

STAR WARS[®]

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

JEDI KNIGHTS

CLONE WARS FAN SOURCEBOOK

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CHAPTER 6 THE JEDI ORDER





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.

OLANA CHION

As an infant, O-Lana Chion was the source of considerable controversy on her backwater home planet of Kegan. Chion was kidnapped by the isolationist, oppressive government that controlled Kegan to prevent the Jedi Order from taking her back to the Jedi Temple. The young girl was rescued by Jedi Padawan Obi-Wan Kenobi, and idolized him for the rest of her life as a result. O-Lana was officially inducted into the Jedi Order, and changed her name to Olana to mark the new chapter in her life. She dreamed of becoming Obi-Wan's apprentice, but her hopes were dashed when he selected Anakin Skywalker instead. Chion resented Kenobi's apprentice, and found it nigh impossible to trust Skywalker. Olana feared for her future within the Jedi Order without Kenobi's guidance, but before her thirteenth birthday, Chion was selected as a Padawan Learner by Jedi Master Avan Post.

As a Padawan, Chion had a strong aversion to open conflict that differed from the views of her master. As such, Chion and her master were often given separate assignments; Chion specialized in utilizing her forces to defend and evacuate civilian populations on war-ravaged worlds; Post often took command of starfighter wings. Olana Chion's master was killed in the ninth month of the Clone Wars before her training could be completed, but the Jedi Council felt the extent of Chion's training was sufficient, and she was unceremoniously promoted to Jedi Knight.

Near the end of the third year of the war, Chion attended a strategy meeting at the Jedi Temple on Coruscant to discuss the Outer Rim Sieges. When Grievous and his fleet sacked Coruscant, Olana oversaw the safe passage of Republic citizens to their disaster shelters beneath the cityscape until the conflict



ended. Days later, while Olana organized refugee movements, the Jedi Temple was ambushed by Anakin Skywalker and the 501st clone trooper legion. Amidst the chaos, Chion spirited as many younglings out of the Temple as possible, but she was eventually cornered by Skywalker and his murderous troops, and was killed.

Olana Chion (Second Battle of Coruscant) CL 10
 Medium Human Female Jedi 4/Noble 5/Jedi Knight 1
 Force 4; Dark Side 1
 Init +12; Senses Perception +12
Languages Basic, Bocce, Durese, High Galactic, Mon Calamarian, Ryl
 Defenses Ref 24 (flat-footed 22), Fort 22, Will 24; Brilliant
 Defense, Deflect

Hp 86; Threshold 22

Speed 6 squares

Melee lightsaber +11* (2d8+5) or

Melee lightsaber +9* (3d8+5) with Rapid Strike or

Melee unarmed +10 (1d4+5) or

Ranged by weapon +10

Base Atk +8; Grp +10

Atk Options Rapid Strike

Special Actions Anticipate Movement, Cover Escape, Force Warning, Forewarn Allies, Get Down, Quick Draw, Rapid Reaction, Wary Defender

Force Powers Known (Use the Force +13): circle of shelter, Force thrust, high ground defense, Malacia, mind trick, move object, Shien deflection, surge, vital transfer

Abilities Str 10, Dex 15, Con 11, Int 14, Wis 14, Cha 16

Talents Anticipate Movement, Cover Escape, Deflect, Force Warning, Forewarn Allies, Get Down

Feats Brilliant Defense, Force Sensitivity, Force Training (3), Linguist, Quick Draw, Rapid Reaction, Rapid Strike, Wary Defender, Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +12, Initiative +12, Knowledge (bureaucracy) +12, Perception +12, Use the Force +13

Possessions Jedi robes, lightsaber* (self-built)

Organization Score (Jedi Order) – 17

PABLO-JILL

Pablo-Jill was an Ongree Jedi Knight from the Skustell cluster during the Clone Wars. His most noteworthy achievement was ushering in a temporary state of peace on the ancient Republic military ordinance/supply world of Ord Mantell. Despite repeated requests by the Jedi Council, Pablo-Jill never trained a Padawan before the Clone Wars began. The Ongree Jedi Knight traveled to Geonosis to free Obi-Wan Kenobi from the clutches of the Confederacy of Independent Systems, and managed to survive the onslaught of super battle droids.

Three years later, Pablo-Jill attempted to rescue Supreme Chancellor Palpatine after the cyborg Separatist leader General Grievous succeeded in capturing the Republic head of state.

Pablo-Jill and several other Jedi pilots raced to disable Grievous' shuttle to liberate the Chancellor before he became trapped aboard Grievous' flagship. Most of the other Jedi broke away when Grievous launched a swarm of vulture droids to intercept Pablo-Jill and his allies, but the Ongree bore down on his target. Pablo-Jill and fellow Jedi L'lacielo Sageon became entangled in the tractor beam that towed Grievous' shuttle into the *Invisible Hand*. Inside the shuttle bay, Pablo-Jill and Sageon engaged Grievous in a fierce lightsaber duel, but the Jedi were outmatched, and slaughtered by the droid general.



PABLO-JILL

Pablo-Jill (Second Battle of Coruscant)

CL 13

Medium Ongree Male Jedi 6/Noble 1/Ace Pilot 3/Jedi Knight 3
Force 3

Init +8; Senses Perception +13

Languages Basic, Bocce, Duresse, High Galactic, Ithorese, Mon
Calamarian, Ongrean

Defenses Ref 29 (flat-footed 27), Fort 26, Will 27; Block, Deflect
Hp 114; Threshold 26

Speed 6 squares

Melee lightsaber +16* (2d8+12) or

Melee unarmed +13 (1d4+8) or

Ranged by weapon +13

Base Atk +11; Grp +13

Atk Options Cleave, Power Attack

Special Actions Presence, Relentless Pursuit, Vehicular Combat

Force Powers Known (Use the Force +13): assured strike,
barrier of blades, battle strike, fluid riposte, Force slam,
hawk-bat swoop, move object, surge (2)

Force Techniques Force Point Recovery

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

Talents Block, Deflect, Greater Weapon Focus (lightsabers),
Greater Weapon Specialization (lightsabers), Presence,
Relentless Pursuit, Spacehound, Weapon Specialization
(lightsabers)

Feats Cleave, Force Sensitivity, Force Training (3), Linguist,
Power Attack, Skill Focus (Persuasion), Skill Training
(Acrobatics), Vehicular Combat, Weapon Focus (lightsabers),
Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +13, Perception +13 (may reroll, keeping
second result), Persuasion +18, Pilot +13, Use the Force +13

Possessions Jedi robes, lightsaber* (self-built)

Organization Score (Jedi Order) – 20

RIVI-ANU

Only a Padawan at the start of the Clone Wars, Rivi-Anu received a field promotion to Jedi Knight six months before the war came to an end when her master fell in battle. As her first assignment, Anu served as adjutant and second-in-command to Jedi Master Ki-Adi-Mundi during the Outer Rim Sieges. Rivi-Anu spent

much of her time looking after the other junior Jedi Knights and Padawans under Ki-Adi Mundi's command.

During the Republic's attempt to re-secure Ord Canfre from the Separatists in the thirty-fifth month of the war, Rivi-Anu was tasked with securing the western flank of the Republic charge. Rivi-Anu was quickly wounded and her position became overrun. Heavy artillery brought down a Republic Star Destroyer, sending it into a death spin toward the battlefield. The young Jedi knew she and her allies would not be able to escape in time, so she urged Ki-Adi Mundi and his troops to evacuate while she used the Force to hold back the hulking wreck. Rivi-Anu was able to slow the crash-landing long enough for Mundi and his forces to escape. Once she was sure Mundi's army was clear, she let go, sacrificing herself, and taking many of the Separatist forces with her.

Rivi-Anu (Battle of Ord Canfre)

CL 7

Medium Human Female Jedi 7

Force 6

Init +5; Senses Perception +5



RIVI-ANU

Languages Basic, High Galactic

Defenses Ref 20 (flat-footed 18), Fort 18, Will 22; Force of Will, Lightsaber Defense, Resolute Stance

Hp 76; Threshold 18

Speed 6 squares

Melee lightsaber +8* (2d8+3) or

Melee unarmed +7 (1d4+3) or

Ranged by weapon +9

Base Atk +7; Grp +9

Atk Options Move Massive Object

Special Actions Telekinetic Power

Force Powers Known (Use the Force +15): Force slam, Force thrust, intercept, move object (2), surge

Force Regimens quiet the mind, telekinetic practice, training remote

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

Talents Force of Will, Lightsaber Defense, Move Massive Object, Telekinetic Power

Feats Force Regimen Mastery, Force Sensitivity, Force Training (2), Skill Focus (Use the Force), Skill Training (Knowledge [tactics]), Resolute Stance, Strong in the Force, Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +10, Knowledge (bureaucracy) +9, Knowledge (galactic lore) +9, Knowledge (tactics) +9, Use the Force +15

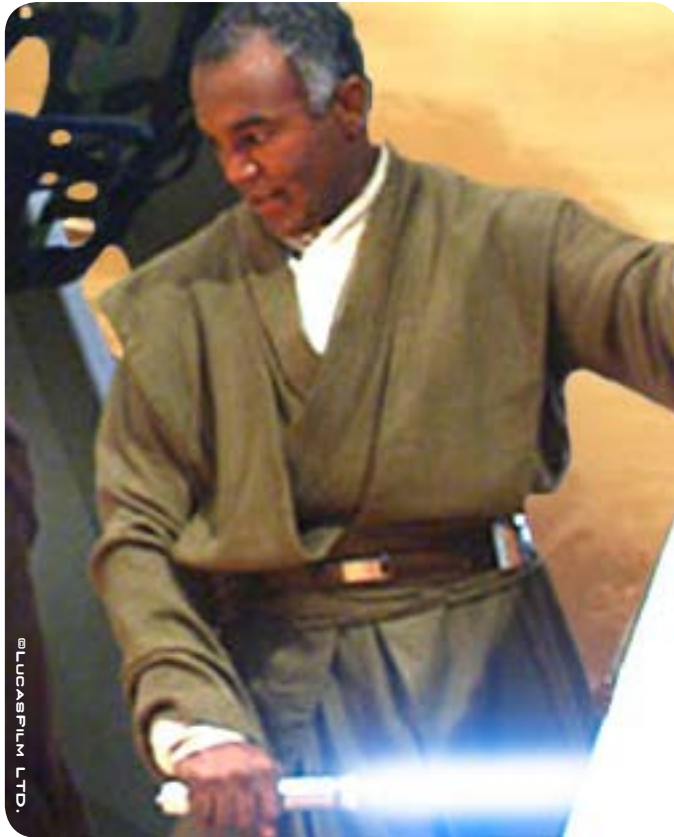
Possessions Jedi robes, lightsaber* (self-built)

Organization Score (Jedi Order) – 15

ROTH-DEL MASONA

Roth-Del Masona was one of eighteen Jedi that survived the bloody battle in the Geonosian execution arena that brought about the start of the Clone Wars. Rather than accept a General's commission in the Grand Army of the Republic, Masona remained on Coruscant to serve as Jedi Master Mace Windu's personal adjutant. While he sometimes accompanied Master Windu's army, he more often kept station on Coruscant, filling in for many of Windu's temple duties.

During the Confederate assault on Coruscant, Masona teamed with Jedi B'ink Utrila, Foul Moudama, and Ronon Corobb to escort the Supreme Chancellor to the safety of his underground bunker.



The group was opposed by General Grievous, who harried them at every turn. Masona and the others reached the safe house with the Chancellor and locked themselves in. Unfortunately, Grievous had already gained entrance to the bunker, and slaughtered Masona and his Jedi companions before capturing the Chancellor.

Roth-Del Masona (Second Battle of Coruscant) CL 12
 Middle-aged Medium Human Male Jedi 3/Noble 6/Jedi Knight 3
 Force 3
 Init +8; Senses Perception +18
 Languages Basic, Bocce, Camaasi, Durese, Gran, High Galactic,
 Huttese, Ryl

Defenses Ref 26 (flat-footed 24), Fort 25, Will 26; Deflect

Hp 100; Threshold 25

Speed 6 squares

Melee lightsaber +12* (2d8+7) or

Melee unarmed +11 (1d4+7) or

Ranged by weapon +12

Base Atk +10; Grp +12

Special Actions Adaptive Talent (Master Advisor), Coordinate, Echoes in the Force, Elder's Knowledge, Galactic Guidance, Know Your Enemy, Quick Skill, Scholarly Knowledge, Skilled Advisor

Force Powers Known (Use the Force +13): circle of shelter (2), enlighten, farseeing, Force slam, mind trick, move object, prescience, surge

Force Techniques Improved Move Light Object

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

Talents Coordinate, Deflect, Echoes in the Force, Galactic Guidance, Know Your Enemy, Scholarly Knowledge, Skilled Advisor

Feats Adaptive Talent (Master Advisor), Elder's Knowledge, Force Sensitivity, Force Training (3), Informer, Linguist, Officer Candidacy Training, Quick Skill, Skill Focus (Knowledge [galactic lore], Perception), Weapon Proficiency (lightsabers, simple weapons)

Skills Knowledge (bureaucracy) +14, Knowledge (galactic lore) +19, Knowledge (tactics) +14, Perception +18, Use the Force +13

Possessions Jedi robes, lightsaber* (self-built)

Organization Score (Jedi Order) – 22

SERRA KETO

Knighthood shortly before the Battle of Geonosis, Serra Keto studied the ways of the Jedi under Jedi Master Cin Drallig, and achieved expertise in the lightsaber form VI variant known as Jar'Kai with his guidance. In the midst of the Outer Rim Sieges, during the thirtieth month of the Clone Wars, Keto led a platoon of clones to a deep space research facility where Republic Intelligence believed Separatist weapons research and testing were taking place. Shortly after their arrival, Keto's soldiers encountered a Confederate experiment gone haywire – a cybernetic organism



able to adapt other technologies to its use, and combine into much larger forms. Cut off from their transports, the Republic troops met a gruesome end at the hands of the entities, and soon only Keto remained.

Serra managed to transmit a distress signal to the Republic before holing up in hopes she would be reinforced. Keto's call for help was answered by Anakin Skywalker, but despite Serra's insistence on escape, her brash rescuer engaged the horde in combat. Keto and Skywalker soon found themselves overwhelmed by the creatures until Anakin breached the station's hull, venting the atmosphere and the entire swarm of organic constructs into space. The two made their escape as the station crumbled around them, barely escaping in Skywalker's cramped starfighter.

When Order 66 was declared following the destruction of General Grievous, Serra Keto defended the Jedi Temple from

invasion at the hands of the traitorous Skywalker and the 501st clonetrooper legion. With her master Cin Drallig, the two fought desperately to protect the temple and its inhabitants, but were separated during the chaos. Serra was forced to face Anakin alone, and was crushed to death under tons of Force-directed rubble at the former Jedi's hands.

Serra Keto (Order 66)

CL 12

Medium Female Human Jedi 8/Jedi Knight 4

Force 6

Init +15; Senses Perception +8

Languages Basic, High Galactic

Defenses Ref 29 (flat-footed 24), Fort 25, Will 26; Block, Deflect, Jar'Kai, Lightsaber Defense, Niman

Hp 107; Threshold 25

Speed 6 squares

Melee lightsaber +18* (2d8+10) or

Melee lightsaber +13/+13* (2d8+10) with Double Attack or

Melee lightsabers +16/+16* (2d8+10) or

Melee lightsabers +11/+11/+11* (2d8+10) with Double Attack or

Melee unarmed +16 (1d6+8) or

Ranged by weapon +16

Base Atk +12; Grp +16

Atk Options Deft Charge, Double Attack

Force Powers Known (Use the Force +13): battle strike, Force thrust (2), hawk-bat swoop, move object (2), surge, twin strike, unhindered charge

Force Techniques Improved Battle Strike, Improved Move Light Object

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

Talents Block, Deflect, Jar'Kai, Lightsaber Defense, Niman, Weapon Specialization (lightsabers)

Feats Deft Charge, Double Attack (lightsabers), Dual Weapon Mastery I, Dual Weapon Mastery II, Force Sensitivity, Force Training (3), Martial Arts I, Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +15, Initiative +15, Jump +13, Use the Force +13

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

Organization Score (Jedi Order) – 15

SHA KOON

Even as a child, Sha Koon possessed a strong gift for premonition and telepathy, and shared a deep telepathic bond with her uncle, Plo Koon. As a result, Uncle Plo brought her to the Jedi Temple on Coruscant and placed her under the guidance and tutelage of Jedi Master Yoda. When her time as an initiate came to an end, Sha Koon trained under Ithorian Jedi Master Saldith. Sha Koon's telepathic link with her uncle proved crucial during the Stark Hyperspace War when she received word via the Force from Master Plo. Sha altered the Jedi Council to the severity of events that transpired on Qotile, which prompted reinforcements being deployed to put an end to the conflict.

By the time the Clone Wars began, Sha Koon was a respected Jedi Knight with her own Padawan, Corellian Balyis Archan. In the



SHA KOON

last year of the war, Koon and Archan headed an operation on Bal'demnic that included Jedi Knight Halagad Ventor and others to liberate the native Kon'me. The Commerce Guild had taken over the planet to nationalize the cortosis mines, posing a threat to the entire Jedi Order. Upon their arrival, Koon and her forces met opposition from both the Confederacy and the Kon'me, who had obtained advanced weaponry from war profiteers. Both the Confederacy and the Republic were ultimately driven from Bal'demnic, but Koon ordered a defense fleet to stay within the system to protect the Kon'me from reprisals at the hands of the Commerce Guild.

Weeks before the war concluded, Sha and her Padawan traveled to the Herglic homeworld of Giju to head off a Separatist armada blockading the Giju Pass, a deadly choke point for Republic forces traveling into the Colonies. Although the Republic defeated the Confederacy, Sha's ground forces suffered heavy losses digging out the Separatist garrisons, and during the final skirmish, her Padawan Balyis Archan was killed. Koon suffered oxygen poisoning when her breathing apparatus was damaged, and spent several weeks recovering on Coruscant.

After her wounds healed, Sha Koon refused to return to the front lines, but aided in the search for the Sith Lord allegedly controlling the Republic Senate. As she followed up leads inside the Jedi Temple library, the 501st clonetrooper legion attacked the Jedi Temple under the traitorous General Skywalker's command. Koon felt the death of her uncle and hundreds of other Jedi through the Force, and fell unconscious from the shock. When she awoke, much of the Temple lay in ruins, and she made for the secret tunnels below the Jedi library to escape.

After weeks in the network of tunnels beneath the Jedi Temple, a desperate plan formed in Sha's mind. She hoped to destroy Vader and take his place at the new Emperor's side. Unfortunately, Sha's willingness to submit to the Dark Side flawed her plan from the start, and Vader easily destroyed her. As she took her last breath, Koon had a premonition of Vader's redemption, and the rebirth of the Jedi Order under his son, setting her at peace as she became one with the Force.

Sha Koon (Order 66)

Medium Kel Dor Female Jedi 7/Jedi Knight 6

CL 13

Force 5, Strong in the Force; Dark Side 1
 Init +8; Senses low-light vision; Use the Force +14
Languages Basic, High Galactic, Kel Dor
 Defenses Ref 27 (flat-footed 25), Fort 27, Will 28; Deflect
 Hp 144; Threshold 27

Speed 6 squares
 Melee lightsaber +16* (2d8+7) or
 Melee unarmed +15 (1d4+7) or
 Ranged by weapon +15
 Base Atk +13; Grp +15
 Atk Options Assured Attack
 Special Actions Adaptive Talent, Foresight, Link, Precognitive
 Meditation, Telepathic Link, Visions
 Force Powers Known (Use the Force +14): farseeing, Force
 slam, hawk-bat swoop, mind trick, pushing slash, move
 object, saber swarm, surge
 Force Techniques Dominate Mind, Improved Mind Trick,
 Improved Telepathy

Abilities Str 13, Dex 14, Con 14, Int 13, Wis 16, Cha 16
 Talents Deflect, Force Perception, Foresight, Link, Precognitive
 Meditation, Telepathic Link, Visions

Feats Adaptive Talent (Block), Assured Attack, Force Sensitivity,
 Force Training, Informer, Strong in the Force, Weapon
 Finesse, Weapon Focus (lightsabers), Weapon Proficiency
 (lightsabers, simple weapons)

Skills Acrobatics +13, Knowledge (galactic lore) +12, Use the
 Force +14 (may substitute for Gather Information checks,
 may substitute for Perception checks, may reroll when
 searching her feelings or sensing Force, keeping better
 result)

Possessions Antiox mask and goggles, Jedi robes, lightsaber*
 (self-built)

Organization Score (Jedi Order) – 21

SIA-LAN WEZZ

As a Padawan Learner under the service of Jedi Master Lo-Jad, Wezz studied at the Royal House of Learning on Naboo when the world was blockaded by the Trade Federation. Powerless to stop

SIA-LAN WEZZ



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the occupation of the city or rescue the queen, Sia-Lan, fellow Padawan Rann I-Kanu, and several other allies managed to escape the city, and flee to the swamps. Before she knew it, Wezz and her companions came into contact with a small resistance group, and began conducting guerilla raids against the Trade Federation.

For days, Sian-Lan and the others ran raids on supply depots, liberated prisoners from detention camps, and spirited royal courtiers to safety. When Queen Amidala returned to Naboo and devised a plan to free her world, Sian-Lan Wezz's group of freedom fighters was absorbed into the Queen's forces. Wezz

assisted the Royal Handmaiden Sabé in a diversion that allowed Amidala to corner the Trade Federation Viceroy, Nute Gunray, and end the Neimoidian's occupation of Naboo.

One month after the destruction of the Jedi Order, Jedi Knight Sian-Lan Wezz traveled to Kessel to meet with other Jedi to discuss what to do in the wake of the galactic Sith takeover. Unfortunately, the Jedi in attendance fell victim to Jedi Shadday Potkin's hubris; she lured Darth Vader to the meeting in hopes that the group of Jedi would overpower and eliminate the Sith Lord. Sian-Lan lashed out at the Dark Lord, and was the first to perish when Vader speared her through the chest with his lightsaber.

Sia-Lan Wezz (Ambush at Kessel) CL 9
Medium Human Female Jedi 9
Force 2
Init +16; Senses Perception +10
Languages Basic, Bocce, High Galactic
Defenses Ref 22 (flat-footed 20), Fort 21, Will 21; Deflect, Lightsaber Defense
Hp 77; Threshold 21
Speed 6 squares
Melee lightsaber +12* (2d8+5) or
Melee lightsaber +7/+7* (2d8+5) with Double Attack or
Melee unarmed +10 (1d4+5) or
Ranged by weapon +11
Base Atk +9; Grp +11
Atk Options Advantageous Attack, Double Attack, Power Attack, Powerful Charge, Sentinel Strike
Special Actions Heightened Awareness
Force Powers Known (Use the Force +11): battle strike, Force thrust, mind trick, move object, surge, vital transfer
Abilities Str 12, Dex 15, Con 12, Int 15, Wis 13, Cha 14
Talents Deflect, Heightened Awareness, Lightsaber Defense, Redirect Shot, Sentinel Strike
Feats Advantageous Attack, Double Attack, Force Sensitivity, Force Training (3), Power Attack, Powerful Charge, Skill Focus (Initiative), Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +11, Initiative +16, Knowledge (galactic lore) +11, Perception +10, Use the Force +11

Possessions Jedi robes, lightsaber* (self-built)

Organization Score (Jedi Order) – 14

SIAN JEISEL

Unwilling to go to war for a Republic she deemed too corrupt to defend, Sian Jeisel disobeyed the Jedi Council's call to arms following the Battle of Geonosis. Though it pained her, Jeisel abandoned the Jedi Order. When an invitation to join a conference between dissident Jedi such as herself and Jedi Master Mace Windu in the third month of the war, she agreed and set a course for the meeting place, former Jedi Master Sora Bulq's family estate on Ruul. Unfortunately, Sian's host was secretly a Separatist collaborator, intent on wedging the Jedi Order apart from within. Negotiations broke down once Bulq's true motives came to light, culminating in a wild melee where Jeisel was forced to take crazed Jedi Eremi Rhad Tarn's life in self-defense. Swayed by Mace Windu's words, and having witnessed how low the Separatists would stoop to achieve their objectives, Sian Jeisel agreed to rejoin the Jedi Order and accept a commission in the Grand Army of the Republic.

Two months later, Jeisel joined Jedi Masters Tsui Choi and Kai Justiss' mission to reinforce troops at Drongar in their ongoing struggle to secure the availability of the miraculous medicinal plant bota. While en route, Jeisel's fleet was ambushed by a Separatist flotilla led by Count Dooku, and taken prisoner. The clone troopers of Jeisel's fleet were slaughtered, but the Separatist leader allowed the Jedi to live and told them to spread the word of his infinite mercy.

Sian went on to fight in many battles throughout the Clone Wars, the last of which was on Saleucami in the thirtieth month of the war. Under the command of Jedi Master Oppo Rancisis, Jeisel battled Separatist forces and Morgukai clone warriors in a five month-long siege of Caldera City. Sian was distrustful of Rancisis' second-in-command, Quinlan Vos, who she shadowed in effort to prove his disloyalty. Although Sian's suspicions proved correct, she learned to accept and forgive Master Vos after he terminated the Confederate leaders on Saleucami, which allowed Sian and the other Jedi to claim a victory for the Republic.



Two days before the Clone Wars ended, Sian Jeisel and Jedi Master K'ruhk were dispatched to aid Jedi-General Ki-Adi-Mundi on the Intergalactic Banking Clan colony of Mygeeto. During their departure, Jeisel and the others took enemy fire from a Confederate warship that had been lying in wait behind one of Saleucami's moons. Her ship sustained damage in the escape, forcing Jeisel and her companions to make an emergency hyperspace jump to a Jedi training outpost on Bogden 3. As the clones made repairs to the Republic ship, Supreme Chancellor

Palpatine initiated Order 66, and Sian and K'ruhk rushed to protect the younglings of the outpost from being slaughtered by the clone troopers. When an extended defense of the outpost proved futile, Jeisel gave her life to create a distraction for Master K'ruhk to escape with the Jedi younglings onboard a transport.

Sian Jeisel (Order 66)

CL 12

Medium Devaronian Female Jedi 9/Jedi Knight 3

Force 3

Init +8; Senses Perception +13; Natural Curiosity

Languages Basic, Devaronese, Huttese

Defenses Ref 26 (flat-footed 24), Fort 27, Will 26; Block, Deflect, Unwavering Resolve

Hp 111; Threshold 27

Speed 6 squares

Melee lightsaber +17* (2d8+8) or

Melee lightsaber +14/+14* (2d8+8) with Double Attack or

Melee lightsaber +15* (3d8+8) with Rapid Strike or

Melee lightsaber +12/+12* (3d8+8) with Double Attack and Rapid Strike or

Melee unarmed +14 (1d6+8) or

Ranged by weapon +14

Base Atk +12; Grp +14

Atk Options Double Attack, Rapid Strike

Special Actions Dark Side Sense

Force Powers Known (Use the Force +12): assured strike, barrier of blades, battle strike, falling avalanche, Force slam, inertia, move object, surge (2)

Force Techniques Improved Sense Force

Abilities Str 15, Dex 15, Con 17, Int 12, Wis 15, Cha 12

Talents Block, Dark Side Sense, Deflect, Forceful Warrior,

Greater Weapon Focus (lightsabers), Multiattack Proficiency (lightsabers), Redirect Shot

Feats Double Attack (lightsabers), Force Sensitivity, Force

Training (2), Martial Arts I, Rapid Strike, Unswerving Resolve,

Unwavering Resolve, Weapon Focus (lightsabers), Weapon

Proficiency (lightsabers, simple weapons)

Skills Acrobatics +13, Perception +13, Use the Force +12

Possessions Jedi robes, lightsaber* (self-built)

Organization Score (Jedi Order) – 20

TARR SEIRR

An experienced Jedi Watchman of Cerea who relieved Jedi Council member Ki-Adi-Mundi, Tarr Seirr was recalled to Coruscant when the Clone Wars began. Tarr was assigned to General Mundi's army, giving him the opportunity to walk alongside, rather than follow in the footsteps, of his idol.

In the fourth month of the Clone Wars, Tarr accompanied Mundi on a mission to destroy a secret droid foundry on Hypori. Unfortunately, the Jedi task force ran straight into a dense minefield laid by the Confederate General Grievous, and the majority of the fleet was destroyed in orbit by a dense minefield. Seirr and the other Jedi commanders survived a crash-landing on Hypori's surface, but quickly became overrun by an innumerable force of battle droids. During their stand within the scorched remains of a Republic transport, Tarr Seirr and the other Jedi squared off with General Grievous, and learned of the Kaleesh cyborg's combat prowess first hand. Tarr Seirr died at Grievous' hands alongside several of his companions, moments before an ARC trooper extraction team arrived.



TARR SEIRR

Tarr Seirr (Battle of Hypori)

CL 9

Medium Cerean Male Jedi 5/Noble 3/Jedi Knight 1

Force 4

Init +11; Senses Perception +6

Languages Basic, Cerean, High Galactic, Huttese, Kel Dor, Ryl, Shryiiwook

Defenses Ref 23 (flat-footed 21), Fort 22, Will 23; Lightsaber Defense

Hp 79; Threshold 22

Speed 6 squares

Melee lightsaber +11* (2d8+5) or

Melee unarmed +10 (1d4+5) or

Ranged by weapon +10

Base Atk +8; Grp +10

Special Actions Advanced Planning, Consular's Vitality, Force warning, Intuitive Initiative, Skilled Advisor

Force Powers Known (Use the Force +11): enlighten, Force thrust, inspire, mind trick, move object, surge

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

Talents Advanced Planning, Consular's Vitality, Force Warning, Forewarn Allies, Lightsaber Defense, Skilled Advisor

Feats Force Sensitivity, Force Training (2), Linguist, Perfect Intuition, Skill Focus (Persuasion), Skill Training (Persuasion), Weapon Finesse, Wary Defender, Weapon Proficiency (lightsabers, simple weapons)

Skills Gather Information +11, Knowledge (bureaucracy) +11, Knowledge (galactic lore) +11, Persuasion +16, Use the Force, +11

Possessions Jedi robes, lightsaber* (self-built)

Organization Score (Jedi Order) – 17

TREETOWER

Twenty months into the Clone Wars, when the Jedi Council heard rumors of the Separatists slaving Ugnaughts off of the recently-occupied planet of Gentes, Treetower was a natural choice to go undercover. He was tasked with confirming the enslavement of his people so that the Council might take action. Treetower quickly substantiated the rumors during his mission to Gentes, but during a battle on Yorn Skot against the slavers, Treetower



was left for dead, dangling by his cloak from a sensor vane beneath the floating container filled with slaves. A squad of HOPE commandos was able to rescue Treetower, allowing him to free the slaves.

Treetower (Battle of Gentes) CL 8
 Small Ugnaught Male Jedi 5/Scout 3
 Force 3
 Init +7; Senses Perception +16
Languages Basic, Ugnaught
 Defenses Ref 23 (flat-footed 20), Fort 21, Will 21; Deflect, Evasion
Hp 74; Threshold 21
 Speed 4 squares
 Melee lightsaber +11* (2d8+3) or
 Melee unarmed +6 (1d3+3) or
 Ranged by weapon +10
 Base Atk +7; Grp +10
 Special Actions Feel the Force

UGNAUGHTS

Originating from the harsh world of Gentes in the Anoat System, Ugnaughts are a sturdy race of tiny humanoids with porcine features. These stubby aliens hold high technical aptitudes and tireless work ethics, making them ideal mechanics and technicians. Since they are a society of skilled laborers, Ugnaughts are often found in work forces throughout the galaxy. For years, Gentes has fallen prey to slave traders, making them equally common among slave laborers.

Ugnaught Species Traits

All Ugnaughts share the following traits:

Ability Modifiers: -2 Dexterity, +2 Constitution, +2 Intelligence, -2 Charisma. Ugnaughts are gifted technicians with hardy constitutions, but have stocky builds and surly attitudes.

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

Speed: Ugnaught base speed is 4 squares.

Conditional Bonus Feat: Ugnaughts are sturdy and less prone to fatigue. An Ugnaught with Endurance as a trained skill gains Skill Focus (Endurance) as a bonus feat.

Mechanical Savvy: Ugnaughts benefit from a -5 to all DCs when using the Build Object, Jury-Rig, Repair, Repair Droid, or Repair Object functions of the Mechanics skill.

Automatic Languages: Ugnaught

Force Powers Known (Use the Force +9): farseeing, Force thrust, move object, prescience, surge (2)

Abilities Str 8, Dex 16, Con 14, Int 12, Wis 15, Cha 11

Special Qualities Mechanical Savvy

Talents Acute Senses, Deflect, Evasion, Feel the Force, Force Flow

Feats Force Readiness, Force Sensitivity, Force Training, Informer, Skill Focus (Perception), Weapon Finesse, Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Acrobatics +12, Perception +15 (may substitute for Gather Information checks, may reroll, keeping second result), Use the Force +9

Possessions Jedi robes, lightsaber* (self-built)

Organization Score (Jedi Order) – 15

XIAAN AMERSU

Xiaan Amersu began her path as a Jedi apprentice to Anx Jedi Master J'mikel nearly a decade before the Clone Wars began. One of the young Twi'lek's early missions alongside her master took her into Coruscant's sublevels to hunt the Jedi-turned-mercenary Aurra Sing. Xiaan witnessed the assassin's handiwork when she watched Sing butcher her master. Amersu survived the ordeal, but lived with the threat that Sing would track down and murder her when she grew up and became a fully-fledged Jedi Knight.

Xiaan suffered deep psychological trauma as a result of the experience, and her rehabilitation with the healers of the Jedi Order was long and arduous. During her recuperation, Xiaan met Aayla Secura, a fellow young Twi'lek apprentice, and the two became fast friends. Secura entrusted Amersu with a Heart of Fire gem handed down from her master, Quinlan Vos. Xiaan later returned this crystal to Vos to help repair his memory, damaged after a mind-wipe by a spice cartel.

When the Clone Wars began, Xiaan fought bravely alongside her new master, and in the fifth month of the war, due to a shortage of Jedi-Generals and her seniority among Padawans, the Twi'lek was promoted to the rank of Jedi Knight. On the eve of her first battle as commander, Xiaan's friend Aayla returned Master J'mikel's lightsaber to Amersu after retrieving it from the recently-incarcerated Aurra Sing. With Sing behind bars, Xiaan's mind was finally at ease, allowing her to focus on the upcoming battle.

During the thirtieth month of the war, and for the five months following, Xiaan and her forces served under Jedi Master Oppo Rancisis in the siege on heavily fortified Caldera City on Saleucami. Xiaan led Blue Squadron on several unsuccessful assaults of the city's shield generator and cannon emplacements. In the final battle, Amersu's starfighter was damaged by Separatist air defenses. Sensing an opportunity, Amersu turned her fighter

XIAAN AMERSU



into a missile, sacrificing herself to take out the Separatist orbital cannon. With the cannon gone, the Republic fleet in orbit was able to bombard Caldera City into submission, securing a victory for the Republic and putting an end to the five month-long siege of Saleucami.

Xiaan Amersu (Battle of Saleucami)

CL 9

Medium Twi'lek Female Jedi 3/Noble 5/Ace Pilot 1
Force 2

Init +6; Senses low-light vision; Perception +11

Languages Basic, Binary, High Galactic, Ryl

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

Hp 78; Threshold 22

Speed 6 squares

Melee lightsaber +9* (2d8+4) or

Melee unarmed +8 (1d4+4) or

Ranged by weapon +8

Base Atk +6; Grp +8

Special Actions Adversary Lore, Lead by Example, Vehicular Combat

Force Powers Known (Use the Force +11): Force thrust, inspire, move object, surge (2), valor

Starship Maneuvers Known (Pilot +16): afterburn, devastating hit, target sense

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

Special Qualities Deceptive

Talents Adversary Lore, Face the Foe, Know Weakness, Lead by Example, Lead from the Front, Spacehound

Feats Force Sensitivity, Force Training (2), Skill Focus (Pilot), Stand Tall, Starship Tactics, Vehicular Combat, Weapon Finesse, Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Perception +11, Persuasion +11, Pilot +16, Use the Force +11

Possessions Jedi robes, lightsaber* (self-built)

Organization Score (Jedi Order) – 15

YLENIC IT'KLA

One of the few Caamasi to become a member of the Jedi Order, Ylenic spent much of his time in the Jedi Order loosely serving as Watchman to Alderaan, and working with his best friend, Nejaa Halcyon. Because Halcyon was Corellian, It'kla and his companion spent much of their time in Corellian Space. However, shortly before Clone Wars began, It'kla returned to the Jedi Order on Coruscant, and Nejaa was forced to stay on his homeworld when Corellia invoked the Contemplanys Hermi proviso and closed its borders.

When Ylenic saw how desperate the Republic had become for resources, he hatched a plan with his old friend Nejaa to sway Corellia out of neutrality, with her mighty warships and

YLENIC IT'KLA



BJIM PAVELAC

formidable warriors. One week after the Battle of Geonosis, the Caamasi Jedi accompanied Jedi Knight Aayla Secura on a mission under the guise of flushing out a Separatist cell led by a man named Tendir Blue operating on Corellia. It'kla and Secura posed as freighter pilots looking for passengers, while Halcyon assumed the identity of Ratri Tane, a defected Techno Union scientist the

Jedi secretly had in protective custody. The Confederate agents quickly learned of the Jedi's presence, and were duped into the assumption that Ylenic and Aayla aimed to secure Tane for the Republic, as the ex-Techno Union employee carried stolen plans of a prototype battle droid. The Jedi's adversaries captured Halcyon posing as Tane, obtained the prototype schematics, and escaped Corellia to deliver the prize to Count Dooku, but the plans had been altered to sabotage the droids manufactured using them. The event demonstrated to the Corellian government that the Separatists operated unlawfully within their territory, convincing the Corellian sector to end their self-imposed exile.

Ylenic fought alongside Nejaa many times throughout the course of the three year conflict, and during the final months of the Clone Wars, he and Anakin Skywalker assisted Halcyon in breaking up a Dark Side cult led by fallen Jedi Nikkos Tyriss. Although they were successful in locating and neutralizing the group, Nejaa was killed during the confrontation, and Ylenic It'kla was forced to deliver the news of Halcyon's death to his secret family on Corellia.

Following the death of his close companion, Ylenic retracted from participation in the Clone Wars and headed to Alderaan to meditate. There, he became personal advisor to Viceroy Bail Organa, and used his standing within the Alderaanian government to avoid detection when the Jedi were branded as traitors following the issuance of Order 66. Although It'kla survived the Great Jedi Purge, he perished with two billion of his fellow Alderaanians when the planet was destroyed by the *Death Star* nearly twenty years later, but not before passing on memnis to his nephew, Elegos A'kla.

Ylenic It'kla (Order 66)

CL 13

Medium Caamasi Male Noble 2/Jedi 6/Jedi Knight 5

Force 8

Init +8; Senses Perception +19

Languages Basic, Bocce, Caamasi, High Galactic, Olys Corellisi

Defenses Ref 27 (flat-footed 25), Fort 26, Will 28; Deflect

Hp 84; Threshold 26

Speed 6 squares

Melee lightsaber +15* (2d8+7) or

Melee lightsaber +10/+10* (2d8+7) with Double Attack or

Melee lightsaber +13* (3d8+7) with Rapid Strike or

Melee lightsaber +8/+8* (3d8+7) with Double Attack and Rapid Strike or

Melee unarmed +14 (1d4+7) or

Ranged by weapon +14

Base Atk +12; Grp +14

Atk Options Double Attack, Rapid Strike

Special Actions Advanced Planning, Adept Negotiator, Memory

Sharing, Pacifism, Sheltering Stance, Skilled Advisor,

Vigilance

Force Powers Known (Use the Force +14): disarming slash, farseeing, Force thrust (2), Malacia, mind trick, move object, prescience, rebuke, Shien deflection, surge (2)

Force Techniques Improved Sense Force, Improved Telepathy

Abilities Str 13, Dex 15, Con 12, Int 13, Wis 17, Cha 16

Talents Advanced Planning, Adept Negotiator, Deflect, Sense

Deception, Sheltering Stance, Skilled Advisor, Vigilance

Feats Double Attack (lightsabers), Force Sensitivity, Force

Training (3), Informer, Linguist, Rapid Strike, Skill Focus

(Perception), Weapon Finesse, Weapon Proficiency

(lightsabers, pistols, simple weapons)

Skills Deception +14, Knowledge (bureaucracy) +12, Knowledge

(galactic lore) +12, Perception +19 (may substitute for

Gather Information checks), Persuasion +14 (may reroll,

keeping better result), Pilot +13, Use the Force +14 (may

substitute for Will Defense versus Deception or Persuasion, if higher)

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

Organization Score (Jedi Order) – 16