

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 VI 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.

AAYLA SECURA

Aayla Secura was a young slave girl in the Twi'lek clan Secura on Ryloth, until Jedi Master Tholme and his Padawan Quinlan Vos discovered her strong connection to the Force. Aayla was inducted into the Jedi Order and years later was taken on as Vos' Padawan Learner. The pair successfully completed several missions on behalf of the Jedi Council, until they attempted to break up a spice cartel synthesizing Glitteryll. Aayla's uncle, Pol Secura, managed to wipe both of the Jedi's memories, and put Aayla to work as a slave dancer in his entourage. Aayla disappeared for months, but was later found alongside Volfe Karrko, an Anzati fallen Jedi, who was corrupting Aayla, and drawing her toward the Dark Side. After a furious battle resulting in the death of Karrko, the young Twi'lek was rescued. The Jedi Council refused to allow Aayla to be reinstated as Vos' apprentice, however, since the Padawan and her master had spiraled too close to the Dark Side during their ordeal. Fortunately, Master Tholme offered to complete Secura's training and the Council agreed.

Secura's final mission under Tholme's tutelage sent her back to Ryloth to help locate Nat Secura, Clan Secura's heir to the Twi'lek Council. Aayla's master was captured attempting to rescue the boy, so to complete her mission the Padawan enlisted the help of Quinlan Vos. Together, Aayla and her former master were able to liberate Nat Secura and Tholme from the clutches of the Nikto Morgukai Warrior Bok and his men. For her bravery in the face of disaster, Aayla was knighted.

Seven years later, Aayla was one of the many Jedi rushed to Geonosis to free Obi-Wan Kenobi from the Separatists, and was one of the few survivors of the skirmish in Petranaki Arena that

gave way to the Clone Wars. Seven days later, after accepting a commission in the Grand Army of the Republic, Aayla was dispatched to Corellia with Caamasi Jedi Knight Ylenic It'kla. Posing as independent traders, Aayla and It'kla were to extract a defecting Techno Union scientist named Ratri Tane. Secura's cover was blown by a group of Gotal mercenaries led by Separatist goon, Tendir Blue. After a series of skirmishes, Blue captured Tane and escaped with a set of prototype schematics for advanced droid circuitry. Crushed and defeated, Aayla was surprised when the man she knew as Tane revealed himself as the Jedi Nejaa Halcyon, who allowed Blue to make off with the schematics that had been sabotaged by the Republic.

Next, Aayla established contact with Quinlan Vos, who had spent the last two years deep undercover, and learned of an impending assault on Kamino. Secura was immediately assigned to defend the crucial military asset with Kit Fisto, Obi-Wan Kenobi, and several other prominent Jedi. Two months into the Clone Wars, when the attack finally came, Secura and Jedi Master Tsui Choi led an assault wing to intercept fighters while Kenobi's squadrons defended the cloning facilities. The strategy was extremely effective in repelling the enemy, resulting in the destruction of several Confederate vessels and the death of traitorous Commander Merai.

After a wearying, but successful mission to Cavamina Minor, Aayla was attached to Jedi Master Ki-Adi-Mundi's army. Following a decisive victory on Hitaka in the fourth month of the war, Secura and Mundi joined a task force to destroy a newly-discovered droid foundry on Hypori. The task force fell into a Separatist trap, and came out of hyperspace within an orbital minefield. Although Aayla and many of her Jedi allies survived the crash-landing onto the surface, they were then assailed by General Grievous, who cut through the Jedi ranks. Aayla was injured by the cybernetic psychopath, but was extracted by Captain Fordo and his squad of ARC troopers before a lethal blow could be dealt.

A week later, after recovering from her injuries, Secura was sent to Kamino to assemble and train with her replacement army. During her stay, Aayla and Kit Fisto stumbled upon a Separatist plot to exterminate the Republic's clones via a deadly nano-virus. After the murder of Master Cloner Sayn Ta, Aayla and Fisto

AAYLA SECURA



discovered the Kaminoan saboteur responsible for the virus. During their fight with the turncoat, Aayla was knocked off of the Kamino landing platform and dragged deep into the planet-wide ocean by a battle droid. Secura would have drowned were it not for Fisto's intervention, and the two shared a strong bond from that moment forward.

Aayla's newly-appointed army suffered significant losses from the clone nano-virus on Kamino and required time to recover to

force strength. In the mean time, Secura joined a task force to combat pirates along the Corellian Trade Spine that had been hitting Republic supply convoys. At the start of the war's fifth month, Senator Elshah'sai'moro of Devaron alerted the Jedi that the pirates were operating from her home planet, and that a high-level official was working with the raiders. However, the Senator was assassinated mid-transmission, before revealing the identities of those involved.

Secura posed as a Twi'lek debutante and heir to the Doneeta fortune in order to infiltrate the Devaronian aristocracy, and quickly uncovered Senator Vien'sai'Malloc as the traitor sponsoring the Separatist marauders. Aayla relayed this information to her allies, setting Tholme and the Dark Woman in pursuit of the turncoat. Unfortunately Vien'sai'Malloc had employed the infamous bounty hunter Aurra Sing, and she caught Jedi Masters Tholme and The Dark Woman in an explosion, forcing Aayla to come to their rescue. As she rushed to the aid of her companions, Aayla was ambushed by the vile assassin, and although Sing was the more experienced combatant, Secura was able to defeat Sing and place her into custody. With the traitor discovered, pirates and Sing defeated, and her allies rescued, Secura was free to return to her army, now at full strength.

For the next several weeks, Secura and her army fought a series of vicious battles with an army of Confederate-allied Mandalorian mercenaries. By the middle of the Clone Wars' sixth month, Aayla and her troops forced the Mandalorians into a full retreat, but at the cost of nearly half of her army. While ferrying wounded to the Republic medical facility on New Holstice, Aayla met with Master Tholme, who informed her that Quinlan Vos was suspected of having fallen to the Dark Side during his deep undercover mission. At Tholme's insistence, Aayla begrudgingly agreed to not interfere with Tholme's search for Vos, trusting the Jedi Master would succeed in bringing Quinlan back to the light side of the Force.

Eight months into the Clone Wars, after aiding in the rescue of Chancellor Palpatine from the dreaded Zillo Beast, and securing a tactical droid brain for Republic Intelligence, Secura and her forces were outgunned by overwhelming numbers of Separatist warships over Quell. Aayla sent a distress signal, and was quickly reinforced by Anakin Skywalker. However, Aayla's

savior was seriously injured during the rescue, and their ship was uncontrollably propelled into hyperspace after sustaining damage, forcing them to crash land on Maridun. Aayla and the others received aide from Lurmen colonists to mend Skywalker's injuries, and despite the villagers' protests to the contrary, Secura forcibly defended the Lurmen from Separatist Lok Durd's test of his defolioator weapon.

During the ninth month of the war, Aayla Secura and Jedi Master Luminara Unduli were dispatched to Alzoc III to investigate potential Separatist activity. During their investigation, Secura discovered a massive crater left by a downed Confederate warship atop a frozen plateau, whose crash seemed to create a null-gravity field. The Jedi attempted to retrieve flight data from the ship's recorder to learn more, but were ambushed by Asajj Ventress. Aayla and Master Luminara managed to force Ventress into retreat, but not before the Confederate assassin managed to activate the self-destruct on the wreckage's still-functioning reactor, destroying any evidence the Jedi hoped to uncover.

As the third year of the Clone Wars began, Aayla and her men were sent to Honoghr to recover a scientific instrument package lost in a starship crash that contained data on a new Separatist biological weapon. The Republic operatives fell under ambush by Noghri natives, and soon only Aayla and Commander Bly remained. The pair of survivors was approached by Quinlan Vos, who offered to help retrieve the SIP to convince Aayla that his true allegiance still remained with the Republic. However, Vos quickly showed his true colors, and tried to make off with the SIP for the Separatists. Faced with evidence of how far her former master had truly fallen, Aayla and Vos crossed lightsabers as she tried to turn him back to the light. No match for her former master, Secura was quickly bested, and would have been slain if not for Commander Bly's intervention. Even though Aayla recovered the SIP, the victory felt like a hollow one.

Six months later, after helping Tholme obtain investigate Separatist activity on Anzat, Aayla was assigned to an undercover mission on Trigalis. There, Secura spent weeks gathering evidence of Black Sun supplying weapons and intelligence to the Confederacy. During her mission, Aayla assisted Obi-Wan Kenobi in his hunt for Asajj Ventress before being reassigned to Master Oppo Rancisis' operation on Saleucami against the Separatists'

latest plot: a cloned Morgukai army. Aayla provided starfighter support to ground forces in their five month long siege on the shielded city until Republic forces penetrated its outer shields.

Aayla and Vos, who once again fought on the same side, led a charge into the heart of the caldera city after Jedi-General Rancisis was assassinated. Together, the pair of Jedi disabled the generator powering the inner shields, and faced off against the Confederate commanders Sora Bulq, Tol Skorr, and the Morgukai Warrior Bok. During the confrontation with the Separatist officers, Aayla was separated from her allies and attacked by Bok. Their fierce duel ended when General Secura Force pushed the enraged Nikto through a laser gate, ending his life. Cut off from her allies, Secura instead lent her former master strength through the Force, aiding him in his fight against Sora Bulq and his own inner darkness. Aayla had little time to celebrate Vos' redemption as they barely made it out of the magma chambers that buckled under Republic bombardment.

After a brief detour to Endor, Secura and her army pressed on, stopping at a Republic staging area to resupply, and took on a Padawan Learner named Ekria. During their journey, Aayla's new Padawan determined the whereabouts of two Jedi that went missing on Felucia days earlier. The Twi'lek general made the rescue of Barriss Offee and her Padawan Zonder a top priority, and launched a devastating attack on the Nigkoe Detention Facility as soon as they arrived on Felucia. After freeing her comrades, Aayla led a daring infiltration of the private compound to Commerce Guild President Shu Mai in an attempt to capture the Separatist leader. Unfortunately, President Mai was long gone, and the complex was booby-trapped, releasing a deadly toxin into Felucia's water supply.

General Secura immediately requested reinforcements to help contain the spread of the tainted municipal reservoirs. Aayla led a squad of clone troopers to the Niango water treatment plant while the others moved to different facilities to contain the contamination. As Secura and her men approached the plant, Order 66 was issued to all Republic clone troopers, and Aayla was brutally cut down by Commander Bly and his troops.

Aayla Secura (Order 66)

CL 14

Medium Twi'lek Female Scoundrel 3/Jedi 6/Jedi Knight 5

Destiny 2; Force 3

Init +10; **Senses** low-light vision; Perception +15

Languages Basic, Bocce, High Galactic, Huttese, Ryl

Defenses Ref 29 (flat-footed 26), Fort 29, Will 29; Block, Deflect, Great Fortitude

Hp 132; **Threshold** 29

Speed 6 squares

Melee lightsaber +17* (2d8+10) or

Melee lightsaber +12/+12* (2d8+10) with Double Attack or

Melee unarmed +16 (1d6+8) or

Ranged by weapon +16

Base Atk +13; **Grp** +16

Atk Options Double Attack, Point Blank Shot

Special Actions Clear Mind, Force Haze, Hesitate, Redirect Shot, Vehicular Combat

Force Powers Known (Use the Force +16): falling avalanche, fluid riposte, Force slam, hawk-bat swoop, inertia, inspire, mind trick, move object, obscure, saber swarm, surge (2)

Force Techniques Force Point Recovery, Improved Sense Force

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

Talents Ataru, Block, Clear Mind, Deflect, Force Haze, Hesitate, Redirect Shot, Spacehound

Feats Double Attack (lightsabers), Force Sensitivity, Force Training (3), Informer, Martial Arts I, Point Blank Shot, Vehicular Combat, Weapon Finesse, Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Acrobatics +15, Deception +16 (may reroll, keeping second result), Perception +15 (may substitute for Gather Information checks), Persuasion +16, Pilot +15, Stealth +15, Use the Force +16

Possessions Lightsaber* (self-built), utility belt

Destiny Fulfilled (redemption) – Aayla Secura has fulfilled her destiny by aiding in the redemption of her former master, Quinlan Vos, from the grip of the Dark Side of the Force.

Organization Score (Jedi Order) – 20

BARRISS OFFEE

Barriss Offee retained her youthful impulsiveness even after years of training in the Jedi Temple, and she often resorted to the use of her lightsaber as opposed to more diplomatic avenues that the Jedi favor. Though she was a gifted healer, Offee was unable to keep her emotions in check, and her attempts to do so left Barriss seeming icy and detached. It took the instruction of fellow Mirialan, Jedi Master Luminara Unduli, to calm Offee's passions, and help her establish the discipline necessary to follow the Jedi Path. Through Master Luminara's guidance, Barriss was shaped into a capable and mindful, if naïve Padawan Learner. Barriss shared an unusually strong telepathic bond with her master that extended to all areas of the Padawan's training, even in their coordination during combat.

Weeks prior to the outbreak of the Clone Wars, Barriss Offee and her master accompanied Obi-Wan Kenobi and Anakin Skywalker to the Mid Rim agri-world of Ansion to settle a border dispute between the tribal Alwari and the Unity Community. During the peace talks, Offee was kidnapped by a pair of Hutt-employed locals intent on disrupting the negotiations. However, after Offee used her considerable Jedi healing abilities to cure the mental ailments of the two enforcers, they agreed to assist Barriss and the other Jedi. This alliance proved instrumental in stabilizing Ansion, and prevented the Unity Community from prompting a dozen other allied worlds into seceding from the Republic.

Days later, Barriss and her master rushed to Geonosis to liberate Obi-Wan Kenobi from the clutches of the Confederacy. The Jedi strike team was vastly overwhelmed and slaughtered by the Separatist battle droids, but Barriss was counted among the survivors. As the Clone Wars began, Barriss followed her master's lead, and accepted a commission in the Grand Army of the Republic as a Jedi-Commander. However, her talents in the Jedi healing arts often kept her stationed at Republic medical centers on New Holstice or Coruscant.

After cheating death once again at the hands of a Separatist invasion force on Coruscant's undercity in the war's fourth month, Barriss was taken by Master Luminara to the Jedi monastery on Ilum to complete the final phase of Barriss' training – the construction of her own lightsaber. During their pilgrimage, the



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crystal mines beneath the ancient Jedi cathedral were infiltrated by Separatist chameleon droids. Despite a valiant effort, Barriss and Luminara couldn't stop the droids from leveling a portion of the temple, trapping the Jedi in a massive cave-in. Offee and Unduli survived by telekinetically holding back the rubble long enough for Jedi Master Yoda to come to their aid.

Weeks later, following a successful retrieval of intelligence on a Confederate weapons factory from Mondo-Mod the Hutt, Barriss and her master headed a full-scale civilian evacuation on Nadiem. With evacuation efforts lagging behind schedule, and the extraction point boxed into Threadneedle Canyon, Barriss led several squads of troops in a surprise attack on the enemy army's rear flank. Barriss' ambush pressed the droid forces against Luminara's fortified position, and Offee and her troops detonated

explosives that buried the Confederate army under thousands of tons of rubble. With the enemy charge diffused, Barriss and her master completed their evacuation, rendezvousing with Master Tiin's fleet to deliver the surviving citizens of Nadiem to safety.

Briefly during the sixth month of the war, Barriss served in Jedi Master T'ra Saa's triage unit on Null before it was assaulted by bounty hunters hoping to cash-in on Separatist-posted Jedi bounties. Though the hunters were repelled, Barriss and the other healers were wounded and ferried to New Holstice by Mace Windu. Once recovered from her injuries, Barriss was assigned to the ongoing mop-up operations on Geonosis. As the ninth month of the Clone Wars came to a close, Barriss was called to assist her master in a full assault of a recently-discovered battle droid manufacturing plant. Offee and Padawan Tano were tasked with infiltrating the facility to plant explosive charges. Their presence was discovered and they were ambushed by Archduke Poggle the Lesser and his battle droids. Barriss and Ahsoka managed to defeat their adversaries, and sought refuge inside a Separatist super tank when the destruction of the factory's power generator brought the entire hive-spire crashing down on top of them. Offee was rescued by Luminara and Anakin Skywalker thanks to Ahsoka Tano's quick-thinking. Pairing with Padawan Tano taught Barriss the value of thinking on her feet when a well-thought plan goes awry – a contrasting view to under Master Luminara's rigidly-structured teachings.

Alerted to heavy casualties suffered by Mace Windu's forces on Dantooine, Barriss and Ahsoka led a mission to deliver medical provisions to his troops. Before they could make it to their destination, Offee's transport was overrun by Geonosian brain worms that infested the crew and seized control of the ship. The Padawans raced to reclaim command of the transport before it reached their destination, but Offee succumbed to one of the parasites before completing her objective. Once Barriss regained consciousness, she learned Ahsoka had saved the crew and the ship by venting the coolant tanks into the ship to kill the temperature-sensitive brain worms.

At the start of the Clone Wars' second year, Barriss Offee was assigned her first solo command serving as Jedi liaison to the medical units supporting the war effort on Drongar. While treating a patient, Barriss accidentally injected herself with a heavy

MIRIALAN

Native to the chilly desert world of Mirial in the Outer Rim, Mirialans are a near-human race with olive-colored skin and vibrantly-hued eyes. Mirialans are generally religious, and tattoo their faces as marks of achievements in life, as a show of maturity, and as indications of destinies foretold.

Mirialan Species Traits

All Mirialans share the following traits:

Ability Modifiers +2 Dexterity, -2 Charisma. Mirialans are very agile, but possess a somewhat cold and abrasive demeanor.

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

Appearance Variation Mirialans have olive-colored skin and vibrantly-hued eyes.

Bonus Feat Mirialans gain one bonus feat at 1st level.

Automatic Languages Basic and Mirialan.

dose bota, a miracle drug native to Drongar, and quickly realized an intense beneficial side effect that energized her connection to the Force. Offee faced many ordeals during her time on Drongar, but it was her ability to resist the temptation to abuse bota as a quick and seductive path to power that earned the Padawan her knighthood.

In the thirty-sixth month of the Clone Wars, Offee went behind enemy lines with her newly selected Padawan, Zonder, on an undercover mission to the highly-contested Commerce Guild world of Felucia. Barriss contacted Republic Intelligence when they discovered the location of President Shu Mai, but the transmission was detected and their cover was blown. Barriss and her Padawan were quickly apprehended and placed in a high-security prison.

Offee and Zonder's communiqué made it to the Jedi Council, however, and the two were soon rescued by Jedi Knight Aayla Secura and her forces. With Secura, Barriss led a mission to infiltrate Shu Mai's private compound to place the Separatist leader into custody. Unfortunately, the president was long-since gone,

and the estate was booby-trapped, sending a deadly toxin into Felucia's water supply. Offee and her allies raced to stop the spread of the contamination of several major city water processing plants. While en route, Order 66 was declared, branding all Jedi as traitors to the Republic. Barriss was caught totally unaware, and was incinerated by artillery fire from her own troops.

Barriss Offee (Battle of Geonosis) CL 5

Medium Near-Human (Mirialan) Female Jedi 5

Force 5

Init +4; **Senses** Perception +8

Languages Basic, Bimm, Binary, High Galactic, Mirialan

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

Hp 63; **Threshold** 17

Speed 6 squares

Melee lightsaber +7 (2d8+2) or

Melee unarmed +5 (1d4+2) or

Ranged by weapon +7

Base Atk +5; **Grp** +7

Special Actions Defensive Acuity, Link, Melee Defense

Force Powers Known (Use the Force +8): circle of shelter, Force thrust, move object, shien deflection, surge, vital transfer

Abilities Str 10, Dex 15, Con 12, Int 16, Wis 13, Cha 13

Talents Defensive Acuity, Deflect, Link

Feats Force Sensitivity, Force Training (3), Melee Defense, Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +9, Knowledge (life sciences) +9, Perception +8, Use Computer +9, Use the Force +8

Possessions Jedi robes, lightsaber

Organization Score (Jedi Order) – 10

Barriss Offee (Order 66) CL 9

Medium Near-Human (Mirialan) Female Jedi 7/Jedi Knight 2

Force 3

Init +7; **Senses** Perception +11

Languages Basic, Bimm, Binary, High Galactic, Mirialan

Defenses Ref 24 (flat-footed 21), Fort 22, Will 23; Deflect

Hp 96; **Threshold** 22

Speed 6 squares

Melee lightsaber +13* (2d8+4) or

Melee lightsaber +11* (3d8+4) with Rapid Strike or

Melee lightsaber +8/+8* (2d8+4) with Double Attack or

Melee lightsaber +6/+6* (3d8+4) with Double Attack and Rapid Strike or

Melee unarmed +9 (1d4+4) or

Ranged by weapon +12

Base Atk +9; **Grp** +12

Atk Options Double Attack, Rapid Strike

Special Actions Cure Disease, Defensive Acuity, Link, Melee Defense, Redirect Shot

Force Powers Known (Use the Force +10): circle of shelter, deflecting slash, Force thrust, move object, shien deflection, surge (2), vital transfer (2)

Force Regimens quiet the mind, telekinetic practice, training remote

Force Techniques Cure Disease

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

Talents Defensive Acuity, Deflect, Link, Redirect Shot, Soothe

Feats Double Attack (lightsabers), Force Regimen Mastery, Force Sensitivity, Force Training (3), Melee Defense, Rapid Strike, Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +12, Knowledge (life sciences) +12, Perception +11, Use Computer +12, Use the Force +10

Possessions Jedi robes, lightsaber* (self-built)

Organization Score (Jedi Order) – 16

FOUL MOUDAMA

Despite his brutish appearance and size, the Talz Jedi Knight Foul Moudama was a gentle intellectual. Before the outbreak of the Clone Wars, Moudama spent countless hours studying a wide array of subjects in the Jedi Archives on Coruscant. Foul also counted lightsaber technique among his many interests, demonstrated by his expertise at the flowing, graceful Ataru lightsaber form.

In the final days of the war, Foul Moudama and fellow Jedi Knights Bink Utrila, Ronon Corobb, and Roth-Del Masona, were assigned to protect Supreme Chancellor Palpatine during the



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Separatist assault on the capital. Moudama and the others hurried to deliver the Chancellor to the safety of his underground bunker, but were assailed by General Grievous and a squad of his personal body guards. The Jedi succeeded in escorting Palpatine to safety, but quickly discovered Grievous had headed them off and gained access to the safe house. Moudama was determined to protect the Chancellor with his last breath, but was struck down by the Kaleesh cyborg.

Foul Moudama (Second Battle of Coruscant)

CL 9

Medium Talz Male Jedi 6/Noble 2/Jedi Knight 1

Force 3

Init +6; **Senses** darkvision; Perception +17

Languages Basic (understand only), High Galactic (understand only), Ithoresse (understand only), Talz, 2 unassigned

Defenses Ref 23 (flat-footed 21), Fort 23, Will 24; Block, Deflect

Hp 97; **Threshold** 23

Speed 6 squares

Melee lightsaber +13* (2d8+7) or

Melee claw +11 (1d6+7) or

Melee unarmed +11 (1d4+7) or

Ranged by weapon +10

Base Atk +8; **Grp** +11

Special Actions Adversary Lore, Melee Defense, Scholarly Knowledge

Force Powers Known (Use the Force +10): contentious opportunity, Force slam, Force thrust, hawk-bat swoop, high ground defense, Makashi riposte, move object, saber swarm (2), sar-lacc sweep, surge (2)

Abilities Str 17, Dex 14, Con 14, Int 16, Wis 16, Cha 13

Talents Adversary Lore, Block, Deflect, Educated, Scholarly Knowledge

Feats Force Sensitivity, Force Training (3), Linguist, Melee Defense, Skill Focus (Knowledge [galactic lore], Perception), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Gather Information +10, Knowledge (galactic lore) +17, Jump +12, Perception +17, Use the Force +10

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

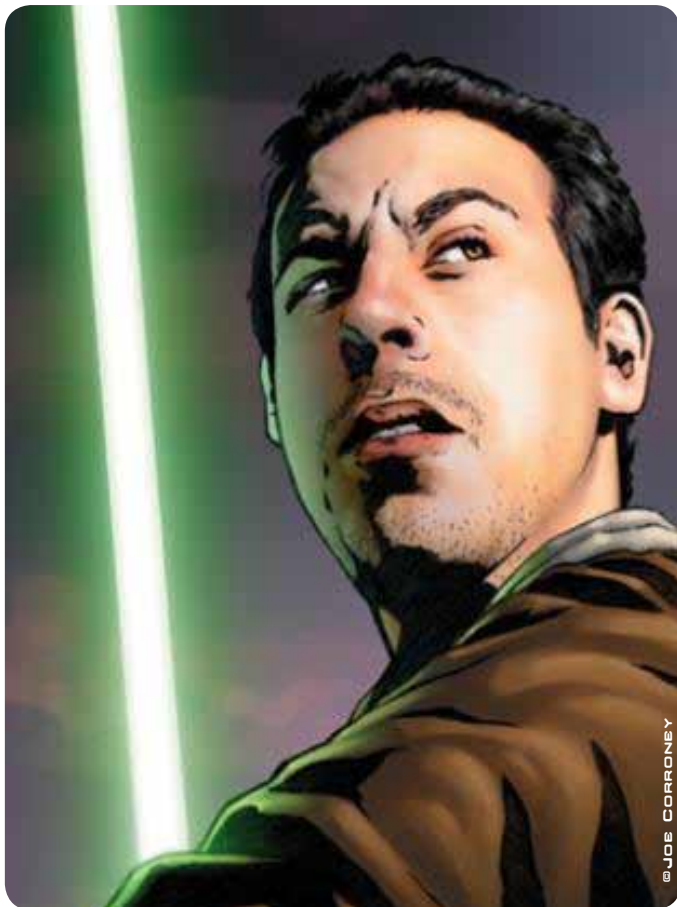
Organization Score (Jedi Order) – 15

HALAGAD VENTOR

Halagad Vantor was born into the Alderaanian aristocracy, and was passed over for indoctrination in the Jedi Order. During his childhood, while his peers like Bail Organa pursued political careers, Vantor strived for greatness in academia, hoping one day to apply his insatiable thirst for knowledge toward becoming an esteemed professor at Alderaan University. Amidst his studies, Halagad became familiar with the deeds of the Jedi Knights, and immediately aspired to become a member of their order.

For years, Halagad studied methods of utilizing the power of the Force, but his research yielded limited information on the finer aspects of the Jedi training. Therefore, Vantor set out to find a teacher willing to instruct him in the ways of the Jedi, and was eventually inducted into the Jedi Academy on Almas.

HALAGAD VENTOR



Unfortunately, even under the guidance of Jedi Master Evenen Ettene, Ventor was unable to master the discipline necessary to reach his full potential. Without the training given to Jedi in their adolescent years, Ventor constantly felt the need to prove his worth, and he became arrogant, boastful, and lacked the tact necessary to be an effective diplomat. Weeks before the Clone Wars began, Halagad was sent to the Virgilia system with Master Ettene and two other Jedi to spearhead peace talks between the Virgillian Free Alignment and the local governing body. During their approach, their transport was shot down, and Halagad's master was killed in the crash. All passengers were thought dead,

but Halagad and the Wookiee Padawan Danyawarra miraculously survived the accident.

When the Clone Wars began, Ventor gladly took up the Republic banner and served as a Jedi-Commander. The masterless Padawan was briefly mentored by General Obi-Wan Kenobi while attached to his army in the war's twentieth month. During his tour under Kenobi, Ventor befriended General Anakin Skywalker, and the two exchanged lightsabers in the Concordance of Fealty ritual occasionally performed by the Jedi. His unorthodox training culminated in the Battle of Skye, where Ventor was instrumental in defeating the genetic terrorists that threatened the aerial inhabitants of the planet. His performance at Skye convinced the Jedi Council to elevate him to the status of Jedi Knight, and the Republic awarded him the Medallion of Honor.

In the final year of the war, Halagad was dispatched to Bal'demnic with several other Jedi to uproot a large-scale Confederate cortosis mining operation. When Ventor and his forces arrived, however, the primitive Kon'me natives viciously assaulted all outsiders indiscriminately, using high-tech weapons acquired from war profiteers. None the less, Ventor and his allies managed to drive the Confederacy from the system, and established a blockade of the planet to prevent further enemy efforts to occupy the planet.

When Order 66 was issued, Ventor escaped execution and went into hiding. To stem the tide of the Jedi massacre across the galaxy, Halagad teamed up with Jedi Master Ashka Boda and formed an underground network to hide survivors of Order 66 from Imperial extermination squads. Before Ventor could flee to the Outer Rim, he was apprehended by Imperial troops and brought before Lord Vader. After enduring brutal torture at the hands of Vader and his Inquisitors, Halagad's will was shattered, and he divulged the locations of the Jedi refugees under his protection. Ventor later escaped imprisonment and fled to a world he'd discovered during his studies on Alderaan named Trinta, a marsh-world home to a Dark Side nexus, to mask his presence. Over time, the nexus fed on his fear and guilt and stripped away what little was left of Halagad's sanity. Ventor remained in his own personal hell on Trinta for nearly twenty years before he was discovered by a group of Rebel Alliance operatives who helped him find redemption just before his death.

Halagad Ventor (Battle of Bal'demnic)

CL 10

Medium Human Male Noble 8/Soldier 1/Jedi Knight 1

Force 5; **Dark Side** 3**Init** +12; **Senses** Perception +11**Languages** Basic, Duresse, High Galactic, Ithoresse, Mon Calamarian, Rodese, Ryl, Shryiiwook**Defenses** Ref 24 (flat-footed 22), Fort 23, Will 23; Deflect, Unwavering Resolve**Hp** 90; **Threshold** 23**Speed** 6 squares**Melee** lightsaber +12* (2d8+8) or**Melee** unarmed +10 (1d4+6) or**Ranged** by weapon +10**Base Atk** +8; **Grp** +10**Atk Options** Power of the Dark Side**Special Actions** Brilliant Defense, Exceptional Skill, Illusion, Influence Savant**Force Powers Known** (Use the Force +12): battle strike, Force thrust, mind trick, move object, obscure, surge**Abilities** Str 13, Dex 15, Con 13, Int 16, Wis 13, Cha 14**Talents** Deflect, Educated, Exceptional Skill (Knowledge [galactic lore]), Illusion, Influence Savant, Power of the Dark Side**Feats** Armor Proficiency (light), Brilliant Defense, Force Sensitivity, Force Training (3), Linguist, Skill Focus (Knowledge [galactic lore]), Unwavering Resolve, Weapon Finesse, Weapon Proficiency (lightsabers, pistols, simple weapons)**Skills** Deception +12, Gather Information +12, Initiative +12, Knowledge (galactic lore) +18, Knowledge (tactics) +13, Perception +11, Pilot +12, Treat Injury +11, Use Computer +13, Use the Force +12**Possessions** Jedi robes, lightsaber* (self-built, improved accuracy, improved damage), Republic Medallion of Honor**Organization Score (Jedi Order)** – 13**KOSSEX**

Kossex was one of the many Jedi to rally around the Republic banner and take up arms in its Grand Army. As a gifted pilot, Kossex found herself on Kamino for her first mission during the

KOSSEX



war, and was assigned to defend vital cloning installations from an impending Separatist attack. Kossex flew as Blue Leader in a first line fighter screen to thin out enemy numbers and to divert attention from a Republic flank moving into position. During the battle, Kossex swooped in to destroy a vulture droid on Anakin Skywalker's tail, but was killed when a flight of Separatist fighters caught her by surprise, and turned her starfighter into a ball of fire.

Kossex (First Battle of Kamino)

CL 9

Medium Weequay Female Jedi 7/Ace Pilot 2

Force 2**Init** +6; **Senses** Perception +5**Languages** Basic, Sriluurian**Defenses** Ref 25 (flat-footed 23), Fort 24, Will 24; Deflect, natural armor +1, vehicle dodge +1**Hp** 116; **Threshold** 24**Speed** 6 squares**Melee** lightsaber +12* (2d8+6) or**Melee** unarmed +10 (1d4+6) or**Ranged** by weapon +10**Base Atk** +8; **Grp** +10**Atk Options** Assured Attack, Gunnery Specialist**Special Actions** Close Maneuvering, Redirect Shot**Force Powers Known** (Use the Force +9): assured strike, Force slam, move object, surge**Starship Maneuvers Known** (Use the Force +9): devastating hit, explosive shot**Abilities** Str 14, Dex 14, Con 16, Int 12, Wis 13, Cha 11**Special Qualities** Pheromones**Talents** Close Maneuvering, Deflect, Expert Gunner, Force Pilot, Redirect Shot**Feats** Assured Attack, Fight Through Pain, Force Sensitivity, Force Training (2), Gunnery Specialist, Starship Tactics, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)**Skills** Mechanics +10, Use the Force +9**Possessions** Jedi robes, lightsaber* (self-built)**Organization Score (Jedi Order)** – 14**MA'KIS'SHAALAS**

A legendary member of the Morgukai Nikto warrior cult, Ma'kis'shaalas had a deep connection to the Force, giving him abilities far beyond the average warrior of the ancient sect. The same connection led him to abandon his order, and he walked into the lethal wasteland of the Burning Moon Range, a feat survived by no one before, to sever ties with his former life. Astonishingly, Ma'kis survived his trek, and made for Republic Space.



Although he was much older than typically allowed, Ma'kis' fanatical devotion to the Jedi Code, and the considerable martial skill he already possessed guaranteed his acceptance into the Jedi Order. In time, the Nikto ascended to the rank of Jedi Knight. Missions such as his confrontation with Morgukai Warrior Tys, and his handling of the Cult of M'dweshuu invasion of the Sisar Run weeks before the Clone Wars identified him as a decisive combatant without hesitation, and a disdain for the self-serving bureaucratic process of the Senate.

While Ma'kis led troops on the front lines in a number of campaigns early in the Clone Wars, the conflict against the Morgukai

MORGUKAI WARRIOR TALENT TREE

The Morgukai Cultists are a fierce society of elite Kajain'sa'Nikto warriors. The ancient order holds an intense hatred for the Jedi Knights of the Republic, a rigid code of honor, and a deadly fighting skill that makes them lethal adversaries for any campaign. The Morgukai are all-but extinct during the Clone Wars, however, the following talents are suited for any era. The following talents are intended for use with the elite trooper prestige class.

Armored Morgukai: Morgukai warriors craft their armor from rare cortosis ore that has the unusual ability to repel lightsaber strikes, and they train to maximize the effectiveness of this trait. You add your armor's Fortitude Defense bonus as an equipment bonus to your elite trooper damage reduction (with a maximum bonus equal to your base elite trooper DR), a lightsaber does not ignore your damage reduction. Additionally, you add your armor's Fortitude Defense bonus as an equipment bonus to the reaction roll initiated by a successful lightsaber attack to deactivate the lightsaber.

Prerequisites: Dexterity 13, Morgukai Resolve, proficient in armor worn.

Cortosis Staff Block: As a reaction, you may negate a melee attack by making a successful opposed attack roll. The DC of the attack roll is equal to the result of the attack roll you wish to negate, and you take a cumulative -5 penalty to your attack rolls to use this talent for every time you have used Cortosis Staff Block since the beginning of your last turn. You must have a cortosis staff drawn to use this talent, and you must be aware of the attack and not flat-footed. You may spend a Force Point to use this talent to negate an attack against an adjacent character.

You may use the Cortosis Staff Block talent to negate melee area attacks, such as those made by the Whirlwind Attack feat. If you succeed on the attack roll, you take half damage if the attack hits and no damage if the attack misses.

Prerequisite: Exotic Weapon Proficiency (Morgukai cortosis staff), Kajain'sa'Nikto species.

Morgukai Resolve: Morgukai warriors have trained their minds to resist the effects of Jedi mind tricks, and as such, gain a +5 bonus to their Will Defense versus any Force powers with the [mind-affecting] descriptor.

Prerequisite: Kajain'sa'Nikto species.

Multiattack Proficiency (Morgukai cortosis staff): Whenever you make multiple attacks with a cortosis staff as a full attack action, you reduce the penalty on your attack rolls by 2.

You can take this talent multiple times; each time you take this talent, you reduced the penalty on your attack rolls by an additional 2.

on Saleucami pushed him into an advisory role at the Jedi Temple. When Order 66 was declared, Ma'kis cut a swath through the invading clone troopers and made his escape.

A month after the Clone Wars, as the Empire consolidated its power, Ma'kis'shaalas met with fellow Jedi Shadday Potkin and devised a scheme to assassinate the two Sith Lords controlling the former Republic. Ma'kis attended a conference on Kessel with Potkin to sway more Jedi to join them in their mission, but Potkin lured Darth Vader to the meeting in hopes that the group could overpower and destroy the Dark Lord. This eagerness to exact revenge proved their downfall, as Vader cut the Jedi down one by

one. Ma'kis charged the Sith, but was thrown off guard by Vader's deceptive speed, and was slashed through the heart.

Ma'kis'shaalas (Ambush at Kessel)

CL 14

Medium Kajain'sa'Nikto Male Soldier 7/Scout 1/Elite Trooper 3/
Jedi Knight 3

Force 1; **Dark Side** 1

Init +13; **Senses** Perception +9

Languages Basic, Bocce, Huttese, Nikto

Defenses Ref 28 (flat-footed 26), Fort 33, Will 28; Deflect, Great Fortitude, natural armor +2

Hp 143; **DR** 1; **Threshold** 33

Speed 6 squares

Melee lightsaber +18* (2d8+12) or

Melee unarmed +17 (1d4+10) or

Ranged by weapon +14

Base Atk +13; **Grp** +16

Atk Options Flurry

Special Actions Delay Damage, Extreme Effort, Shake It Off

Force Powers Known (Use the Force +13): battle strike, Force grip, mind trick, move object, surge (2)

Force Techniques Improved Sense Surroundings

Abilities Str 16, Dex 13, Con 17, Int 14, Wis 14, Cha 12

Talents Armored Defense, Armored Morgukai, Deflect, Extreme Effort, Focused Warrior, Morgukai Resolve, Improved Armored Defense, Warrior's Awareness, Weapon Specialization (lightsabers)

Feats Armor Proficiency (light, medium), Exotic Weapon Proficiency (cortosis staff), Flurry, Force Sensitivity, Force Training (2), Martial Arts I, Shake It Off, Weapon Focus (lightsaber), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

Skills Endurance +15, Initiative +13, Survival +14 (may reroll, keeping second result), Use the Force +13

Possessions Lightsaber* (self-built), utility belt

Organization Score (Jedi Order) – 14

ROBLIO DARTÉ

During the fourth month of the Clone Wars, the physically imposing Roblio Darté led a clone army on the marsh-lands of Parcellus Minor to protect its inhabitants from Separatist reprisal following their return to the Republic. Due to faulty intelligence reports, Darté's army was vastly outnumbered, and was forced to switch to guerilla tactics to survive. Rather than prolong the conflict, the Separatists cut their losses and bombarded the battlefield from orbit, setting the flora ablaze and destroying thousands of square kilometers of swamp, killing ninety percent of General Darté's forces. General Darté sustained serious injuries, and had to be ferried in shame back to Coruscant for medical attention.

ROBLIO DARTÉ



In the aftermath of the Clone Wars, Roblio desired to restore the glory of the Republic, and banded together with a group of Jedi survivors of Order 66. During an assembly on Kessel to determine how to depose Sith Lords Vader and Sidious, Darté and his allies were betrayed by one of their own, who lured Darth Vader to the conclave in hopes the assembly could overpower the Sith Lord. Although Roblio managed to survive the melee and subdue Vader, the Dark Lord's clone troopers caught Darté by surprise and mowed him down in a hail of blasterfire.

Roblio Darté (Ambush at Kessel)

Medium Human Male Jedi 10/Melee Duelist 2

Force 2; **Dark Side** 2

Init +12; **Senses** Perception +8

CL 12

Languages Basic**Defenses** Ref 27 (flat-footed 26), Fort 26, Will 26; Block**Hp** 136; **Threshold** 26**Speed** 6 squares**Melee** lightsaber +17* (2d8+11) or**Melee** lightsaber +15* (3d8+11) with Rapid Strike or**Melee** unarmed +15 (1d4+9) or**Ranged** by weapon +13**Base Atk** +12; **Grp** +15**Atk Options** Cleave, Power Attack, Rapid Strike, Staggering Attack**Special Actions** Equilibrium, Dive for Cover, Master of Movement (1/day), Melee Defense**Force Powers Known** (Use the Force +13): assured strike, contentious opportunity, disarming slash, Force blast, Force slam, Makashi riposte, move object, surge, unhindered charge**Abilities** Str 17, Dex 13, Con 16, Int 11, Wis 14, Cha 15**Talents** Advantageous Strike, Block, Guardian Strike, Equilibrium, Forceful Warrior, Weapon Specialization (lightsabers)**Feats** Assured Attack, Cleave, Dive for Cover, Force Sensitivity, Force Training (3), Melee Defense, Power Attack, Rapid Strike, Staggering Attack, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)**Skills** Endurance +14, Jump +14, Use the Force +13**Possessions** Crossguard lightsaber* (self-built), Jedi robes**Organization Score (Jedi Order)** – 16**RORON COROBB**

Once the Padawan of Jedi Council member Yrael Poof, the Ithorian Roron Corobb was an expert in the Jedi mind trick, as well as all manner of diplomatic procedure and persuasive technique. During the Clone Wars, however, Corobb's abilities with a lightsaber were of more value to the Republic. Corobb and his Padawan Drake Lo'ogan were assigned to protect the Supreme Chancellor when Coruscant fell under attack in the final days of the war. Roron was separated from his Padawan amidst the chaos, and accompanied fellow Jedi Bink Utrila, Foul Moudama, Roth-DeI Masona, and Shaak Ti to deliver Palpatine to the sanctuary of the Chancellor's highly-protected bunker located deep beneath

RORON COROBB



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the surface of the capital. While en route, the group was pursued by General Grievous and his MagnaGuards, but Corobb used the deep, bellowing yell of the Ithorians to hold off their attackers long enough for the others to make their escape. Although Roron and his companions made it to the bunker, they were ambushed by General Grievous once locked inside, and Corobb was killed instantly when the Kaleesh cyborg's lightsaber blade pierced him through the chest.

Rorob Corobb (Second Battle of Coruscant)

CL 9

Medium Ithorian Male Jedi 4/Noble 4/Jedi Knight 1

Force 4**Init** +6; **Senses** Perception +7**Languages** Basic, Bothese, Duresse, High Galactic, Ithoresse, Rodese, Ryl, Shryiiwook, Talz**Defenses** Ref 23 (flat-footed 21), Fort 24, Will 26; Deflect, Iron Will**Hp** 82; **Threshold** 24

Speed 6 squares

Melee lightsaber +12* (2d8+5) or

Melee unarmed +10 (1d4+5) or

Ranged by weapon +10

Base Atk +8; **Grp** +10

Atk Options Bellow

Special Actions Burst of Speed, Adept Negotiator, Influence Savant, Presence

Force Powers Known (Use the Force +16): barrier of blades, enlighten, Force thrust (2), Force whirlwind, mind trick, move object, shien deflection (2), surge (2)

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

Special Qualities Survival Instinct

Talents Adept Negotiator, Deflect, Force Persuasion, Influence Savant, Presence

Feats Burst of Speed, Devastating Bellow, Force Sensitivity, Force Training (3), Linguist, Skill Focus (Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +11, Endurance +10, Gather Information +11, Knowledge (bureaucracy) +12, Use the Force +16

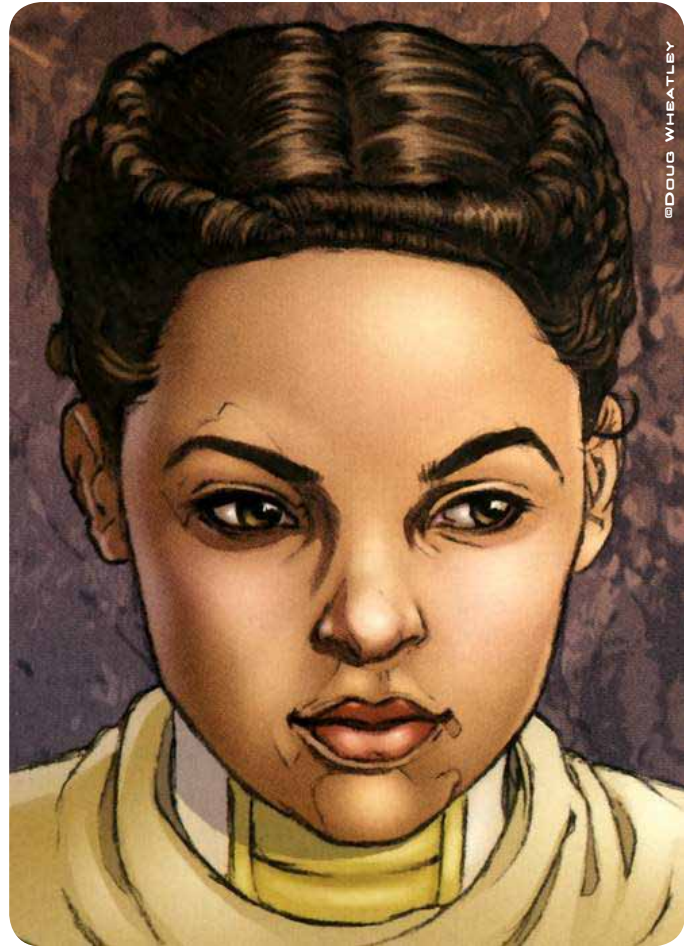
Possessions Jedi robes, lightsaber* (self-built)

Organization Score (Jedi Order) – 17

SHADDAY POTKIN

The young Shadday Potkin served the Republic during the Clone Wars, acting as a general to the Grand Army of the Republic. When Order 66 was declared, Potkin escaped death at the hands of her own clone troopers, and hid in the crowd of onlookers as Republic clones raided the Jedi Temple on Coruscant. Amidst the panic, Shadday made contact with several other Jedi in the crowd, and began to establish a cabal of Jedi survivors to challenge the Sith threat.

One month after the wars' end, Shadday hosted a clandestine meeting of Jedi on Kessel under the pretense of strategizing on how to topple the reign of the Sith. However, Potkin had leaked news of the meeting to Darth Vader, thinking the sheer number of Jedi in attendance would overpower the Dark Lord. The advantage wasn't enough to subdue the mechanical menace though, and



Potkin had her neck snapped by the Sith Lord during the skirmish.

Shadday Potkin (Ambush at Kessel)

CL 11

Medium Human Female Jedi 2/Noble 7/Jedi Knight 2

Force 2; **Dark Side** 2

Init +8; **Senses** Perception +11

Languages Basic, Bocce, Bothese, Duresse, Herglic, High Galactic

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

Hp 82; **Threshold** 23

Speed 6 squares

Melee lightsaber +13* (2d8+6) or

Melee cortosis sword +12 (1d6+6) or

Melee unarmed +12 (1d4+6) or

Ranged by weapon +12

Base Atk +9; **Grp** +12

Atk Options Desperate Gambit

Special Actions Band Together, Galactic Guidance, Inspire

Confidence, Jedi Quarry, Melee Defense, Self-Reliant, Sentinel's Gambit

Force Powers Known (Use the Force +13): assured strike, disarming slash, Force slam, mind trick, move object, surge

Force Techniques Improved Sense Surroundings

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

Talents Band Together, Galactic Guidance, Inspire Confidence, Jedi Quarry, Self-Reliant, Sentinel's Gambit

Feats Cunning Attack, Desperate Gambit, Force Sensitivity, Force Training (3), Informer, Linguist, Melee Defense, Skill Focus (Knowledge [galactic lore]), Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)

Skills Knowledge (bureaucracy) +12, Knowledge (galactic lore) +17, Perception +11, Persuasion +13, Use the Force +13

Possessions Cortosis sword (as short sword, *KR* 65; functions like cortosis gauntlet, *LE* 183), lightsaber* (self-built)

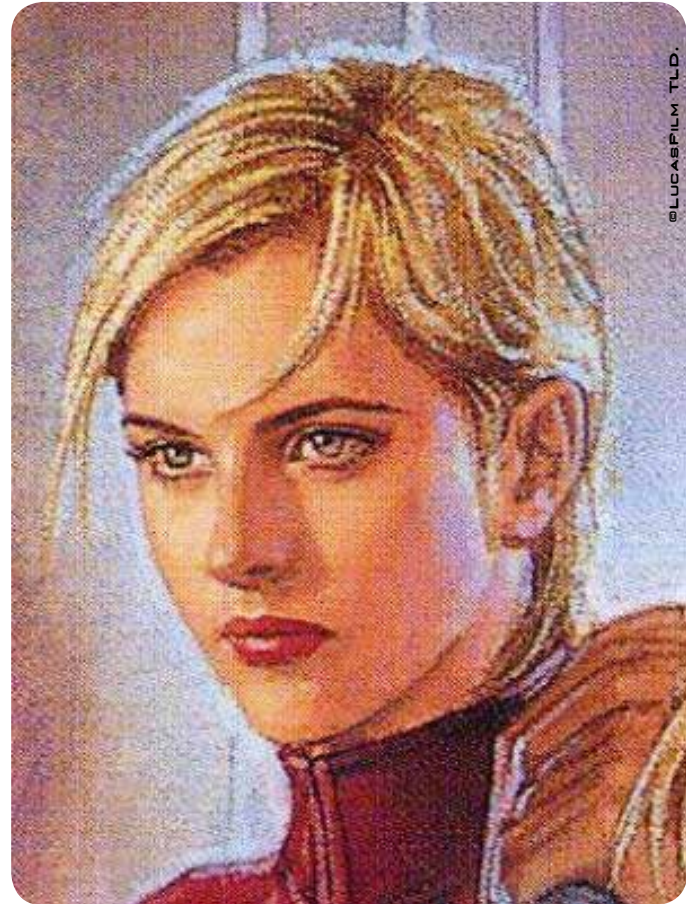
Organization Score (Jedi Order) – 15

SIRI TACHI

As a youngling, Siri Tachi was a stickler for rules and regulations, ostracizing her from many of her peers, and forcing her into the role of a loner. It wasn't until she forged her life-long friendship with Padawan Obi-Wan Kenobi, and was selected by Jedi Master Adi Gallia to serve as her Padawan Learner, that Siri adapted to work well with others and control her tenacity. Kenobi, Tachi and their masters were frequently assigned together on missions, such as their rescue of O-Lana Chion on Keegan, battling the crazed scientist Jenna Zan Arbor on Simpla-12 and Belasco, and saving the boy Talesan Fry from bounty hunters on Cirrus. During the latter mission, Siri and Obi-Wan professed their love for one another, but ultimately vowed to remain true to their duty as Jedi rather than to realize their feelings. Though this decision drove

a minor wedge into their friendship, the two remained close for years afterward.

Siri soon became a fully-fledged Jedi Knight, and continued to work with her former master up until six years before the Clone Wars when she participated in a deep cover mission to break up the piracy and slaving operation of the outlaw Krayn. So secret was her mission, that even her peers believed she had abandoned the Jedi Order. With the help of Anakin Skywalker and Obi-Wan Kenobi, Siri convinced Krayn's Colicoid associates to betray the pirate, incite a slave revolt, and bring down Krayn's criminal organization once and for all.



SIRI TACHI

After returning to her rightful place among the Jedi, Siri met a youngling named Ferus Olin whom reminded her of herself when she was Ferus' age - gifted yet socially-awkward. Tachi and her Padawan worked closely with Kenobi and Skywalker, as well as Jedi Ry-Gaul, and Soara Antana and their Padawans. Over the course of four years, the group of Jedi were sent to stave off an ecological crisis, track down Granta Omega, and prevent the assassination of Supreme Chancellor Palpatine. However, when Ferus Olin resigned from the Jedi Order following the death of Soara Antana's Padawan, Siri was disheartened, distanced herself from her comrades, and refused to take on another Padawan Learner. Instead she opted to aide Adi Gallia and her Lok Revanant allies in their struggle against the injustices of the Trade Federation and Sabaoth Squadron.

When Siri Tachi heard that Obi-Wan Kenobi was being held prisoner in the execution arena on Geonosis, she eagerly joined the strike force sent to rescue him from the Separatists. Tachi teamed up with Master Gallia to eliminate the Confederate orbital defenses, and then escorted Republic ground forces during their descent to the surface. After being reinforced by more Jedi allies, members of the Lok Revanants, and the Mere Resistance, Siri headed back into the fray as the battle unfolded above the planet against the Sabaoth Squadron mercenary group led by Cavik Toth. Through the combined efforts of Siri and her allies, they were able to defeat Sabaoth Squadron and prevent the deadly Trihexalon-based weaponry from being deployed on the battlefield below.

During the Clone Wars, Siri Tachi resumed her duties for the Jedi Order as an investigator hunting down enemies of the state. In the sixth month of the war, Siri was once again paired with Obi-Wan Kenobi, as well as Anakin Skywalker and Padmé Amidala in a joint effort to secure Talesan Fry, now a galactically-renowned cryptologist, into Republic protective custody and to obtain a device he'd created that accurately and efficiently decrypted any existing communications code. The four were able to acquire Talesan and the codebreaker, and ferried them to a Republic outpost on Azure. The fugitive bounty hunter Magus, working for the Corporate Alliance, tracked the group's movements and sent a massive Confederate fleet to Azure to acquire the device. Siri attempted to apprehend the bounty hunter by

jumping from her starfighter onto Magus' and forced her way into the cockpit. While struggling with her adversary, the fighter plummeted to the ground and crashed. When Obi-Wan and the others arrived at the scene, Siri had been fatally wounded with a blaster shot in the chest. Though her efforts saw the capture of Magus by Obi-Wan and the others, the codebreaker ultimately failed to come into Republic custody, and Tachi perished from the wounds she sustained in the fight.

Siri Tachi (Battle of Azure)

CL 14

Medium Human Female Jedi 7/Scoundrel 7

Force 3

Init +10; **Senses** Perception +14

Languages Basic, Bocce, High Galactic

Defenses Ref 29 (flat-footed 26), Fort 25, Will 27; Deflect, Dodge

Hp 106; **Threshold** 25

Speed 6 squares

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

Melee unarmed +15 (1d4+7) or

Ranged by weapon +15

Base Atk +12; **Grp** +15

Atk Options Assured Attack, Point Blank Shot, Sneak Attack, Sentinel's Strike

Special Actions Adaptable Talent, Cheap Trick, Sentinel's Gambit, Quick Draw, Trick Step, Vehicular Combat

Force Powers Known (Use the Force +19): barrier of blades, contentious opportunity, Force slam, Force track, mind trick, move object, saber swarm (2), surge

Starship Maneuvers Known (Use the Force +19): counter, devastating hit, target sense

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

Talents Cheap Trick, Deflect, Force Pilot, Sneak Attack, Sentinel's Gambit, Sentinel Strike, Spacehound

Feats Adaptable Talent (Redirect Shot), Assured Attack, Dodge, Force Sensitivity, Force Training (3), Informer, Point Blank Shot, Quick Draw, Skill Focus (Use the Force), Starship Tactics, Trick Step, Vehicular Combat, Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +15, Deception +14, Knowledge (galactic lore)

+14, Perception +14, Use the Force +19

Possessions Jedi robes, lightsaber* (self-built)

Organization Score (Jedi Order) – 21

TRAAVIS

As a child, Traavis was discovered by a team of Jedi attempting to break up a spice operation on asteroid outpost Skip 5 along the Smuggler's Run, and inducted into the Jedi Order on Coruscant. Traavis' time in the Jedi Temple shaped him into a disciplined

warrior with a passion for the arts. During the Clone Wars, Traavis served the Republic as a Jedi Knight and general of the Grand Army of the Republic. At the end of the war, he led a five month campaign against the Separatists to re-establish the Republic supply chain from the agricultural and mining worlds in the Cassander sector, liberating Biitu, Monhudle, and New Bakstre. Traavis then oversaw the relocation of refugees on Garqi after successfully retaking the world from the Confederacy. As he managed the refugee camp on Garqi, the commando team under his command, Aiwha Squad, gunned him down after Order 66 was given by the Chancellor's office. Traavis' efforts were officially reported as kidnapping refugee children for Jedi indoctrination.



TRAAVIS

Traavis (Battle of Garqi)

CL 13

Medium Human Male Jedi 13

Force 3

Init +7; **Senses** Perception +14

Languages Basic, High Galactic

Defenses Ref 25 (flat-footed 24), Fort 26, Will 27; Deflect

Hp 139; **Threshold** 26

Speed 6 squares

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

Melee unarmed +16 (1d4+9) or

Ranged by weapon +14

Base Atk +13; **Grp** +16

Atk Options Bantha Rush, Cleave, Power Attack

Special Actions Battle Meditation, Deft Charge, Immovable, Tactical Advantage

Force Powers Known (Use the Force +13): battle strike, cruci-torn, falling avalanche, fluid riposte, high ground defense, move object, surge, unhindered charge, valor

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

Talents Battle Meditation, Deflect, Hold the Line, Forceful

Warrior, Immovable, Improved Battle Meditation, Weapon Specialization (lightsabers)

Feats Bantha Rush, Cleave, Combat Reflexes, Deft Charge, Force Sensitivity, Force Training (2), Improved Bantha Rush, Power Attack, Skill Focus (Knowledge [tactics]), Tactical Advantage, Weapon Focus (lightsaber), Weapon Proficiency (lightsabers, simple weapons)

Skills Knowledge (galactic lore) +12, Knowledge (tactics) +17, Perception +14, Use the Force +13

Possessions Jedi robes, lightsaber* (self-built)

Organization Score (Jedi Order) – 19

TOHNO

The Republic demand for Jedi leadership was dire when the Clone Wars began, and like many Padawans, Tohno was fast-tracked to knighthood while still a teenager, when her master was killed in battle. By the fourth month of the war, Tohno's expertise in the fields of architecture and engineering were paramount to the success of a mission to destroy a Geonosian manufacturing plant nestled in the mountainous tundra of Zaadja with Obi-Wan Kenobi and Anakin Skywalker. Tohno snuck past droid defenses and made her way inside the facility to place explosive charges, but was discovered before she could make her escape. Unwilling to risk capture or failure, Tohno thrust her lightsaber into the satchel of charges, sacrificing herself in order to complete the mission. The explosion that claimed Tohno's life collapsed the tunnels beneath the complex, and brought the entire structure to the ground.

Tohno (Battle of Zaadja)

Medium Human Female Jedi 6/Scout 2

Force 2

Init +6; **Senses** Perception +12

Languages Basic, Binary, Military Sign, High Galactic

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

Hp 71; **Threshold** 20

Speed 6 squares

Melee lightsaber +10* (2d8+5) or

Melee unarmed +9 (1d4+5) or

Ranged by weapon +9

Base Atk +7; **Grp** +9

Atk Options Lightsaber Throw

Special Actions Fast Surge, Shake It Off, Skilled Advisor

TOHNO



Force Powers Known (Use the Force +12): deflecting slash, Force thrust, hawk-bat swoop, kinetic combat, move object, prescience, sarlacc sweep, surge

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

Talents Deflect, Evasion, Lightsaber Throw, Skilled Advisor

Feats Combat Reflexes, Fast Surge, Force Sensitivity, Force Training (2), Never Surrender, Shake It Off, Skill Focus (Knowledge [physical sciences]), Skill Training (Stealth), Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)

Skills Endurance +10, Knowledge (physical sciences) +17, Knowledge (technology) +12, Perception +12, Mechanics +12, Stealth +11, Use the Force +12

Possessions Comlink, Jedi robes, lightsaber* (self-built), satchel of explosives

Organization Score (Jedi Order) – 13