, surge, vital transfer

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

Special Qualities occupation (Law Enforcement)

Talents Armored Defense, Beast Trick, Elusive Target, Lightsaber Defense

Feats Armor Proficiency (light), Dodge, Force Sensitivity, Force Training (2), Throw, Trip, Tumble Defense, Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +10, Gather Information +10, Pilot +10, Use the Force +10

Possessions Comlink, Jedi robes, lightsaber (self-built), Mk I clone trooper armor (+5 armor, +2 equipment)

Organization Score (Jedi Order) – 12

## MIRA

A former Padawan to Jedi Master Sora Bulq, Mira was among the Jedi who refused to support the Republic in its war against the Separatists. Three months after the Clone Wars began, Mira agreed to represent a group of like-minded Jedi in a conference with Jedi Master Mace Windu and several other Jedi dissident delegates at Sora Bulq's estate on Ruul to discuss the Jedi's role within the war. Mira insisted the war began prematurely, and urged Windu to support an end to the conflict so a dialogue between the Republic and the Confederacy could be re-established, but Windu maintained that the Confederacy had no such desire. With no solution to their dilemma in sight, Mira and the others agreed to adjourn their meeting for the evening.

Mira meditated on the matter at hand, but the young Jedi Knight grew restless, and felt a disturbance in the Force. Seeking out the source of the trouble, Mira stumbled upon Master Bulq engaged in combat with the Dark Side assassin, Asajj Ventress, and sprung forth to assist her old teacher. Unfortunately, Mira was no match for the witch, and was cut down by Ventress' crimson lightsaber before Bulq could save her.

**Mira (Battle of Lianna)** CL 9  
 Medium Near-Human (Theelin) Female Jedi 5/Noble 3/Jedi Knight 1  
 Force 3  
 Init +11; Senses low-light vision; Perception +11; Heightened



MIRA

Awareness  
 Languages Basic, Bocce, Durese, High Galactic, Huttese, Sriluurian

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Defenses Ref 23 (flat-footed 21), Fort 21, Will 23; Sense Deception

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Hp 71; Threshold 21

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Speed 6 squares  
 Melee lightsaber +11\* (2d8+5) or  
 Melee lightsaber +6/+6\* (2d8+5) with Double Attack or  
 Melee lightsaber +9\* (3d8+5) with Rapid Strike or  
 Melee lightsaber +4/+4\* (3d8+5) with Double Attack and Rapid Strike or  
 Melee unarmed +9 (1d4+5) or  
 Ranged by weapon +10  
 Base Atk +8; Grp +10  
 Atk Options Double Attack, Rapid Strike  
 Special Actions Adept Negotiator, Consular's Vitality, Educated, Quick Draw, Rapport, Skilled Advisor  
 Force Powers Known (Use the Force +10): falling avalanche, farseeing, Force thrust, move object, mind trick, surge

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Abilities Str 12, Dex 14, Con 11, Int 14, Wis 14, Cha 13  
 Special Qualities Near-Human Variant (skin color)  
 Talents Adept Negotiator, Consular's Vitality, Educated, Heightened Awareness, Sense Deception, Skilled Advisor  
 Feats Double Attack (lightsabers), Force Sensitivity, Force Training (2), Linguist, Quick Draw, Rapid Strike, Rapport, Skill Training (Persuasion), Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)  
 Skills Initiative +11, Knowledge (bureaucracy) +11, Perception +11, Persuasion +10, Use the Force +10  
 Possessions Jedi robes, lightsaber (self-built)

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Organization Score (Jedi Order) – 14

## NAHDAR VEBB

As a Padawan Learner, Nahdar Veibb was apprenticed to Jedi Master Kit Fisto thirteen years before the Clone Wars began. Veibb honed his lightsaber combat skills under Fisto's tutelage, as well as his affinity for healing and telekinetic movement. Nahdar soon approached a point where he could take the Jedi trials, but the



Battle of Geonosis sparked the Clone Wars, and Kit Fisto could no longer dedicate the necessary time to see Vebs's training through to the end. Nahdar was reassigned to Jedi Master Ki-Adi Mundi's clone army, and acted as a Commander to the Galactic Marines. Months passed, and Vebs saw his advancement repeatedly postponed as the war pressed on. Feeling marginalized, witnessing the treachery of the Separatists first hand to his species on Dac, and watching the deaths of his comrades hardened Vebs. After seven months of delays, the Jedi Council finally granted Vebs permission to return to the Jedi Temple on Coruscant to complete the Jedi Trials, and achieved the title of Jedi Knight.

While serving in the field during the eighth month of the war, Vebs received word that the Trade Federation Viceroy Nute Gunray had escaped Jedi custody, and had fled to the nearby world of Vassek. Eager to prove himself, Nahdar gathered a strike team and set off to capture the Neimoidian. On Vassek, Vebs reunited with his former master, Kit Fisto, and together they penetrated the Separatist citadel to secure Gunray. Vebs and his companions quickly discovered they had been misled, and Gunray was long gone. However, Nahdar and the others also learned had entered the lair of General Grievous, and Nahdar saw their presence as an opportunity neutralize the droid commander. Vebs's self-confidence and eagerness to prove his worth transformed into arrogance, and the Mon Calamari believed he could confront Grievous alone. The Dark Side clouded Vebs's judgment, and proved to be his undoing, as the newly-appointed Jedi Knight was slaughtered by the Kaleesh cyborg.

### Nahdar Vebs (Ambush at Vassek)

CL 8

Medium Mon Calamari Male Jedi 8

Force 9; Dark Side 3

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

Languages Basic, High Galactic, Mon Calamari

Defenses Ref 21 (flat-footed 19), Fort 20, Will 21; Block, Deflect  
Hp 101; Threshold 20

Immune Drowning

Speed 6 squares, 4 squares (swimming)

Melee lightsaber +11\* (2d8+6) or

Melee lightsaber +6/+6\* (2d8+6) with Double Attack or

Melee unarmed +10 (1d4+6) or

Ranged by weapon +10

Base Atk +8; Grp +10

Atk Options Accelerated Strike, Cleave, Double Attack, Power  
Attack

Special Actions Steel Resolve

**Force Powers Known** (Use the Force +10): falling avalanche,  
Force slam, fluid riposte, move object (2), pushing slash,  
repulse, surge, vital transfer

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

**Special Qualities** breathe underwater, expert swimmer

**Talents** Block, Deflect, Forceful Warrior, Steel Resolve

**Feats** Accelerated Strike, Cleave, Double Attack (lightsabers),  
Force Sensitivity, Force Training (3), Power Attack, Weapon  
Proficiency (lightsabers, simple weapons)

**Skills** Acrobatics +11, Knowledge (life sciences) +11, Use the  
Force +10

**Possessions** Jedi robes, lightsaber (self-built)

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**Organization Score** (Jedi Order) – 13