

# STAR WARS<sup>®</sup>

ROLEPLAYING GAME

## JEDI MASTERS

CLONE WARS FAN SOURCEBOOK

RYAN BROOKS



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# CHAPTER VI THE JEDI ORDER





When the Clone Wars began, the Republic looked to the Jedi Order for leadership on the battlefield. Despite deeply expressed reservations, the majority of the Jedi honored their commitment to support and defend the Republic. The Jedi Masters were commissioned as Generals, leading anything from a single legion to an entire Sector Army. The following are the most notable Jedi Masters who served during the Clone Wars.

### **AN'YA KURO "THE DARK WOMAN"**

As a Jedi Knight, An'ya Kuro held an extremist position on the Jedi view regarding possessions, and renounced her own name as a sign of her pious fealty. In time, due to her mysterious air, Kuro's peers referred to her only as "The Dark Woman", and by the time of the Clone Wars, only Jedi Master Tholme seemed to even remember her real name. The Dark Woman functioned as a field agent for acquisitions, discovering such promising Jedi as Ki-Adi Mundi and Aurra Sing.

Kuro's rigid, sometimes harsh training methods were tolerated because they brought about results, particularly with troubled Padawans. Kuro helped complete Jon Antilles' training, and took on the talented but willful Aurra Sing afterward. Unfortunately, Sing was captured by pirates during a mission to Ord Namurt twenty-two years before the Clone Wars. An'ya traveled the Outer Rim and Wild Space in search of Aurra, but was unable to locate her. Kuro endured a self-imposed exile for fourteen years to deal with the shame of losing her Padawan. The Dark Woman resurfaced eight years before the Clone Wars when former Tusken Raider A'Sharad Hett was placed under her guidance. Early in her training of Hett, her former Padawan, Aurra Sing, reappeared looking to repay the Dark Woman's failure to rescue her all those years ago. Despite the help of several other Jedi, Kuro was unable to bring Sing to justice.

Eight years later, Kuro fought in the Battle of Geonosis as a member of Adi Gallia's orbital strikeforce, where she helped defend Mace Windu's landing party from Sabaoth Squadron's hex missile bombardments. Five months later, the Dark Woman joined a Jedi task force to investigate piracy along the Corellian



Trade Spine. When evidence suggested Devaron's aristocracy was in league with the pirates, Kuro went undercover with her allies to investigate. Acting on a tip, Kuro and Tholme traveled to a nearby cave system in search of the pirates' headquarters, but instead fell victim to a trap set by Sing, who was working with the traitors and saw through her former master's disguise. The two Jedi were caught in a cave-in, and would have perished if not for Aayla Secura's timely assistance.

The Dark Woman evaded death during the execution of Order 66, and eventually settled on Cophrigin V, where she remained in seclusion for almost twenty years. She was discovered by Darth Vader a few months before the Battle of Yavin, and although she fought skillfully, she was no match for the Dark Lord. As the death blow was struck, An'ya became one with the Force, and appeared to Vader in spirit form. Before she vanished forever, she confided to the Sith Lord that he had the power to free himself from the clutches of the Dark Side.

### Dark Woman (Mission to Devaron)

CL 16

Medium Venerable Human Female Jedi 4/Scoundrel 3/Scout 4/  
Jedi Knight 5

**Force** 14

**Init** +11; **Senses** Use the Force +20

**Languages** Basic, Cerean, High Galactic, Huttese

**Defenses** Ref 31 (flat-footed 28), Fort 30, Will 32; Lightsaber  
Defense

**Hp** 144; **Threshold** 30

**Speed** 6 squares

**Melee** lightsaber +18\* (2d8+9) or

**Melee** unarmed +17 (1d4+9) or

**Ranged** by weapon +17

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

**Special Actions** Dampen Presence, Demoralizing Strike, Illusion,  
Vehicular Combat

**Force Powers Known** (Use the Force +20): cloak, fluid riposte,  
Force shield, Force thrust, ionize, mind trick, move object,  
obscure, phase, plant surge, rebuke, repulse, saber swarm,  
slow, vital transfer

### NEW LIGHT SIDE TALENT

The following new talent expands the Light Side talent tree (see page 53 of the *Clone Wars Campaign Guide*).

**Resist Aging:** You can draw upon the living Force to resist the negative effects of aging. This requires a successful Use the Force check and the use of a Force Point each year, and each time the character is reduced to 0 hit points or moves -5 steps along the condition track. The DC for this Use the Force check is equal to 20 plus an additional 5 for each age range step the character's true age takes them above their current physical age range. Success means the character remains physically unaged, but gains the bonuses to their Intelligence, Wisdom and Charisma as bestowed by their true age. Failure means the character physically ages one age range step closer to their true age, incurring any penalties to their Strength, Dexterity and Constitution. Failure by 5 or more means the character ages completely to their true age.

*Prerequisite:* Trained in Use the Force.

**Force Regimens** awaken Force sensitivity, eyes of the Force, quiet the mind, sparring practice, training remote  
**Force Techniques** Improved Cloak, Improved Obscure  
**Starship Maneuvers Known** (Pilot +16): counter, devastating hit, evasive action, target sense (2)

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**Abilities** Str 12, Dex 16, Con 14, Int 16, Wis 18, Cha 14

**Special Qualities** Resist Aging (Physically Middle-aged)

**Talents** Cover Your Tracks, Dampen Presence, Difficult to Sense, Force Perception, Hidden Movement, Illusion, Improved Stealth, Lightsaber Defense, Resist Aging

**Feats** Force Regimen Mastery, Force Sensitivity, Force Training (3), Skill Focus (Knowledge [galactic lore], Stealth, Use the Force), Skill Training (Stealth), Silver Tongue, Starship Tactics, Vehicular Combat, Weapon Finesse, Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

**Skills** Acrobatics +16, Deception +15, Knowledge (galactic lore) +21, Persuasion +15, Pilot +16, Stealth +21 (may reroll, keeping second result), Use the Force +20 (may reroll, keeping better result when concealing presence from Force-users)

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

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**Organization Score (Jedi Order) – 28**

**Occupation (politics) –** As a youngling, An'ya Kuro studied diplomacy and the politics of the Republic, thus the Persuasion skill is always considered class for her. She also receives a +2 competence bonus on all untrained uses of the Gather Information skill.

## ARLIGAN ZEY

When the Clone Wars began, Jedi Master Arligan Zey was hand-picked by the Jedi High Council to serve as a general within the Special Operations Brigade. Along with his Padawan, Bardan Jusik, Zey commanded 500 clone commandos under the leadership of Jedi-General Iri Camas. In the third month of the war, Zey organized a sabotage operation on Qiilura, where he dispatched Omega Squad to destroy a bio-weapons research facility. With Confederate opposition dug-in more than anticipated, Zey, along with Jedi Padawan Etain Tur-Mukan and ARC Captain Alpha-26 "Maze", led a five month campaign to instruct the local

ARLIGAN ZEY



population on how to conduct guerilla-style hit and fade attacks on the Confederate occupation force.

As the war neared its ninth month, Master Zey reluctantly replaced Iri Camas, who had resigned his post. Headquartered in Coruscant's Arca Barracks, Zey sanctioned such operations as Kal Skirata's anti-terrorist unit on Coruscant, and the hunt for the fugitive Kaminoan geneticist Ko Sai. Over the course of the war, Zey's duties weighed him down spiritually, forcing him to justify ethically ambiguous command decisions. This moral gray area created a divide between Zey and Bardan Jusik, and as a result Zey's former Padawan abandoned the Jedi Order, forcing Zey to question his role in the war.

When Order 66 was initiated, Zey was resigned to his fate, but was spared by Captain Maze, who smuggled the Jedi out of the capital. Arligan and Maze sought refuge at Kal Skirata's

*Kyrimorut* on Mandalore, but Zey's presence, along with several other Jedi at the wayward clone sanctuary, created considerable turmoil among the residents. To resolve the situation, he and Jedi Master Kina Ha agreed to submit to a memory wipe at the hands of the now Mandalorian Jusik. Still lost in self-pity and loathing, Arligan Zey joined Jedi Master Djinn Altis and his band of Jedi expatriates in hopes of finding a renewed purpose for living.

**Arligan Zey (Order 66)** CL 16

Medium Middle-aged Human Male Jedi 2/Noble 7/Officer 3/Jedi Knight 3/Jedi Master 1

**Force** 6; **Dark Side** 1

**Init** +9; **Senses** Perception +16

**Languages** Basic, Bocce, Bothese, High Galactic, Military Sign, Ryl, Shryiiwook, (1 unselected)

**Defenses** Ref 30 (flat-footed 29), Fort 31, Will 33; Lightsaber Defense

**Hp** 138; **Threshold** 31

**Immune** fear effects

**Speed** 6 squares

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

**Melee** unarmed +16 (1d4+10) or

**Ranged** by weapon +15

**Base Atk** +14; **Grp** +16

**Special Actions** Adaptable Talent (Field Tactics), Coordinate, Deployment Tactics, Dirty Tactics, Force Focus, Hasty Withdrawal, Melee Defense, Opportunistic Retreat, Seize the Moment, Skilled Advisor

**Force Powers Known** (Use the Force +15): draw closer, Force slam, Force stun, inspire, move object, pushing slash, surge, unhindered charge

**Force Techniques** Improved Sense Force

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

**Special Qualities** Command Cover, Fearless, Serenity, Share Talent (Deployment Tactics)

**Talents** Coordinate +1, Deployment Tactics, Dirty Tactics, Distress to Discord, Force Focus, Hasty Withdrawal, Lightsaber Defense, Master Advisor, Seize the Moment, Skilled Advisor

**Feats** Adaptable Talent (Field Tactics), Combat Reflexes, Cut

### New Complication: Broken Will

You have endured a severe or prolonged test of mental fortitude, and failed to come away from it unscathed.

**Origin:** Any time a Persuasion check to intimidate the character that yields a natural 20 on the check, or if the character suffers five cumulative successful attacks that exceed their Will Defense by 10 or more, their will is considered broken.

**Effect:** The character becomes despondent, and lacks the willpower to object to the whims of others as they suffer a -10 penalty to their Will Defense, and a -5 penalty to all skill checks.

**Removal:** The character must regain their sense of self-worth by completing a Skill Challenge of the game master's choosing that meets or exceeds the character's Challenge Level. If the character succeeds in all skill checks associated with the Skill Challenge, it regains its will and the penalties are removed.

**Reward:** Upon removal, the character gains a newfound purpose in life, gains a Destiny of the game master's choosing, and earns 1 Destiny point.

the Red Tape, Coordinated Attack, Force Sensitivity, Force Training (2), Linguist, Melee Defense, Opportunistic Retreat, Rapport, Skill Focus (Persuasion), Tactical Advantage, Weapon Proficiency (lightsabers, simple weapons)

**Skills** Knowledge (bureaucracy) +16 (may substitute for Gather Information checks), Knowledge (galactic lore) +16, Knowledge (tactics) +16, Perception +16, Persuasion +21, Use the Force +15

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

**Organization Score (Jedi Order)** – 28

### A'SHARAD HETT

As the son of a once great Jedi Knight and Tusken war chief, A'Sharad Hett was trained by his father since birth on Tatooine in the ways of the Jedi and Tusken culture. Shortly after the Battle of Naboo, at the age of fifteen, A'Sharad's father was killed by the

A'SHARAD HETT



bounty hunter Aurra Sing. At his father's last request, A'Sharad returned to Coruscant with Jedi Knight Ki-Adi Mundi, where he'd complete his Jedi training. For two years, A'Sharad was apprenticed to Mundi, until he almost gave into anger during a run-in with his father's killer. Shamed by his emotions, Hett tried to abandon the Order, but his display of restraint and skill caught the attention of the Dark Woman, who convinced Hett to complete his education in the Jedi Arts under her tutelage. In time, A'Sharad Hett ascended to the rank of Jedi Knight, and took Nikto youngling Bhat Jul as his Padawan Learner.

Hett followed his old masters to Obi-Wan Kenobi's aid on Geonosis, and took part in a massive orbital battle to stop Separatist mercenaries from deploying deadly biological weapons or reinforcements on the battlefields below. Hett and his

apprentice next led a siege on the Techno Union industrial world of Metalorn, and after nearly three months of fighting, secured victory. At the end of the war's third month, A'Sharad and Bhat made for New Holstice to care for their wounded, resupply, and assist the other Jedi healers.

After a week on New Holstice, A'Sharad Hett, Bhat Jul, and Anakin Skywalker were hand-picked for their desert survival expertise by Jedi Master Ki-Adi Mundi to lead an assault on Aargonar. During the battle, Hett's gunship was brought down by enemy fire, and he, his Padawan, and Skywalker were overrun by battle droids. In the exchange, Bhat Jul was killed, but Hett and Skywalker were forced to leave the body behind to seek the shelter from an oncoming sandstorm. Inside a cave, they discovered and thwarted an ambush on Republic forces by raiders. During the skirmish, Hett learned of Skywalker's slaughter of a village of Tusken after the death of his mother, but resolved to let the matter remain private. The two worked together to lure a giant Gouka dragon onto the battlefield, which disrupted the Confederate forces, and gave Mundi's forces the much needed opening to claim victory.

After participating in a major Jedi operation on Boz Pity in the thirty-first month of the war, A'Sharad and his forces were placed under the command of Jedi-General Oppo Rancisis to assist in his offensive at Saleucami. There, Hett and his allies battled scores of Anzati-trained Morgukai clone warriors in a five month crusade to infiltrate the shielded city and dismantle the cloning facilities. During the campaign, A'Sharad formed a romantic relationship with fellow Jedi, Xiann Amersu, and when she was killed in the final battle, Hett felt a bitter anger he'd not felt since the death of his father. When Order 66 was declared, Hett was alone on a scouting mission, though he observed clone troopers executing many of his Jedi brethren. When A'Sharad was confronted by clone troopers, he gave into anger, and ruthlessly butchered his adversaries. After learning the details of Order 66, A'Sharad Hett fled to Tatooine to live amongst his Tusken clan.

Following a brief stint as a Tusken war chief which ended in a violent duel against Obi-Wan Kenobi, Hett was forced to make a living as a bounty hunter. While pursuing a mark on Korriban, A'Sharad was confronted by the spirit of the ancient Sith Lord XoXaan, who goaded him into believing he could defeat Darth



Vader and the Emperor if he possessed the knowledge of the Sith. Hett submitted to her teachings, but years had passed when he emerged from the catacombs, and the Empire and its leaders had already fallen. Hett's anger grew inward, and he made for the vastness of the Unknown Regions of the galaxy, drowning in self-loathing. There he was captured by a Yuuzhan Vong scout ship, and subjected to gross experiments at the hands of the Shapers. Through his pain, Hett fully embraced the Dark Side and had a vision of a new Sith Empire under his rule. Hett escaped his captors, unfortunately the Shaper's implants began to consume his body, and he was forced into stasis to heal his body.

Over a century after the Clone Wars, A'Sharad Hett, now Darth Krayt, allied with the restored Galactic Empire to unleash his Sith Empire onto the galaxy, and they toppled the Galactic Alliance and the Jedi Order. Krayt betrayed Emperor Roal Fel, and declared himself Emperor before gripping the galaxy in his reign of terror for nearly a decade. Ultimately, Darth Krayt was defeated by Cade Skywalker, and his body was hurled into Coruscant's sun to ensure his plague was ended once and for all.

### A'Sharad Hett (Order 66)

CL 14

Medium Human Male Scout 3/Jedi 6/Jedi Knight 5

**Destiny** 9; **Force** 7; **Dark Side** 1

**Init** +10; **Senses** Perception +15

**Languages** Basic, Tusken

**Defenses** Ref 29 (flat-footed 26), Fort 28, Will 29; Block, Deflect, Lightsaber Defense, Niman, Jar'Kai

**Hp** 137; **Threshold** 28

**Speed** 6 squares

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

**Melee** lightsabers +14\*/+13 (2d8+9) with Dual Weapon Mastery II or

**Melee** unarmed +15 (1d4+9) or

**Ranged** by weapon +16

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

**Atk Options** Twin Weapon Style

**Special Actions** Shake It Off, Vehicular Combat, Wilderness Survival

**Force Powers Known** (Use the Force +13): battle strike, Force slam, pushing slash, surge (2), rising whirlwind, twin strike, vital transfer

**Force Techniques** Improved Battle Strike, Improved Sense Surroundings

**Starship Maneuvers Known** (Pilot +15): counter, devastating hit, evasive action, howlrunner formation

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

**Talents** Adapt and Survive, Block, Deflect, Jar'Kai, Lightsaber Defense, Niman, Sizing Up, Twin Weapon Style

**Feats** Dual Weapon Mastery I, Dual Weapon Mastery II, Force Sensitivity, Force Training (2), Shake It Off, Skill Focus (Survival), Starship Tactics, Vehicular Combat, Weapon Proficiency (lightsabers, pistols, rifles, simple weapons), Wilderness Survival

**Skills** Endurance +13, Knowledge (tactics) +13, Perception +15, Pilot +15, Ride +15, Survival +21, Use the Force +13

**Possessions** lightsaber\* (self-built), Sharad Hett's lightsaber (heirloom item: legendary icon), Tusken robes, utility belt

**Organization Score (Jedi Order)** – 26

**Destiny (champion)** – It is A'Sharad Hett's destiny to champion the new Sith Empire, and to rule the galaxy through the Rule of One.

## DASS JENNIR

In the last days of the Clone Wars, Jedi Master Dass Jennir and his clone army were stationed on New Plympto fighting Nosaurian insurgents. When his clones turned against him by obeying Order 66, Jennir fled into the dense forest where he befriended a Nosaurian soldier named Bomo Greenbark who convinced the Jedi to help fight the clone trooper occupation of New Plympto. The military might of the Empire was too great, even with a Jedi commanding the Nosaurian guerrillas, and although Jennir and Greenbark survived, the entirety of the resistance was slaughtered, and the Nosaurian women and children were sold into slavery by the Emperor.

Dass Jennir agreed to help Bomo Greenbark rescue his family from the vile slavers. Jennir enlisted the help of the crew of the freighter *Uhumele* and ran the blockade of New Plympto. The group made their way to Orvax IV only to discover Greenbark's wife had been murdered while protecting their daughter, who had been sold to a private buyer. Jennir made a morally gray

DASS JENNIR



decision to execute the slave trader in order to preserve his mission to save Bomo's daughter. The former Jedi began to slip down the dark path when he murdered the wealthy shut-in who had purchased Bomo's daughter only to murder and cannibalize her remains.

Once Jennir realized how close he was to the Dark Side, the fugitive Jedi abandoned his friends and set out to atone for his wrongdoings. During his travels, Dass was hired by Telerathi businesswoman named Ember Chankeli to eliminate the slavers and spice gangs that controlled her homeworld. While carrying out his mission, Dass once again found his center, and despite being double-crossed by his employer, successfully championed the citizens of Telerath.

### Dass Jennir (Order 66)

Medium Human Male Jedi 4/Scout 3/Scoundrel 4/Jedi Knight 2

Force 5

CL 13

**Init** +9; **Senses Perception** +14

**Languages** Basic, Bocce

**Defenses** Ref 29 (flat-footed 25), Fort 26, Will 28; Lightsaber Defense

**Hp** 109; **Threshold** 26

**Speed** 6 squares; **Surefooted**

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

**Melee** unarmed +12 (1d6+7) or

**Melee** lightsaber +8\* (2d8+7) and

**Ranged** blaster pistol +9 (3d6+6) with Dual Weapon Mastery I or

**Ranged** blaster pistol +14 (3d6+6) or

**Ranged** blaster pistol +12 (4d6+6) with Rapid Shot or

**Ranged** blaster pistol +7/+7 (4d6+6) with Dual Weapon Mastery I and Rapid Shot or

**Ranged** by weapon +14

**Base Atk** +11; **Grp** +14

**Atk Options** Charging Fire, Colateral Damage, Point Blank Shot, Precise Shot

**Special Actions** Disruptive, Equilibrium, Force Exertion, Quick Draw, Walk the Line

**Force Powers Known** (Use the Force +13): battle strike, detonate, disarming slash, Force blast, Force disarm, mind trick, move object, surge (3), unhindered charge, vital transfer

**Force Techniques** Improved Force Trance

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

**Talents** Acute Senses, Disruptive, Equilibrium, Force Exertion, Lightsaber Defense, Surefooted, Walk the Line

**Feats** Charging Fire, Collateral Damage, Dual Weapon Mastery I, Force Sensitivity, Force Training (3), Martial Arts I, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Skill Training (Mechanics), Weapon Proficiency (lightsabers, pistols, simple weapons)

**Skills** Acrobatics +14, Perception +14 (may reroll, keeping second result), Pilot +14, Mechanics +13, Stealth +14, Use the Force +13

**Possessions** Blaster pistol, jumpsuit, lightsaber\* (self-built), utility belt

**Organization Score (Jedi Order)** – 25

## IRI CAMAS

When control of the Special Operations Brigade was delegated to the Jedi Order at the Battle of Geonosis, Iri Camas was given command. Camas failed to grasp the special skills of the ten thousand commandos in his unit, and deployed the entire force on the Geonosian plains as standard infantry. As a result, nearly half of the SO Brigade was killed in battle. Throughout the first eight months of the war, Camas demonstrated his inability to properly deploy Special Forces to maximize their survival and success rates, and was compelled to resign his post. Master Camas was transferred to a more conventional command, where he led clone infantry forces for the remainder of the war.

Camas survived the chaos of Order 66 by teaming up with an Antarian Ranger named Jilam Kester. Together, they established an underground network to ferry surviving Jedi and their supporters to safety. Iri Camas and his partner were located by the Empire on Celen, and commandos from the 501st legion raided their hideout. Iri baited the commandos, giving Kester time to escape via a secret tunnel beneath the house. After being cornered, Camas ignited a gas main and was believed killed in the explosion.

### Iri Camas (Order 66)

CL 14

Medium Middle-aged Human Male Scout 4/Jedi 5/Pathfinder 2/  
Jedi Knight 3

**Force** 7

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

**Languages** Basic, High Galactic

**Defenses** Ref 28 (flat-footed 26), Fort 29, Will 28; Deflect

**Hp** 123; **Threshold** 29

**Speed** 6 squares; Fleet-footed, Running Attack, Sokan

**Melee** lightsaber +14\* (2d8+9) or

**Melee** lightsaber +12\* (3d8+9) with Rapid Strike or

**Melee** unarmed +13 (1d4+9) or

**Ranged** by weapon +13

**Base Atk** +11; **Grp** +13

**Atk Options** Rapid Strike

**Special Actions** Acrobatic Recovery, Mobile Combatant, Quick Draw, Redirect Shot, Safe Zone, Shake It Off

**Force Powers Known** (Use the Force +14): barrier of blades, deflecting slash, detonate, falling avalanche, high ground defense, move object, shien deflection, surge, unhindered charge

**Force Techniques** Improved Move Light Object

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

**Talents** Acrobatic Recovery, Acute Senses, Deflect, Improved Initiative, Mobile Combatant, Redirect Shot, Safe Zone, Sokan

**Feats** Advantageous Attack, Deft Charge, Fleet-footed, Force Sensitivity, Force Training (3), Quick Draw, Rapid Strike, Running Attack, Shake It Off, Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

**Skills** Acrobatics +14 (may take 10, even when distracted or threatened), Endurance +13, Initiative +14 (may reroll, keeping second result), Jump +14, Perception +14 (may reroll, keeping second result), Survival +14, Use the Force +14

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

**Organization Score (Jedi Order)** – 24

## K'KRUHK

Whiphid Jedi Master K'kruhk was a long-time member of the Jedi Order, and a veteran of the bloody Yinchorri Uprising, where his master, Lilith Twoseas, died in battle. When the Clone Wars swept across the galaxy, K'kruhk was deployed to Teyr, where his entire battalion of troops were slaughtered. K'kruhk was devastated at the senseless loss of life, something he had been trained all his life to avoid at all costs. Disgusted that the Jedi Order could involve itself so directly in a war that disregarded sentient life, K'kruhk abandoned the Jedi Order and made for the Outer Rim.

Almost three months later, K'kruhk represented a group of like-minded Jedi in a meeting on Ruul with Mace Windu, who sought to reunite the Jedi Order. K'kruhk and the other disgruntled Jedi shared their views concerning the Jedi's role in the war, but the talks were interrupted when K'kruhk and the others were ambushed by Asajj Ventress, who claimed to be under Mace Windu's command. K'kruhk saw through Ventress' deception, and faced the Dark Sider, but was bested. Having witnessed the

K'KRUKH



depths to which the Confederacy would stoop, K'ruhk agreed to aid the Republic in their fight.

Re-accepting his commission by the war's fourth month, K'ruhk accompanied a large task force to Hypori to destroy a newly-discovered Separatist droid foundry. Unfortunately, an orbital minefield around the planet wiped out most of the Republic cruisers, and forced K'ruhk and his allies to crash-land behind enemy lines. Pinned down within the wreckage of their ship by swarms of battle droids, K'ruhk and the other Jedi were confronted by the cybernetic General Grievous. K'ruhk survived a vicious lightsaber blow only by entering a deep hibernation trance, and later snuck off the planet after he was left for dead. K'ruhk had another brush with death two months later as he failed to protect Senator Viento from assassination at the hands of fallen Jedi, Quinlan Vos.

One month before the end of the war, after enduring five months of intense combat on Saleucami, K'ruhk and fellow

former dissident Sian Jeisel were transferred to Mygeeto to re-inforce Ki-Adi Mundi. While en route, K'ruhk and his allies were ambushed by a straggling Separatist warship, and were forced to divert to a small Jedi outpost on Bogden after their ship sustained heavy damage. While repairs were being affected, Order 66 was issued, and K'ruhk raced to defend a Jedi youngling clan from execution at the hands of clones he once called his allies. At the expense of Jeisel, K'ruhk and Hawkbat clan were able to escape.

K'ruhk watched over the younglings on an uncharted world for over two months before a group of outlaws tried to capture the Jedi for bounties. Although he managed to save the younglings from the vile thugs, he skirted close to the Dark Side as he reveled in striking down his adversaries. After finding a safe place for the young ones to hide, K'ruhk went into a self-imposed exile to meditate on his actions.

With the rebirth of the Jedi Order after the fall of the Empire, K'ruhk came out of hiding to join their ranks some time after the Yuuzhan Vong war. The Whiphid served at the Jedi Temple on Ossus for over a century before the Sith-Imperial War brought about the near-extinction of the Jedi once more. K'ruhk survived the culling, and helped the heir to the Skywalker legacy defeat Emperor Darth Krayt and topple his Sith Order of One.

### K'ruhk (Order 66)

CL 15

Large Whiphid Male Jedi 5/Scout 5/ Jedi Knight 4/Jedi Master 1

**Destiny** 6; **Force** 10

**Init** +8; **Senses** Perception +15; **Scent**

**Languages** Basic, High Galactic, Whiphid

**Defenses** Ref 28 (flat-footed 27), Fort 31, Will 31; **Block**,  
Deflect, Evasion, Insulating Fur

**Hp** 148; **Threshold** 36

**Immune** fear effects

**Speed** 6 squares

**Melee** lightsaber +17\* (2d8+11) or

**Melee** unarmed +16 (1d4+11) or

**Melee** claws +16 (1d6+11) or

**Ranged** by weapon +13

**Base Atk** +12; **Grp** +16

**Special Actions** Buried Presence, Conditioning, Equilibrium,

Extra Second Wind, Extreme Effort, Forceful Recovery, Rapid

Reaction, Resilience, Shake It Off, Stay Up

**Force Powers Known** (Use the Force +13): crucitorn, falling avalanche, Force thrust, hawkbat swoop, move object, surge, unhindered charge, vital transfer

**Force Techniques** Force Point Recovery, Improved Force Trance

**Abilities** Str 19, Dex 13, Con 16, Int 15, Wis 16, Cha 13

**Special Qualities** Fearless, Insulating Fur, Scent, Serenity

**Talents** Acute Senses, Block, Buried Presence, Deflect, Equilibrium, Evasion, Extreme Effort, Force Recovery, Resilience

**Feats** : Bad Feeling, Conditioning, Extra Second Wind, Fast Surge, Force Sensitivity, Force Training (2), Never Surrender, Rapid Reaction, Recovering Surge, Shake It Off, Skill Focus (Endurance), Stay Up, Weapon Proficiency (lightsabers, simple weapons)

**Skills** Endurance +20 (may reroll, keeping second result), Perception +15 (may reroll, keeping second result), Survival +15, Use the Force +13

**Possessions** Freakin' sweet hat, Jedi robes, lightsaber\* (self-built)

**Organization Score (Jedi Order)** – 29

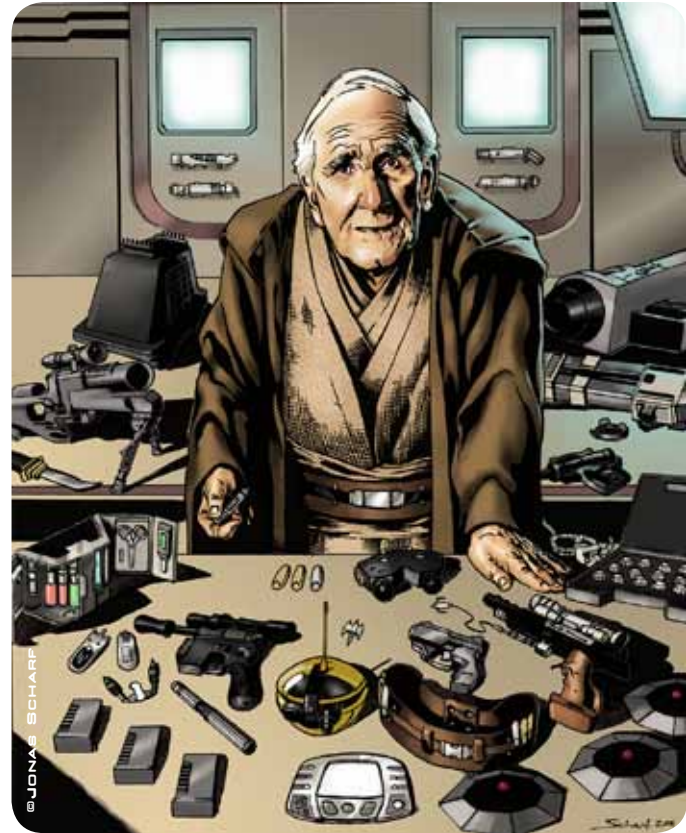
**Destiny (rescue)** – It is K'kruhk's destiny to save the Jedi Order from destruction at the hands of Darth Krayt.

## L'LACIELO SAGEON

During the Clone Wars, eccentric Jedi Master L'lacielo Sageon had reached an age where he was permitted a retirement of sorts, and acted as Temple Quartermaster alongside Jedi Master Waldan Bridger. Sageon's enthusiasm for explosions concerned some Jedi, but he was largely dismissed as harmless. Master Sageon was responsible for maintaining and supplying specialized equipment to Jedi as they set out on their missions across the galaxy.

When the Clone Wars began, Master Sageon found himself equipping Jedi with more than just comlinks and aquata breathers, and reveled in the chance to stock his storehouses with concussion rifles and repeating blasters. The venerable Jedi was kept blissfully isolated from the realities of the war until its final days, when Coruscant came under direct assault. Sageon piloted a Jedi starfighter in an attempt to rescue the supreme chancellor, who had been abducted by General Grievous. L'lacielo and Jedi

L'LACIELO SAGEON



Knight Pablo-Jill chased Grievous all the way into the hangar bay of his flagship, and with lightsabers drawn, engaged the Kaleesh cyborg. The aged Jedi Master didn't stand a chance against the Jedi killer, and was quickly cut down by Grievous.

**L'lacielo Sageon (Second Battle of Coruscant)** **CL 14**

Medium Venerable Lorradian Male Jedi 2/Noble 2/Scout 4/

Improvisor 3/Jedi Knight 2/Jedi Master 1

**Force 3**

**Init +7; Senses Perception +9**

**Languages** Basic, Binary, Bocce, High Galactic

**Defenses** Ref 27 (flat-footed 27), Fort 26, Will 30

**Hp 92; Threshold 26**

**Speed** 6 squares

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

**Melee** unarmed +10 (1d4+6) or

**Ranged** by weapon +11

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

**Special Actions** Gearhead, Impart Knowledge, Improvised Device, Instruction, Jury-Rigger, Keep It Together, Scavenger, Skilled Advisor, Tech Specialist, Vehicular Combat, Vehicular Surge

**Force Powers Known** (Use the Force +14): battle strike, detonate, Force thrust, mind trick, move object, surge

**Force Techniques** Improved Sense Force

**Abilities** Str 8, Dex 10, Con 9, Int 16, Wis 15, Cha 15

**Talents** Bigger Bang, Force Flow, Impart Knowledge, Improvised Device, Instruction, Jury-Rigger, Keep It Together, Skilled Advisor

**Feats** Force Sensitivity, Force Training (2), Gearhead, Scavenger, Skill Focus (Knowledge [technology], Mechanics), Tech Specialist, Vehicular Combat, Vehicular Surge, Weapon Proficiency (heavy weapons, lightsabers, pistols, rifles, simple weapons)

**Skills** Knowledge (technology) +20, Mechanics +20, Pilot +12, Use Computer +15, Use the Force +14

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

**Organization Score (Jedi Order)** – 30

## LUMINARA UNDULI

In the waning days of the Republic, the stern Jedi Master Luminara Unduli was the custodian to the Mirialan-Jedi tradition. Unduli was a devout follower of the Mirialan tradition as passed down from one Mirialan Jedi to the next for generations. In keeping with tradition, she selected Mirialan Jedi youngling Barriss Offee as her Padawan Learner, and instructed Offee in the Jedi teachings, and in the heritage of her people. Together, Luminara and Barriss served the Jedi Order on several successful missions, including the resolution of a border dispute on Ansion only days prior to the start of the Clone Wars.

Luminara and her Padawan survived the carnage in the Geonosian execution arena and the battle that followed. They also emerged from an attack against the Jedi cathedral on Ilum relatively unscathed in the fourth month of the war. A month later, while Luminara's army was being assembled on Kamino, she and her apprentice bankrupted Hutt crime boss Mondo-Mod in order to obtain Intel on a Separatist droid factory hidden on Diorda.

Later that month, with her army finally battle-ready, Luminara and Barriss were dispatched to Nadiem to assist Jedi Master Saesee Tiin with a full-scale evacuation of the civilian population. Luminara and her troops repelled General Grievous' invasion force long enough to save all of the inhabitants of Threadneedle Canyon. Master Unduli ferried the refugees to the Republic medical facilities on New Holstice, where she and her apprentice stayed to assist the Jedi healers for the next several weeks.



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LUMINARA UNDULI

In the seventh month of the war, Luminara left her Padawan on New Holstice, and commanded a fleet that repelled Separatist warships sent to reinforce the Confederate super weapon *Malevolence* at Kaliida Shoals. Weeks later, Unduli oversaw Nute Gunray's transfer to Republic Judicial custody. Onboard the Jedi cruiser *Tranquility*, she and Padawan Ahsoka Tano interrogated Gunray to obtain the names and locations of his conspirators, but the cruiser fell under attack and was boarded by Gunray's allies. Luminara crossed blades with the deadly assassin Asajj Ventress, and would have been killed by the Dark Side witch, were it not for Padawan Tano's assistance.

Familiar with the situation on Ilum, Luminara oversaw the transfer of Jedi lightsaber crystals salvaged from the temple ruins back to Coruscant eight months into the Clone Wars. Unduli's cargo transport *Sedawan* came under fire by Confederate forces led by Nightsisters who took control of the ship, stole its cargo, and captured Master Luminara. Ferried to Dathomir, Luminara endured torture at the hands of Nightsister Sai Sircu before being rescued by Jedi Master Plo Koon and Padawan Ahsoka Tano.

After recovering from her ordeal, during the war's ninth month, Master Unduli and Jedi Knight Aayla Secura were sent to Alzoc III to investigate a downed Separatist warship. Amidst the bizarre floating wreckage, the Jedi discovered the ship's mainframe still intact, but were ambushed by Asajj Ventress while extracting the data. Although Luminara and her Twi'lek companion managed to repel the Confederate assassin, the ship's self-destruct sequence was activated, and Luminara and the others were forced to evacuate before much useful information could be recovered.

Next, Luminara led her forces in a massive campaign to retake Geonosis following an uprising that uprooted the Republic occupation. After a costly beachhead was established, Luminara and Anakin Skywalker led a bold offensive on Archduke Poggle the Lesser's primary droid factory to distract enemy forces while their Padawans infiltrated the compound to plant explosives. Although Unduli and her allies were successful in destroying the factory, Poggle the Lesser escaped capture.

Luminara and Obi-Wan Kenobi then led clean-up operations while continuing the search for the missing Archduke. Poggle's trail led Luminara to the Geonosian Progate Temple where she was captured by the minions of the Geonosian Queen, Karina

the Great. Fortunately, Master Luminara was rescued by Jedi Obi-Wan Kenobi and Anakin Skywalker before the mysterious Geonosian ruler could infect Unduli with a vile Geonosian brain worm. Together the three Jedi defeated Karina, secured Poggle the Lesser, and escorted him to Coruscant.

Unduli spent the remainder of the Clone Wars fighting on several battlefronts, but also spent considerable time tending to wounded at medical centers alongside Barriss Offee, now a fully-trained Jedi Knight. Six months before the end of the war, Luminara assisted in the cybernetic grafting of Jedi Master Tholme's leg at the New Holstice medical center. In the final month of the war, Master Unduli was assigned to Kashyyyk alongside Masters Yoda, Justiss and Vos to protect the Wookiees from Separatist invasion. Shortly after driving back the Separatists from Wawatt archipelago, Order 66 was issued. Luminara Unduli's clones took her by surprise, and gunned down the Jedi Master before she had the chance to defend herself.

### Luminara Unduli (Order 66)

CL 15

Medium Middle-aged Near-Human (Mirialan) Female Jedi 8/Jedi Knight 6/Jedi Master 1

**Force** 3

**Init** +10; **Senses** Perception +15

**Languages** Basic, Bimm, High Galactic, Mirial, Tionese

**Defenses** Ref 31 (flat-footed 28), Fort 30, Will 31; Block, Deflect

**Hp** 150; **Threshold** 30

**Immune** fear effects

**Speed** 6 squares

**Melee** lightsaber +19\* (2d8+10) or

**Melee** lightsabere +17\* (3d8+10) with Rapid Strike or

**Melee** unarmed +18 (1d4+8) or

**Ranged** by weapon +18

**Base Atk** +15; **Grp** +18

**Atk Options** Rapid Strike, Whirlwind Attack

**Special Actions** Adept Negotiator, Guiding Strikes, Link, Melee Defense

**Force Powers Known** (Use the Force +19): battle strike, circle of shelter, Force slam, hawk-bat swoop, mind trick, move object, pushing slash, rebuke, saber swarm, shien deflection, surge, vital transfer

## 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.

**Force Regimens** eyes of the Force, sparring practice, telekinetic practice, training remote

**Force Techniques** Force Power Mastery (move object), Improved Battle Strike, Improved Move Light Object

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

**Special Qualities** Fearless, Serenity

**Talents** Adept Negotiator, Ataru, Block, Deflect, Force Treatment, Guiding Strikes, Link, Multiattack Proficiency (lightsabers)

**Feats** Acrobatic Strike, Combat Reflexes, Force Regimen Mastery, Force Sensitivity, Force Training (3), Melee Defense, Rapid Strike, Skill Focus (Use the Force), Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons), Whirlwind Attack

**Skills** Acrobatics +15, Knowledge (bureaucracy) +15, Knowledge (tactics) +15, Perception +15, Use the Force +19 (may substitute for Treat Injury checks)

**Possessions** Lightsaber\* (self-built), Mirialan Jedi robes

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**Organization Score (Jedi Order) – 29**

## MAKS LEEM

Maks Leem's instructor duties kept the Gran Jedi Master primarily anchored to the Jedi Temple on Coruscant, but when Jedi Master Mace Windu called for Jedi assistance on Geonosis, Leem eagerly provided support. Though Maks survived the carnage on the barren Geonosian homeworld, the large-scale slaughter of her Jedi brethren left its impression. Over the course of the war, Maks Leem was dismayed by the state of the galaxy and its harsh realities, and fell out of contact with her first Padawan, Rees Alrix, and mourned the loss of her second Padawan, Eremin Rhad Tarn.

Two and a half years after the war began, Maks and her third Padawan, Whie Malreaux, along with Jedi Master Jai Maruk and his Padawan, escorted Grand Jedi Master Yoda to a clandestine meeting with Count Dooku. Even though the Jedi traveled in disguise, Maks and Jai Maruk were ambushed at Phindar Station by Asajj Ventress and her squad of assassin droids. Bruised and beaten after combating the droids, Leem was too exhausted to put up any credible defense against Ventress, and was killed when the Sith witch plunged her lightsaber into Maks Leem's chest.

### Maks Leem (Mission to Vjun)

CL 14

Medium Middle-aged Female Gran Jedi 3/Noble 8/Jedi Knight 2/Jedi Master 1

**Force 4**

**Init** +8; **Senses** darkvision; Perception +8

**Languages** Basic, Binary (understand only), Bothese, Duresse, Gran, Herglic, High Galactic, Troxan

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**Defenses** Ref 28 (flat-footed 27), Fort 28, Will 29; Brilliant Defense, Lightsaber Defense

**Hp** 104; **Threshold** 28

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**Speed** 6 squares

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

**Melee** unarmed +12 (1d4+7) or

**Ranged** by weapon +13

**Base Atk** +12; **Grp** +13

**Special Actions** Elder's Knowledge, Extra Second Wind, Fast Surge, Galactic Guidance, Impart Knowledge, Instruction, Skilled Advisor, Telepathic Link

**Force Powers Known** (Use the Force +13): draw closer, Force





shield, Force thrust, inspire, mind trick, move object (2), pushing slash

**Force Techniques** Improved Telepathy

**Abilities** Str 10, Dex 12, Con 12, Int 17, Wis 13, Cha 15

**Talents** Galactic Guidance, Idealist, Impart Knowledge, Instruction, Lightsaber Defense, Skilled Advisor, Telepathic Influence, Telepathic Link

**Feats** Brilliant Defense, Elder's Knowledge, Extra Second Wind, Fast Surge, Force Sensitivity, Force Training (4), Linguist, Rapport, Skill Focus (Knowledge [galactic lore]), Weapon

Proficiency (lightsabers, simple weapons)

**Skills** Knowledge (galactic lore) +20, Knowledge (physical sciences) +15, Persuasion +14, Use Computer +15, Use the Force +13

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

**Organization Score (Jedi Order)** – 27

## NEJAA HALCYON

A Jedi of some renown, Nejaa Halcyon primarily served as a protector of his birthplace in the Corellian Sector. Observing different tenets than that of his Coruscant-based Jedi brethren, the Corellian Jedi Master maintained a close personal relationship with CorSec investigator Rostek Horn, and had a son named Valin with his wife, Scerra Halcyon, seven years before the Clone Wars began. Halcyon often traveled the galaxy with Caamasi Jedi Knight, Ylenic It'kla, but when Corellia declared itself an isolationist system two months before the start of the Clone Wars, Nejaa returned to his home to help secure its borders. However, Nejaa was conflicted, and weeks later he led a band of two dozen Corellian Jedi back to Coruscant to serve the Republic in its time of need.

Two weeks before the Battle of Geonosis, Nejaa Halcyon was appointed to lead a mission to the Sluissi Sector to reign-in the renegade Republic officer, Captain Zozridor Slayke, who'd begun an unsanctioned campaign against the Separatists. Halcyon stalled his mission by lodging a formal protest with the Senate, claiming Slayke was in the right, and that a Separatist attack was imminent. While the Senate deliberated over his objection, the Clone Wars began, and Nejaa returned to Corellia to enact a plan to bring his home sector back to the Republic's side. Assuming the identity of a defecting Confederate scientist, Nejaa managed to demonstrate the Separatist's animosity toward Corellia, which pulled the entire sector back into the Republic fold.

Days later, the Senate's verdict came in, and Halcyon was again ordered to apprehend Captain Zozridor Slayke and the crew of the *Scarlet Thranta* for mutiny. Unfortunately, Nejaa was handily outsmarted by the sly captain, who stole Halcyon's ship and marooned him and his crew on Bpfassh for several months before being recovered by Republic forces. Halcyon returned to



GREG WORNCHAK

Coruscant in shame, and spent weeks being ignored while awaiting reassignment.

At the end of the war's fourth month, Nejaa Halcyon was personally selected by Supreme Chancellor Palpatine to lead a task force to reinforce Zozridor Slayke's mercenary band to reclaim a key hyperspace communications node on Praesitlyn from the Separatists. Nejaa put aside his past with Slayke and worked with the outlaw and Anakin Skywalker to defeat a massive battle droid army led by the Intergalactic Banking Clan's Admiral Pors Tonith. Before victory could be claimed, cloaked Separatist reinforcements devastated the Republic fleet. Thanks to Nejaa's quick thinking, and Skywalker's boldness and skill, the Republic was

### NEW FORCE TALENT

The following talent is intended for use with the Alter talent tree.

**Influence Natural:** You possess a natural affinity for using the Force to influence others. Once per encounter, you may spend a Force point as a free action to place any Force power with the [mind-affecting] descriptor into your Force Suite, even if you do not normally have that power. If the Force power is not used before the end of the encounter, it is lost.

You may select this talent multiple times. Each time you select it, you may use this talent one additional time per encounter.

*Prerequisite:* Trained in Use the Force.

able to destroy the enemy flagship and force the Confederacy into withdrawal.

Seven months before the war concluded, Nejaa once again called on his friends Ylenic It'kla and Anakin Skywalker to aid him in locating the Sith allegedly responsible for the war. Their investigation brought them to Susevfi in the Corporate Sector, where they encountered the Jensaarai Force cult led by the Anzati dark Jedi, Nikkos Tyrus. Nejaa and his companions battled Tyrus and his allies, and although Master Halcyon destroyed Tyrus and the threat he posed, the duel cost him his life when the Anzati's lightsaber pierced Halcyon's chest. As Halcyon died, his body evaporated into nothingness, and he became one with the Force.

### Nejaa Halcyon (Mission to Susevfi)

CL 14

Medium Human Male Jedi 3/Noble 5/Ace Pilot 3/Jedi Knight 2/  
Jedi Master 1

**Destiny 3; Force 3**

**Init +10; Senses Perception +13**

**Languages** Basic, Bocce, Durese, Herglic, High Galactic, Olys Corellisi

**Defenses** Ref 31 (flat-footed 28), Fort 29, Will 29; Lightsaber Defense

**Hp 119; Threshold 29**

**Immune** fear effects

**Speed** 6 squares

**Melee** lightsaber +15\* (2d8+9) or

**Melee** lightsaber +10/+10\* (2d8+9) with Double Attack or

**Melee** unarmed +13 (1d4+9) or

**Ranged** by weapon +14

**Base Atk** +11; **Grp** +14

**Atk Options** Double Attack (lightsabers)

**Special Actions** Influence Natural, Vehicular Combat

**Force Powers Known** (Use the Force +19): battle strike, deflecting slash, fluid riposte, ionize, mind trick, negate energy, rebuke

**Force Techniques** Force Point Recovery

**Starship Maneuvers Known** (Pilot +20): Corellian slip, snap roll

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

**Talents** Face the Foe, Force Flow, Idealist, Influence Natural, Lead From the Front, Lightsaber Defense, Multiattack Proficiency (lightsabers), Relentless Pursuit, Spacehound

**Feats** Double Attack (lightsabers), Force Sensitivity, Force Training (3), Linguist, Skill Focus (Pilot, Use the Force), Starship Tactics, Vehicular Combat, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

**Skills** Gather Information +14, Knowledge (galactic lore) +14, Perception +13, Pilot +20 (may reroll, keeping better result when initiating dogfights), Use the Force +19

**Possessions** Comlink, dual-phase lightsaber, Jedi robes, medpac, utility belt

**Organization Score (Jedi Order) – 23**

**Destiny (Halcyon/Horn legacy) –** Nejaa Halcyon's bloodline has a rich history within the Jedi Order. Nejaa Halcyon may spend a Destiny point as a free action to automatically treat any skill check made to activate a mind-affecting effect as though he had rolled a 20 on the check. Additionally, as a member of the Halcyon/Horn legacy, Nejaa is unable to select Force powers with the [telekinetic] descriptor with the Force Training feat. However, when Nejaa uses the negate energy Force power and a Force point to regain hit points, and the amount gained exceeds his maximum hit points, he gains a single use of a Force power with the [telekinetic] descriptor of his choosing that must be used before the end of the encounter, or it is lost.

## QUINLAN VOS

The son of a pair of Kiffu guardians, Vos demonstrated a natural talent for reading psychometric impressions off objects even as a child. Following the death of his parents, despite already being eight years old, Vos was accepted by Kiffu's Jedi Watchman, Tholme, to be trained as a Jedi. Before he left for Coruscant, Quinlan's treacherous aunt gave him his mother's guardian badge. When Vos used his psychometric powers to read it, he traumatically witnessed the death of his parents at the hands of Anzati raiders, leaving a permanent stain on his psyche.

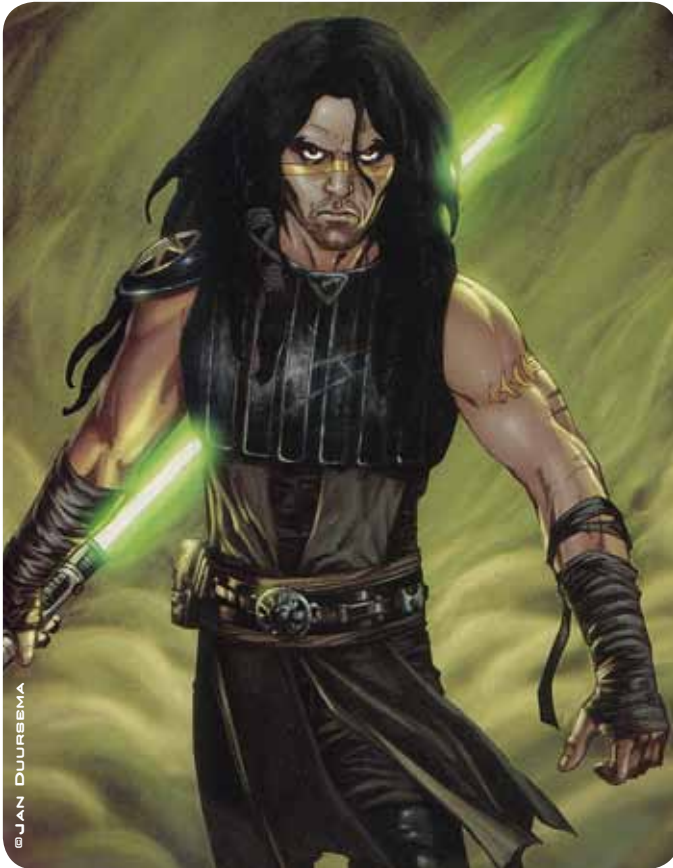
Under Tholme's tutelage, Quinlan was able to overcome his parents' death, and was shaped into a competent investigator. His role in conflicts such as the Stark Hyperspace War honed his skills as both a spy and warrior. While on an investigative mission to Ryloth with his master, Quin discovered a Force-sensitive Twi'lek girl named Aayla, and rescued her from being mauled by an escaped wampa beast. When Vos was elevated to Jedi Knight, he accepted Aayla Secura as his Padawan Learner.

Together, Vos and his Padawan achieved much for the Jedi Order, including rescuing the princess of Xoman Free from sky-boat pirates, battling terbeasts on Ogden Minor, and unlocking the Shu-Wang prism on Solibus IV. While investigating a spice ring a decade before the Clone Wars began, Vos and Secura were betrayed by the head of Clan Secura on Ryloth, and were drugged with a heavy dose of glitteryll, which erased their memories. Quinlan awoke a total amnesiac on Nar Shaddaa, under attack by scores of bounty hunters. With the help of his psychometric abilities and the nefarious smuggler Vilmarh Grahrk, Quin was able to escape the Smuggler's Moon and begin piecing together his past. Retracing his steps to Ryloth, Vos found his amnesiac Padawan in the entourage of Pol Secura, the Twi'lek responsible for wiping his memory. When Vos interrogated Pol Secura he was overcome by rage, and killed him. Pol's death earned Vos Aayla's enmity, and she fled Ryloth, vowing vengeance on Quinlan.

Three months later, Vos was sent undercover to Dathomir, and saved Coruscant from the Nightsisters' weaponized Infinity Gate. Convinced Vos was fully recovered, a few short months later he was sent to the sister planet of his homeworld to investigate a cabal of feral Anzati. Vos was shocked to find that Aayla, missing

for almost seven months, had fallen under the influence of ancient Anzati dark Jedi, Volffe Karrko. Together with Jedi Masters Tholme, Saa, and Zao, Vos was able to overcome the bloodthirsty Anzati horde, vanquish their evil leader, and rescue his Padawan.

Over the next eight years, Vos regained most of his lost memories and Jedi powers, and achieved the rank of Jedi Master. In the two years preceding the Clone Wars, Quin amassed a sizable collection of informants and spies throughout the Outer Rim and within the Separatist movement. Within a month after the Battle of Geonosis, Vos and underworld contact Khaleen Hentz learned of an impending assault on the Republic's cloning facilities on Kamino.



QUINLAN VOS

Weeks later on Nar Shaddaa, Vos began to establish evidence of his abandonment of the Jedi Order in a deep cover operation by selling Republic holo-comm codes on the black market. Vos' sale was interrupted by Jedi Master Agen Kolar, who tried to place Vos under arrest. While his asset-turned-lover Khaleen Hentz was captured, Vos was able to escape with his new cover story intact. To cement his credibility as a fallen Jedi, Vos confronted and killed one of his agents, a Chadra-Fan named Tookarti, who'd been keeping tabs on him for Count Dooku, and had ratted out Vos' Separatist dealings to the Republic.

Vos' contacts came in handy once more early in the third month of the war when he established contact with four separate groups of dissident Jedi who'd refused to participate in the Clone Wars. While attending the funeral of Jedi Master Cei Vookto on Lianna, Vos arranged a meeting with Mace Windu and the leaders of the rebellious Jedi camps. Two months later, Vos was captured by the Separatists while collecting intelligence on Brentaal IV's defenses prior to a Republic invasion. Amidst the battle, Vos was freed from solitary confinement by Jedi Master Shaak Ti. Vos assisted Generals Ti and Koon by disabling the defensive shields, which allowed the Jedi to turn certain defeat into victory.

After several weeks of running courier missions and squabbling for Count Dooku's favor, Vos headed to Antar 4 for an audience with the Confederate leader in hopes of creating an opportunity to further gain the Count's trust. In order to penetrate Dooku's inner circle, Vos was forced to perform evil acts, forever tainting him with the Dark Side. He ordered the execution of Prime Minister Suribran Tu of Tibrin, then watched his former flame, Jedi Master Shylar, endure torture and death at the hands of Dooku's dark interrogator Kadrian Sey. He even murdered his own aunt, Sheyf Tinte of Kiffu, after he learned she was behind the death of his parents.

By the sixth month of the war, Vos realized he'd made irrevocable steps toward the Dark Side, but convinced himself that the sacrifices would be worthwhile if he could locate and eliminate the second Sith Lord, Dooku's secret master. Thanks to his obsession, Quinlan was manipulated into assassinating Senator Viento under the belief that the politician was a Sith Lord. Despite reprehensible actions, Dooku wearied of influencing Vos to do evil. In response, Vos carried out his next assignment, the assassination

of Twi'lek Kharis Fenn, without pause in an effort to prove his conversion to the Dark Side. Weeks later, still desperate to regain Dooku's trust, he betrayed his former Padawan Aayla Secura and nearly killed her in a failed attempt to secure a scientific instrument package on Honoghr.

Having finally convinced Dooku of his acceptance of the Dark Side, Vos was ordered to rejoin the Jedi Order to act as Dooku's spy. Vos was rescued by Jedi Master Kenobi from an orchestrated attack by Asajj Ventress and Tol Skorr. Vos assisted Kenobi in the Battle of Rendili before returning to Coruscant to face the Jedi Council's judgment. Master Vos spent the next two months being debriefed and rehabilitated by the Jedi until the ninth month of the war, when he was sent on a mission with Obi-Wan to track down the escaped criminal Ziro the Hutt. Vos and Kenobi followed a trail that took them from Nal Hutta to Teth, where they discovered Ziro's lifeless carcass, and the vile bounty hunter Cad Bane. Later that month, Vos was trusted with a solo mission, and spent weeks infiltrating and breaking up the Red Hand gang on Coruscant.

Once he regained the autonomy he had before infiltrating Dooku's cabal, Vos resumed his investigation into the identity of the second Sith, and after a battle with an Anzati assassin, believed Sora Bulq had been Dooku's master all along. Unfortunately, before he could begin hunting the former Jedi blademaker, Quin was appointed second-in-command to Jedi Master Oppo Rancisis' campaign on Saleucami. After five months of fighting, Vos' double and triple agent act was exposed, forcing him to abandon his web of lies and finally choose with which side to stand. With the help of Master Tholme, Aayla Secura, and Khaleen Hentz, Quinlan overcame his demons and killed Sora Bulq in an epic duel that brought an end to Saleucami's Morgukai clone threat. In the aftermath of the battle, Khaleen Hentz confessed that she was pregnant with Quinlan's child, and he promised her that they would be together when the war was over.

In the final month of the Clone Wars, after a refitting on Boz Pity, Vos and his troops made for Kashyyyk to help Jedi Master Yoda defend the Wookiee world from Separatist occupation. While Vos' forces defended Wawatt City, Quinlan was reunited with Vilmargh Grahk. Quin joined Luminara Unduli and Yoda, and led the Republic to victory against the Separatist invasion force

at Wawatt, but his clones turned on him during the aftermath of the battle. Vos was critically injured, but managed to evade execution long enough to be found by Vilmarh Grahrk, who spirited him away to safety. After eight months of recovery in a bacta tank, Vos was reunited with Hentz and his newborn son, Korto Vos, as well as Jedi masters Tholme and Saa, on Kashyyyk. Vos split the rest of his days spending time with his family and adventuring with Grahk, including a mission to Socorro where he encountered a young Han Solo.

### Quinlan Vos (Hunt for Ziro)

CL 13

Medium Near-Human (Kiffar) Male Scoundrel 3/Scout 3/Jedi 3/  
Infiltrator 1/Jedi Knight 3

**Destiny 6; Force 3; Dark Side 7**

**Init +9; Senses Use the Force +13**

**Languages Basic, Huttese, Ryl, Shryiiwook**

**Defenses Ref 30 (flat-footed 27), Fort 26, Will 27**

**Hp 106; Threshold 26**

**Speed 6 squares**

**Melee lightsaber +13\* (2d8+8) or**

**Melee unarmed +12 (1d4+8) or**

**Ranged heavy blaster pistol +13 (3d8+6) or**

**Ranged by weapon +13**

**Base Atk +10; Grp +13**

**Atk Options Lightsaber Throw, Point Blank Shot**

**Special Actions Creeping Approach, Dampen Presence, Jedi Network, Psychometry**

**Force Powers Known (Use the Force +13): cloak, disarming slash, falling avalanche, farseeing, Force grip, Force lightning, Force thrust, mind trick, move object, surge (2), tempered aggression**

**Force Techniques Improved Cloak**

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

**Talents Creeping Approach, Dampen Presence, Difficult to Sense, Force Perception, Hidden Movement, Improved Stealth, Jedi Network, Lightsaber Throw, Psychometry**

**Feats Extra Second Wind, Force Sensitivity, Force Training (4), Fortifying Recovery, Friends in Low Places, Point Blank Shot, Skill Focus (Stealth), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)**

**Skills** Acrobatics +14, Deception +13, Gather Information +13, Pilot +14, Stealth +19 (may reroll, keeping second result), Survival +13, Use Computer +13, Use the Force +13 (may reroll, keeping better result when concealing presence from Force-users)

**Possessions** Heavy blaster pistol, Jedi robes, Kiffu Guardian uniform, lightsaber\* (self-built), utility belt

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**Organization Score (Jedi Order) – 16**

**Destiny (discovery)** – It is Quinlan Vos' destiny to uncover the identity of the second Sith Lord before the conclusion of the Clone Wars.

**Quinlan Vos (Order 66) CL 16**

Medium Near-Human (Kiffar) Male Scoundrel 3/Scout 3/Jedi 5/  
Infiltrator 1/Jedi Knight 4

**Destiny 2; Force 8; Dark Side 3**

**Init +11; Senses** Use the Force +15

**Languages** Basic, Huttese, Ryl, Shryiiwook

**Defenses** Ref 33 (flat-footed 30), Fort 29, Will 31; Lightsaber Defense

**Hp 128; Threshold 29**

**Speed** 6 squares; Running Attack

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

**Melee** unarmed +16 (1d4+10) or

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

**Ranged** by weapon +16

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

**Atk Options** Lightsaber Throw, Point Blank Shot

**Special Actions** Creeping Approach, Dampen Presence, Jedi Network, Psychometry, Running Attack

**Force Powers Known** (Use the Force +15): cloak, contentious opportunity, disarming slash, falling avalanche, farseeing, Force grip, Force lightning, Force thrust, mind trick, move object, shien deflection, surge (3), tempered aggression, unhindered charge

**Force Techniques** Force Point Recovery, Improved Cloak

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

**Talents** Creeping Approach, Dampen Presence, Difficult to Sense, Force Perception, Hidden Movement, Improved Stealth, Jedi Network, Lightsaber Defense, Lightsaber Throw, Psychometry

**Feats** Extra Second Wind, Force Boon, Force Sensitivity, Force Training (4), Fortifying Recovery, Friends in Low Places, Point Blank Shot, Running Attack, Skill Focus (Stealth), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

**Skills** Acrobatics +16, Deception +15, Gather Information +15, Pilot +16, Stealth +21 (may reroll, keeping second result), Survival +15, Use Computer +15, Use the Force +15 (may reroll, keeping better result when concealing presence from Force-users, may substitute for Gather Information and Perception checks)

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

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**Organization Score (Jedi Order) – 26**

**Destiny Failed (discovery)** – Quinlan Vos was unable to determine the identity of the second Sith Lord before the conclusion of the Clone Wars.

## ROAN SHRYNE

One of the Old Guard of the Jedi Order, Roan Shryne was a model Jedi Master and was expected to one day serve on the Jedi High Council. As a Jedi Knight, Shryne declined a permanent position in the Jedi Acquisitions Division in favor of investigative work, and spent considerable time combating illicit arms dealers on the Koorivar home world of Murkhana. Shryne survived Mace Windu's mission to save Obi-Wan Kenobi from Petranki Arena on Geonosis. Roan's Padawan, as well as his former master Nat-Sem were not so fortunate; Shryne watched them die during the arena battle.

Master Shryne accepted a new Padawan and a commission in the Republic's army during the Clone Wars. However, six months before the war ended, tragedy struck once more when Shryne's second Padawan was killed during the Battle of Manari. Master Shryne participated in the Battle of Deko Neimoidia in the final month of the war before leading an assault on Murkhana with several other Jedi. When Order 66 was declared, Shryne managed to escape death with Jedi Master Bol Chattak and her Padawan Olee Starstone thanks to the help of the Republic Commandos of Ion Team. Before they could escape the planet, Bol Chatak was killed by Darth Vader, forcing Shryne to turn to smugglers to get

ROAN SHRYNE



himself and Olee Starstone offworld.

Through serendipity, Roan and Olee obtained passage onboard the *Drunk Dancer*, a smuggler freighter owned by Master Shryne's biological mother, Jula Shryne. Roan decided to renounce his Jedi past, trading his lightsaber in for a blaster, and joined Jula's crew. Shryne and Starstone parted ways; the Jedi Master adopted a life of a smuggler, while the Padawan sought fellow Jedi survivors.

After a botched smuggling operation that cost Senator Fang Zar his life, Shryne sensed that Olee Starstone was in great danger, and convinced the crew of the *Drunk Dancer* to make for Kashyyyk to effect a rescue. Amidst a massive Imperial invasion on the Wookiee homeworld, Shryne was forced to embrace the path of a Jedi once more. To buy Starstone and a handful of other Jedi time to escape, Shryne faced the Dark Lord of the Sith alone. Though his skill with a lightsaber was considerable, Shryne was unable to best Darth Vader, and was mortally wounded. As he slipped into death, Roan Shryne had a vision of the downfall of the Sith and Vader's redemption over Endor.

### Roan Shryne (Subjugation of Kashyyyk)

CL 14

Medium Human Male Jedi 7/Scout 3/Jedi Knight 4

**Destiny 2; Force 5**

**Init +14; Senses Perception +15**

**Languages** Basic, Huttese, Koorivar, Ryl

**Defenses** Ref 28 (flat-footed 26), Fort 27, Will 29; Block, Deflect, Soresu

**Hp 122; Threshold 27**

**Speed** 6 squares

**Melee** lightsaber +16 (2d8+8) or

**Melee** lightsaber +11/+11 (2d8+8) with Double Attack or

**Melee** lightsaber +14 (3d8+8) with Rapid Strike or

**Melee** lightsaber +9/+9 (3d8+8) with Double Attack and Rapid Strike or

**Melee** unarmed +14 (1d4+8) or

**Ranged** blaster pistol +15 (3d6+7) or

**Ranged** by weapon +15

**Base Atk +13; Grp +15**

**Atk Options** Assured Attack, Double Attack (lightsabers), Rapid Strike

**Special Actions** Adaptable Talent, Dampen Presence, Sentinel's Gambit

**Force Powers Known** (Use the Force +13): battle strike, circle of shelter, farseeing, mind trick, move object, obscure, saber swarm, surge

**Force Techniques** Force Point Recovery, Improved Sense Force

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

**Talents** Blend In, Block, Dampen Presence, Deflect, Difficult to

Sense, Fade Out, Sentinel's Gambit, Soresu

**Feats** Adaptable Talent (Adapt and Survive), Assured Attack, Bad Feeling, Double Attack (lightsabers), Force Sensitivity, Force Training (2), Friends in Low Places, Informer, Rapid Strike, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)

**Skills** Initiative +14, Knowledge (tactics) +14, Perception +15 (may substitute for Gather Information checks or Knowledge [bureaucracy] checks when acquiring a license for military or restricted objects), Stealth +14 (may substitute for Deception checks when creating a deceptive appearance or creating a diversion to hide), Use the Force +13 (may reroll, keeping better result when concealing presence from Force-users)

**Possessions** Blaster pistol, comlink, lightsaber, utility belt

**Organization Score (Jedi Order) – 27**

**Destiny (Rescue) –** It is Roan Shryne's destiny to save Olee Starstone from death or capture during the occupation of Kashyyyk.

## RONHAR KIM

Ronhar Kim formed a working relationship with Palpatine following the assassination of the future chancellor's incumbent opponent for the office of Senator of the Chommel Sector, who happened to be Vidar Kim, Ronhar's biological father. Kim's relationship with Palpatine was solidified when Ronhar saved the politician, now the Supreme Chancellor, from an assassination attempt shortly before the Clone Wars began. This close personal bond afforded Ronhar Kim and his Padawan Tap-Nar-Pal the opportunity to approach the Chancellor and propose subjecting the members of the Senate to blood screenings to determine the identity of the Sith allegedly planted within the Republic. Master Kim was unaware that the Chancellor was the Sith Lord he sought, and was betrayed when Palpatine ordered him into an ambush at Merson, where Kim and his Padawan were killed in action.

### Ronhar Kim (Battle of Merson)

Medium Human Male Jedi 5/Noble 3/Jedi Knight 5  
Force 5

CL 13

RONHAR KIM



**Init** +13; **Senses** Perception +8

**Languages** Basic, Cerean, High Galactic, Tionese

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

**Hp** 126; **Threshold** 26

**Speed** 6 squares

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

**Melee** unarmed +15 (1d4+8) or

**Ranged** by weapon +13

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

**Atk Options** Bantha Rush, Cleave, Power Attack, Severing Strike

**Special Actions** Influential Friends (1/day), Quick Draw, Redirect Shot, Vigilance

**Force Powers Known** (Use the Force +13): battle strike, falling avalanche, Force thrust, mind trick, move object, surge

**Force Techniques** Improved Battle Strike, Improved Move Light Object

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



**Talents** Connections, Deflect, Guardian Strike, Influential Friends, Niman, Redirect Shot, Severing Strike, Vigilance  
**Feats** Bantha Rush, Cleave, Cut the Red Tape, Force Sensitivity, Force Training (3), Linguist, Power Attack, Quick Draw, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)  
**Skills** Initiative +12, Jump +14, Knowledge (bureaucracy) +13 (may substitute for Gather Information checks), Use the Force +13  
**Possessions** Jedi robes, lightsaber\* (self-built), utility belt

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**Organization Score (Jedi Order) – 23**

## TARIA DAMSIN

The only Jedi to come from Ghaina, Taria Damsin was considered one of the best Jedi shadows in the entire Jedi Order. Never one to closely adhere to the conventions of the Jedi disciplines, Damsin was willful and slightly mischievous even in knighthood, and even enjoyed a romantic relationship with fellow Jedi Knight Obi-Wan Kenobi years before the Clone Wars, though the two mutually ended the affair. During a mission to Pamina Prime, Taria was stricken with Borotavi syndrome, and her condition prohibited her from taking on many field assignments. However, Master Damsin refused to let her illness get the better of her, and stayed active within the Jedi Temple on Coruscant teaching advanced lightsaber classes.

Eight months into the Clone Wars, while her disease was in remission, Taria and Padawan Ahsoka Tano were sent on a mission to Corellia. There, they worked to bring Mata Fhernan, mother of scientist Bant'ena Fhernan, into protective custody to keep her from being used as leverage against her daughter. Damsin and Tano succeeded in protecting Fhernan from an Anzati assassin, and ferried her back to Coruscant, but Taria's illness relapsed during the mission.

Weeks later, Taria sensed an imminent threat on Obi-Wan's life during his mission to Lanteeb. To come to his aid, Taria hid the severity of her condition, and accepted a mission to Lanteeb to destroy Confederate General Lok Durd's bio-weapons facility and rescue Bant'ena Fhernan from her Separatist captors. Damsin penetrated the Confederate blockade amidst a Republic assault,

TARIA DAMSIN



infiltrated the compound, and freed Fhernan. Unfortunately, Taria was unable to sway the scientist from sacrificing herself to ensure her bioweapon's destruction.

After the complex was incinerated, Taria hurried to support Obi-Wan, but the Borotavi had taken its toll on her body. No sooner had Taria reached Kenobi, she fell incapacitated. Master Damsin was able to provide only modest support for her allies until Mace Windu's forces broke through the blockade and smashed the droid armies. When Taria was carted back to the Jedi Temple for treatment, she was expected to only have weeks to live.

**Borotavi Syndrome (CL 15):** A rare and often fatal disease, Borotavi Syndrome causes the internal organs to deteriorate and hemorrhage over time. It is often contracted through ingestion of contaminated foods. The first time a creature is exposed to Borotavi Syndrome, make an attack roll (1d20+15) against the character's Fortitude Defense. If the attack succeeds, the creature suffers 1d6 points of damage and its Constitution score is reduced by 1 as they have contracted the disease. If the attack exceeds the creature's Fortitude Defense by 5 or more, the creature's Constitution score is reduced by 2 instead. If the attack exceeds the creature's Fortitude Defense by 10 or more, the creature's Constitution score is reduced by 2, and its Strength score reduced by 1 instead. This attack occurs again any time the character moves down the condition track for any reason. The creature may make an Endurance check versus the attack roll to stave off the effects of the disease for 24 hours, after which time the creature moves -1 step down the condition track. If the creature has had a full eight hours of sleep prior to making the Endurance check, it may take 20. If the attack fails by 5 or more, after eight hours of rest, the character regains 1 point of their Constitution score lost to the disease. If the attack fails by 10 or more, after eight hours of rest the creature regains 1 point of their Strength and Constitution scores lost to the disease (the creature cannot regain more than what was lost). If at any time the creature's Strength or Constitution scores drop to 0, the creature is consumed by the disease and dies. If the attack fails when the creature's Constitution and Strength scores aren't penalized by the disease, the Borotavi Syndrome goes into remission, and if the creature successfully makes a DC 20 Constitution check (one attempt per day, cannot take 10 or 20), the creature is cured of the disease permanently.

**Taria Damsin (Battle of Lanteeb)**

Medium Human Female Scout 7/Jedi 5/Jedi Knight 4

**Force** 9

**Init** +16; **Senses** Perception +16

**CL** 16

**Languages** Basic, High Galactic, Military Sign

**Defenses** Ref 31 (flat-footed 28), Fort 31, Will 31; Acrobatic Recovery, Deflect

**Hp** 91† (139); **DR** 5 vs energy; **Threshold** 31

**Speed** 8 squares; Running Attack, Sokan

**Melee** lightsaber +18\* (2d8+9†) or

**Melee** unarmed +17 (1d4+9†) or

**Ranged** by weapon +17

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

**Atk Options** Shadow Striker, Whirlwind Attack

**Special Actions** Adaptable Talent, Force Haze, Melee Defense, Shake It Off, Vehicular Combat

**Force Powers Known** (Use the Force +16): cloak, disarming slash, Force disarm, Force slam, hawk-bat swoop, high ground defense, move object, obscure, saber swarm, surge (2), unhindered charge

**Force Techniques** Force Point Recovery, Improved Cloak

**Abilities** Str 13† (15), Dex 16, Con 8† (14), Int 14, Wis 16, Cha 16

**Special Qualities** Borotavi Syndrome†

**Talents** Acrobatic Recovery, Clear Mind, Deflect, Force Haze, Hidden Movement, Improved Stealth, Long Stride, Shadow Striker, Sokan

**Feats** Adaptable Talent (Silent Movement), Fight Through Pain, Force Sensitivity, Force Training (3), Melee Defense, Running Attack, Shake It Off, Skill Focus (Stealth), Vehicular Combat,

**Energy Dispersal Fabric (general template)**

The cutting edge of personal body protection, energy dispersal fabric protects the wearer from blaster-fire and other energy attacks by dissipating the charge across a fine mesh woven into the fabric. Energy dispersal fabric grants the wearer DR 5 versus energy attacks. However, each successful hit on the fabric lowers the DR by 1. If the template is used on an article of clothing, it can be worn underneath armor. Energy dispersal fabric costs 200% more than the base item.

**Restrictions:** This template can be applied only on clothing and fabric armor.

Weapon Finesse, Weapon Proficiency (lightsabers, pistols, rifles, simple weapons), Whirlwind Attack

**Skills** Acrobatics +16 (may take 10, even when distracted or threatened), Endurance +12 $\ddagger$  (13), Initiative +16, Knowledge (galactic lore) +15, Perception +16, Pilot +16, Stealth +21 (may reroll, keeping second result), Use the Force +16 (may reroll, keeping second result when concealing presence from Force-users)

**Possessions** Lightsaber\* (self-built), satchel, shadowsuit (energy dispersal fabric, DR 5 vs energy), utility belt

**Organization Score (Jedi Order)** – 27

## TERA SINUBE

Rather than take up arms when the Clone Wars began, the aged Master Tera Sinube remained on Coruscant to assist law enforcement with thwarting black market activity and combating the capital's criminal underbelly. During the ninth month of the war, Tera aided Padawan Ahsoka Tano in tracking down her lightsaber after it was lifted by a pickpocket in Coruscant's lower levels.

When the trail led them to the apartment of lone Marcy, girlfriend of mercenary Nack Movers, Sinube and his young companion discovered the Trandoshan gun-for-hire had been murdered and the lightsaber stolen by a local hoodlum.

Master Sinube remained at the scene and questioned the grief-stricken girlfriend while Padawan Tano pursued the thief. Tera Sinube quickly deduced that Marcy was an accomplice to the murder of Movers and the theft of the lightsaber. Although Marcy fled the scene, Sinube managed to plant a tracking device on the young criminal, and Master Sinube and Ahsoka Tano followed Marcy and her partner Cassie Cryar to a nearby train station. Always one step ahead of his quarry, Master Sinube headed off Cryar and subdued the Terellian Jango Jumper before she could escape with hostages.

**Tera Sinube (First Battle of Saleucami)**

**CL 18**

Medium Venerable Cosian Male Noble 9/Jedi 1/Jedi Knight 5/  
Jedi Master 3

**Force 8**

**Init +9; Senses Use the Force +22**



TERA SINUBE DUELS CASSIE CRYAR

## Cosian

From the Deep Core world of Cosia, Cosians are a stout reptilian race known for their keen observation and cautious behavior.

### Cosian Species Traits

All Cosians share the following traits:

**Ability Modifiers:** +2 Wisdom, -2 Dexterity. Cosians aren't known for their agility, but are exceptionally observant.

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

**Speed:** Cosian base speed is 6 squares.

**Natural Weapons:** Cosians possess a strong tail with a clubbed tip. When a Cosian makes an unarmed attack, it may choose to use its clubbed tail, dealing 1d6 bludgeoning damage with that attack instead of normal unarmed damage. Cosians are always considered armed with their natural weapons.

**Slow and Steady:** Cosians favor contemplated movements. When taking a move action, you may reduce your total movement by 1 square to gain a +1 species bonus to any single Defense score until the end of the round.

**Automatic Languages:** Basic and Cosian.

**Languages** Basic, Bocce, Bothese, Cosian, Durese, High Galactic, Huttese

**Defenses** Ref 33 (flat-footed 31), Fort 30, Will 34; Lightsaber Defense, Makashi

**Hp** 103; **Threshold** 30

**Immune** fear effects

**Speed** 6 squares

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

**Melee** lightsaber +17\* (3d8+8) with Rapid Strike or

**Melee** cane +18 (1d6+8) or

**Melee** cane +16 (2d6+8) with Rapid Strike or

**Melee** lightsaber +8\* (2d8+8) and

**cane +7 (1d6+8) or**

**Melee** unarmed +18 (1d4+8) or

**Melee** clubbed tail +18 (1d6+8) or

## Walking Sticks and Canes

The use of a walking stick or cane can aid in every day movement and hiking. While using this object, the character receives a +2 equipment bonus on any Acrobatics checks made to Cross Difficult Terrain, or Endurance checks made to Force March. Note that the use of this object requires the use of one hand, preventing the use of two-handed or dual weapons (unless the character has more than two arms). These items can also be used as a weapon, where a cane functions as a club (*SE* 121), and a walking stick serves as a quarterstaff or spear depending on its design (*SE* 124).

**Ranged** by weapon +15

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

**Atk Options** Rapid Strike

**Special Actions** Advanced Planning, Anticipate Movement, Force Warning, Foresight, Galactic Guidance, Know Your Enemy, Jedi Quarry, Melee Defense

**Force Powers Known** (Use the Force +22): contentious opportunity, disarming slash (2), enlighten, farseeing, Force track (2), Makashi riposte, mind trick, move object, prescience (2)

**Force Secrets** Force Point Recovery

**Force Techniques** Improved Sense Force, Improved Sense Surroundings

**Abilities** Str 8, Dex 10, Con 9, Int 15, Wis 17, Cha 16

**Talents** Advanced Planning, Anticipate Movement, Force Perception, Force Warning, Foresight, Galactic Guidance, Know Your Enemy, Jedi Quarry, Lightsaber Defense, Makashi, Noble Fencing Style

**Feats** Force Boon, Force Sensitivity, Force Training (3), Improved Disarm, Linguist, Melee Defense, Predictive Defense, Rapid Strike, Skill Focus (Gather Information, Use the Force), Weapon Proficiency (lightsabers, pistols, simple weapons)

**Skills** Deception +17, Gather Information +22, Knowledge (galactic lore) +16, Knowledge (social sciences) +16, Perception +17, Persuasion +17, Use Computer +16, Use the Force +22 (may substitute for Perception checks)

**Possessions** Jedi robes, lightsaber cane\* (self-built), tracking

### Optional Age Rules

In addition to the Aging Effects found on page 110 of the *Saga Edition Core Rulebook*, you may opt to include the following changes in your campaign. Characters in the Child range are 1 size category smaller than their species' normal. Middle-aged characters are treated as if they possess an armor check penalty (SE 132) with light armor, and must make their Endurance check after only 6 hours of walking (see Force March on page 66 of the *Saga Edition Core Rulebook*). Old characters possess the armor check penalty with medium armor, must make their Endurance check after only 2 hours of walking, and suffer a -2 square penalty to their movement speed. Venerable characters suffer from an armor check penalty with heavy armor, must make an Endurance check after every hour of walking, and incur a -2 square penalty to their movement speed.

Special: Characters with the Conditioning feat (KR 32) are considered to be one age range younger (minimum adult) when determining physical statistic penalties (Strength, Dexterity, Constitution, and the optional rules listed above), but the character still receives the bonuses granted to their Intelligence, Wisdom and Charisma attributes. These optional rules do not apply to Feerins, whose physiologies cause them to experience old age in a far different way.

device, utility belt

Organization Score (Jedi Order) – 29

## THOLME

Decades before the Clone Wars began, Tholme represented the Jedi Order as the Watchman of the Kiffu Sector. During his service, Tholme discovered the strong Force sensitivity of Quinlan Vos, nephew to the Kiffu ruler, Sheyf Kurlin Vos, and agreed to tutor the boy. When Quinlan's parents were killed in the line of duty, Tholme was granted permission to bring the youngling back to Coruscant to be trained as a Jedi, and eventually took Vos on as his Padawan Learner.

Tholme passed down much of his own unique Jedi training



experience, which included covert operations and investigations, as well as the Anzati assassination arts, which he learned from Master Akku Seii on Anzat. Tholme and his new Padawan were called upon by the Council time and again to assist with critical missions, including one that secured a Republic victory on Troiken during the Stark Hyperspace Wars. Though Quinlan's elevation to Jedi Knight was one of Tholme's proudest days, nine years before the Clone Wars he was forced to retrain Vos and finish the training of Quin's Padawan, Aayla Secura, after the two were memory-wiped by glitteryl on Ryloth. A year later, Tholme encountered Morgukai warriors during a mission to Ryloth, and endured torture at the hands of the exile Kh'aris Fenn to protect the heir to the Secura clan.

Tholme's experience with covert operations and a healthy network of informants made him the natural choice to head up the Jedi Intelligence division when the Separatist crisis boiled over into open conflict. After participating in the Battle of Geonosis, Tholme rescued Jedi Master Sora Bulq from the wreckage of a

Republic gunship, and the two tracked Count Dooku to a citadel on Bakura, where they confronted the Confederate leader. However, Tholme and Bulq were no match for the fallen Jedi, and in the confrontation Tholme suffered extensive injuries to his left eye and right leg.

For the next several months, Tholme worked to help Quinlan Vos infiltrate Count Dooku's inner circle. In the fifth month of the war, Tholme joined Aayla Secura's command to provide intelligence support to her mission to locate and destroy a band of pirates believed to be based on Devaron. A failed undercover infiltration ended with Tholme and the Dark Woman falling prey to a trap set by bounty hunter Aurra Sing. Buried in rubble, Tholme and the Dark Woman would have perished if not for a timely rescue by Aayla Secura.

Acting on Intel from Quinlan Vos, during the seventh month of the war, Tholme dispatched spies to the world of Anzat to locate Sora Bulq, now one of Dooku's sinister agents. Twenty-three months later, Tholme's scouts reported a sighting of Tholme's former ally, and the Jedi Master hurried to the Anzati homeworld with Aayla Secura to investigate. There, Master Tholme learned the Separatists had contracted Anzati assassins for a project on Saleucami. When Tholme made his way to the arid Techno Union-controlled planet, he discovered a massive hidden cloning

### Mission to Anzat

Master Tholme abhorred cybernetic implants, feeling they'd transform him into something he was not. Instead, he opted to keep his maimed right leg unchanged, and use a walking cane to aid his mobility. It wasn't until just before his infiltration of Akku Seii's training camp during his mission to Anzat six months before the end of the Clone Wars that he agreed to a cybernetic replacement. Before this mission, subtract one level of Jedi, removing 6 hit points and the Skill Focus (Gather Information) feat. Also, from his possessions, remove the right leg cybernetic implant and replace it with a walking cane, and increase his Use the Force skill by 2. Without this prosthesis, the Limp Injury is imposed on Tholme since his leg was damaged shortly after the First Battle of Geonosis.

operation headed by Sora Bulq inside the magma chambers of a dormant super volcano.

For five months, Tholme harassed clone manufacturing efforts as Republic forces laid siege to the caldera rim to keep the clones from threatening the galaxy. Tholme remained one step ahead of his enemies until a conflicted Quinlan Vos was sent by Bulq to eliminate him. Rather than fight him, the sly Jedi Master faked his own death, only to reappear in Sora Bulq's command center to help Vos and Aayla defeat the Weequay dark Jedi and his lieutenants. With the cloning operation smashed and its leaders slain, Tholme, Vos and Secura fled the facility as it came crashing down around them. After the battle had ended, Tholme and T'ra Saa made their way to Nar Shaddaa to watch over Quinlan Vos' lover, Khaleen Hentz, who carried Vos' child.

With no clone troopers nearby, Tholme and T'ra Saa survived Order 66 and remained in hiding. Though Tholme received reports that Quinlan Vos had been killed on Kashyyyk, he escorted Khaleen back to the Wookiee home planet in search of Vos. Eight months after the Clone Wars had ended, Tholme saw the couple reunited, then set off to live a peaceful life in seclusion with T'ra Saa at his side.

### Tholme (Order 66)

CL 17

Medium Old Human Male Noble 3/Scout 3/Jedi 4/Infiltrator 1/  
Jedi Knight 5/Jedi Master 1

**Destiny** 5; **Force** 12; **Dark Side** 1

**Init** +10; **Senses** Perception +16

**Languages** Anzati, Basic, Bocce, Bothese, High Galactic, Huttese, Ryl, Shryiiwook

**Defenses** Ref 33 (flat-footed 30), Fort 32, Will 33

**Hp** 117; **Threshold** 32

**Immune** fear effects

**Speed** 6 squares

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

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

**Melee** unarmed +16 (1d6+8) or

**Ranged** by weapon +16

**Base Atk** +14; **Grp** +16

**Atk Options** Double Attack (lightsabers), Throw, Trip

**Special Actions** Adaptable Talent (Lightsaber Defense, Shadow

## Injuries

A new class of status effect for characters, injuries represent lasting negative qualities similar to, but not quite as severe as persistent conditions. Characters suffering from injuries are able to heal hit points and move back up the Condition Track as normal, but suffer effects listed within the particular injury. The rules for removing an injury are listed within each entry.

### Limp Injury

Sometimes when characters sustain damage, it is so severe as to leave a lasting impact. Any time you are moved down the condition track from a critical hit that reduces your speed or causes you to fall prone, you suffer from this persistent condition. You walk with a distinctive limp, and suffer a medium armor check penalty (-2 to speed and -5 to associated skill checks). This penalty stacks with any armor penalty you may suffer from wearing armor, and this penalty cannot be negated by taking the armor proficiency (medium) feat. To remove this condition requires a DC 15 Treat Injury check to perform the Perform Surgery function of the skill, or the implantation of a cybernetic prosthesis using the Cybernetic Surgery feat (SE 83). This condition can be acquired twice, with the penalties stacking.

Striker), Clear Mind, Connections, Creeping Approach, Force Haze, Influential Friends (1/day), Serenity, Vigilance

**Force Powers Known** (Use the Force +12): battle strike, cloak, Force thrust, morichro, move object, obscure, sarlacc sweep, vital transfer

**Force Techniques** Improved Battle Strike, Improved Force Trance

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

**Special Qualities** Fearless, Serenity

**Talents** Clear Mind, Combat Trance, Connections, Creeping Approach, Difficult to Sense, Force Haze, Hidden Movement, Improved Stealth, Influential Friends, Multiattack Proficiency (lightsabers), Vigilance

**Feats** Adaptable Talent (Lightsaber Defense, Shadow Striker), Double Attack (lightsabers), Force Sensitivity, Force Training

(2), Linguist, Martial Arts I, Skill Focus (Gather Information, Stealth), Throw, Trip, Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

**Skills** Deception +14, Gather Information +24, Knowledge (galactic lore) +16, Perception +16, Persuasion +14, Stealth +25 (may reroll, keeping second result), Survival +16, Treat Injury +16, Use Computer +16, Use the Force +12 (may reroll, keeping better result when concealing presence from Force-users)

**Possessions** Comlink, cybernetic prosthesis (2; left eye, right leg), Jedi robes, lightsaber\* (self-built).

**Organization Score (Jedi Order)** – 30

**Destiny Fulfilled (education)** – Tholme has fulfilled his destiny with the completion of Quinlan Vos' training, granting him a +5 bonus to all Stealth checks.

**Destiny Fulfilled (education)** – Tholme has fulfilled his destiny with the completion of Aayla Secura's training, granting him a +5 bonus to all Gather Information checks.

## T'RA SAA

The long-lived Neti Jedi Master T'ra Saa had served the Jedi Order since before the historic Battles of Ruusan. During her time at the Jedi Temple, T'ra Saa taught scores of future Jedi in meditative and healing techniques, including Senior Council member Jedi Master Mace Windu. Thirty-four years before the Clone Wars, Saa left the temple to replace intimately close friend Jedi Master Tholme as Watchman of the Azurbani System. Twelve years later, Saa was reunited with Tholme during his mission to help Quinlan Vos track down and rescue Padawan Aayla Secura, who fell victim to the mesmerizing influence of the Dark Jedi Volffe Karrko on Kiffex.

When the crisis on Geonosis unfolded, T'ra Saa accompanied Mace Windu and two hundred eleven other Jedi to the Petranki arena, and was skilled enough to survive the carnage that followed. Weeks later, Master Saa hurried to Tholme's side to aid in his recovery after he was brutalized by Count Dooku on Bakura. Five months into the Clone Wars, Saa followed a newly-recovered Tholme alongside Aayla Secura, Kit Fisto, and the Dark Woman to put a stop to Confederate-allied pirates hitting Republic supply



convoys. T'ra Saa's allies on Devaron allowed the Jedi to track down the pirates' headquarters and put a stop to their operation.

In the sixth month of the war, T'ra Saa led her clone army into battle against the notorious Mandalorian Protectors on the Mid Rim world of Null. After a brutal battle, Saa's triage camp came under attack by Separatist bounty hunters. T'ra Saa managed to save a considerable portion of the patients and medics at the camp, but was seriously injured in the process.

Saa and the survivors were saved by Jedi Master Mace Windu and transported to New Holstice for treatment. After several weeks in a bacta tank, Saa regained consciousness and was transferred back to the Jedi Temple on Coruscant. Still on the mend, Master Saa volunteered her healing gifts to wounded in the temple, and spent time in the meditation gardens trying to restore Jedi Master Depa Bilaba's fractured psyche. As Saa recovered, she served as medical relief at military medical depots such as New Holstice for the remainder of the war.

When Order 66 was declared, T'ra Saa was safe on Nar Shaddaa

with Tholme, watching over Quinlan Vos' pregnant mate. Saa lived in seclusion with Tholme until his natural passing on Anzat years later, and the Neti Jedi Master took root overlooking his grave site for over a century. After the Sith-Imperial War which nearly destroyed the New Jedi Order, Saa became a member of the Jedi High Council in the hidden temple on Taivas. During the re-emergence of Darth Krayt, the hidden temple fell under attack by the Sith Empire, and Saa gave her life to ensure the escape of the other Jedi in the temple.

### T'ra Saa (Order 66)

CL 16

Medium Neti Female Jedi 7/Jedi Knight 7/Jedi Master 2

**Destiny** 8; **Force** 3, Strong in the Force

**Init** +9; **Senses** Perception +16

**Languages** Basic, Bocce, High Galactic, Neti, Tionese

**Defenses** Ref 31 (flat-footed 29), Fort 31, Will 32; **Deflect**

**Hp** 149; **Threshold** 31

**Speed** 6 squares

**Melee** lightsaber +18\* (2d8+9) or

**Melee** unarmed +17 (1d4+9) or

**Ranged** by weapon +18

**Base Atk** +16; **Grp** +18

**Special Actions** At Peace, Battle Meditation, Consular's Vitality, Cure Disease, Detoxify Poison, Melee Defense, Vigilance

**Force Powers Known** (Use the Force +21): barrier of blades, circle of shelter, deflecting slash, Force shield, Force thrust, move object, negate energy, plant surge, surge (2), vital transfer (2)

**Force Secrets** Distant Power

**Force Techniques** Cure Disease, Detoxify Poison, Improved Telepathy

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

**Special Qualities** Camouflage, Natural Transformation, Photosynthesis

**Talents** At Peace, Battle Meditation, Consular's Vitality, Deflect, Healing Boost, Immovable, Sense Primal Force, Soothe, Vigilance

**Feats** Force Readiness, Force Sensitivity, Force Training (3), Forceful Recover, Melee Defense, Resolute Stance, Skill Focus (Use the Force), Strong in the Force, Weapon Proficiency



## Neti

The ancient tree-like Neti are a race of sentient plants whose lifespans extend several millennia long. Neti are believed to originate from Myrkr or Ryyk, but are exceptionally rare to spot in the galaxy at large – so rare that they are often dismissed as myth.

### Neti Species Traits

All Neti share the following traits:

**Ability Modifiers:** +2 Constitution, +2 Intelligence, +2 Wisdom, -4 Dexterity. Neti are sturdy and stand the test of time, but can be slow to react.

**Variable Size:** As Medium creatures, Neti have no special bonuses or penalties due to their size. As Large creatures, Neti take a -1 size penalty to Reflex Defense and a -5 size penalty to Stealth checks, and they gain a +5 bonus to damage threshold. Their lifting and carrying limits are double those of characters of medium size. As Huge creatures, Neti take a -2 size penalty to Reflex Defense and -10 size penalty to Stealth checks, and they gain a +10 bonus to damage threshold.

**Speed:** Neti base speed is 6 squares.

**Natural Transformation:** Neti have the ability to change from a Medium humanoid form to a sturdy quadruped, or a solid tree-form. As a full-round action, the Neti can change from one form to another. In the quadruped form, the Neti changes to Large size, gains a +2 natural armor bonus to Reflex Defense, and a +5 bonus to avoid being knocked prone. In tree-form, the Neti grows to Huge size, gains a +5 natural armor bonus to Reflex Defense, and a +10 bonus to being knocked prone, but is immobile. This ability serves as the shapeshift species trait for the purpose of taking the Hideous Visage (SV 22) and Metamorph (SV 23) feats.

**Photosynthesis:** As sentient plants, Neti do not consume food, and require less water than other organic beings. Instead, Neti gain nourishment from exposure to broad-spectrum light. Only one-tenth the water is required to sustain a Neti, but if they are deprived of sunlight for longer than a standard month, they begin to starve in the same fashion as other species. Neti trained in the Use the Force skill use the Force Trance function of the skill to survive almost indefinitely with a supply of sunlight and rain.

**Camouflage:** While in tree-form, a Neti gains a +20 circumstance bonus to Stealth checks when hiding amongst trees and similar foliage.

**Bonus Feat:** Neti are deeply connected to the Force. A Neti gains the Force Sensitivity feat as a bonus feat.

**Automatic Languages:** Basic and Neti.

(lightsabers, simple weapons)

**Skills** Knowledge (galactic lore) +16, Knowledge (life sciences) +16, Perception +16, Pilot +15, Use the Force +21

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

**Organization Score (Jedi Order) – 30**

**Destiny (rescue) –** It is T'ra Saa's destiny to save the Jedi Order from destruction at the hands of Darth Krayt.

## VOKARA CHE

As Chief Healer within the Jedi Temple's Halls of Healing, Jedi Master Vokara Che's authority over patient care and therapy was so absolute, that even the Jedi Council bowed to her wisdom. Vokara Che saw a surge in patients when the Clone Wars began, and many Jedi owed their lives to the elderly Twi'lek's expertise. In the aftermath of the invasion of Geonosis, the stern Jedi healer

personally oversaw the treatment of Anakin Skywalker, and fitted the young Jedi for his prosthetic arm. When Obi-Wan Kenobi was seriously injured in a terrorist bombing on Coruscant in the seventh month of the war, Vokara Che hastily spirited the Jedi Master back to the Temple for healing.

**Vokara Che (Battle of Christophsis)**

**CL 18**

Medium Old Twi'lek Female Jedi 2/Noble 7/Jedi Knight 6/Medic 1/Jedi Master 2

**Force** 9

**Init** +9; **Senses** low-light vision; **Perception** +17

**Languages** Basic, Cerean, High Galactic, Ithorese, Kel Dor, Mon Calamarian, Ryl, Tionese

**Defenses** Ref 31 (flat-footed 31), Fort 34, Will 35; Force of Personality, Great Fortitude, Unwavering Resolve



VOKARA CHE

**Healing Crystals**

These crystals are manifestations of the Living Force concentrated into physical form. Healing crystals provide a Force bonus to Use the Force checks when using the vital transfer power, but extend the time required to perform the power to a full-round action. The bonus varies between each crystal, typically ranging from a +1 to +5 Force bonus.

**Hp** 101; **Threshold** 34

**Immune** fear effects

**Speed** 6 squares

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

**Melee** unarmed +15 (1d4+9) or

**Ranged** by weapon +15

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

**Special Actions** Consular's Vitality, Coordinate +1, Quick Skill, Serenity, Silver Tongue, Surge of Light

**Force Powers Known** (Use the Force +23): farseeing, mind trick, morichro (2), move object, vital transfer (3)

**Force Secrets** Quicken Power

**Force Techniques** Cure Disease, Detoxify Poison, Force Power Mastery (vital transfer)

**Abilities** Str 10, Dex 11, Con 11, Int 16, Wis 16, Cha 19

**Special Qualities** Deceptive, Fearless, Serenity

**Talents** Consular's Vitality, Coordinate +1, Exceptional Skill (Use the Force), Force Treatment, Healing Boost, Improved Long Term Care, Reliable Boon, Skill Boon (Use the Force), Soothe, Surge of Light

**Feats** Cybernetic Surgery, Experienced Medic, Force of Personality, Force Sensitivity, Force Training (2), Linguist, Quick Skill, Silver Tongue, Skill Focus (Knowledge [life sciences], Use the Force), Surgical Expertise, Unwavering Resolve, Weapon Proficiency (lightsabers, simple weapons)

**Skills** Gather Information +18, Knowledge (life sciences) +22, Perception +17, Persuasion +18, Use the Force +23 (may substitute for Treat Injury checks)

**Possessions** 8-2A medical bundle, green healing crystal (+5 equipment bonus), Jedi robes, lightsaber\* (self-built), med-pacs (4)

**Organization Score (Jedi Order)** – 30