

# STAR WARS<sup>®</sup>

ROLEPLAYING GAME

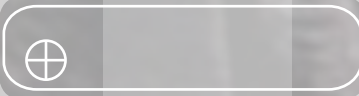
## The Clone Wars

*Sourcebook*

The Dark Side

By Keith Kappel and Ryan Brooks





# THE DARK SIDE



[See Grip +6] [Force Lightning +8]



Before the Battle of Naboo, the Sith were thought to have been extinct for nearly a millennia, when in reality they had been living in shadows, plotting their revenge against the Jedi and the Republic that had nearly destroyed their order so long ago. A thousand years earlier, forces of light were pitted against the forces of darkness in the New Sith War that culminated on the planet of Ruusan.

Rather than admit defeat, the vengeful Sith used their dark arts to destroy themselves and take many of the Jedi with them. There was one survivor from the conflict; a Sith Lord by the name of Darth Bane. It was he who realized that the Sith would never succeed, let alone survive, if the Sith were constantly squabbling amongst themselves for power. Armed with this insight, he created the Rule of Two, which stated that at any given time there could only be two Sith - a master and an apprentice.

The Sith grew in power in this manner for nearly a thousand years. Through cold manipulation the latest master of the Sith tradition, Darth Sidious, orchestrated a scheme of galactic proportions to exact his vengeance on the Jedi on behalf of the Sith. When his plan was set in motion, it brought about the creation of a Separatist movement that later evolved into the Confederacy of Independent Systems and subsequently sparked the conflict that was the Clone Wars.

Over the course of these events, the Sith had managed to sway a great many followers to their cause, including several Jedi to serve as assassins, commanders and spies for the Separatist forces. The following is a chronicling of the Sith and those who would do their bidding.

### **Darth Sidious - Sith Master**

Darth Sidious was the custodian of the Sith legacy during the Clone Wars and was directly responsible for the fall of the Jedi and the Republic. Trained by Darth Plagueis, Sidious decided that the time was ripe to strike vengeance into the heart of the Jedi and the Republic. He used guile and manipulation with surgical precision, easily obtaining his seat in the Galactic Senate. Assuming the persona of Palpatine, an aspiring young diplomat vying for a position as the elected representative of the Chommell sector, he assured a victory by orchestrating an assassination of his competition, former Senator Vidar Kim. When he was running unopposed, he won by default and became Senator of Naboo and the surrounding territories.

The first step toward restoring the glory of the Sith Empire was now complete. After several years of unblemished service, dealings with other senators, and the greasing of the proper hands, Palpatine was in position to make his next move. He employed the greedy and predictable Trade Federation, sending them into frenzy over the taxation of their trade routes. He provoked them to establish a blockade over his governing planet of Naboo, knowing full-well that the Senate - corrupt and complacent - would do little more than deliberate the matter. This would present him the opportunity to goad parties unhappy with the situation to call for a Vote of No Confidence in the current Supreme Chancellor, Finnis Valorum, and incite an impeachment and re-election process. Since he had masterminded the No Confidence vote, Palpatine had already consolidated his power in preparation for such an event, and taking full advan-



DARTH SIDIOUS

tage of the sympathy afforded him by the current situation, he was able to win the vote over Bail Antilles of Alderaan. Now Palpatine had become the Supreme Chancellor of the Republic.

His next accomplishment would be a difficult one. He had to convince the citizens of the Republic to hand over their liberties willingly and without regret. He found an opportunity in the charismatic Count Dooku, who had grown bitter with the corruption of the Republic and the weakness spreading in the Jedi Order. He convinced Dooku to stage a separatist movement against the Republic and to further his efforts leading to war in any way possible. At the same time, he commissioned Dooku to procure him an army from the cloners of Kamino to use for his own purposes. Sides had been created, and armies had been formed, at the hands of one man pulling all the strings.

With the Separatist threat growing ever more urgent, more and more senators under the control or manipulation of Palpatine came to believe that the Republic needed to assemble an army if for no other reason than as a precautionary measure. Knowing that no amount of manipulation would persuade the entire galaxy to make ready for war, he convinced representative Jar Jar Binks, functioning on behalf of Senator Amidala, to bring a motion before the Senate to award the Chancellor with emergency powers. These powers gave him the ability to perform some duties without the approval of the Senate until the crisis was over. Armed with this new authority, he ordered the creation of a Grand Army of the Republic unhindered. This, combined with the help of his apprentice Count Dooku, enabled Sidious to stage a war on a galactic scale that would come to be known as the Clone Wars.

Through the course of a three-year long war Palpatine slowly managed to accumulate more and more emergency powers to assist with bringing the war to a swift conclusion. He bided his time, waiting for the proper moment to exact his revenge on the Jedi and the Republic. When the Separatist leaders Count Dooku and General Grievous were defeated, Palpatine strategically

revealed to Jedi Knight Anakin Skywalker that he was in fact the Dark Lord of the Sith Darth Sidious, knowing Skywalker would attempt to do the right thing by informing his Jedi brethren.

The Jedi would then be forced to act in a manner that appeared most treasonous and attempt to arrest the Chancellor. Once this occurred, the Chancellor could claim that the Jedi had rebelled against the Republic, and use his military powers and the unwavering loyalty of his clone army to totally obliterate the Jedi. Then, under the guise of security and peace, he declared that he would use his military powers to restructure the Republic into the first Galactic Empire. The Jedi now all but a memory, and his authority unquestioned, Palpatine succeeded in destroying the Jedi Order while taking control of the galaxy and enjoying vengeance on behalf of the millennia-old Sith Order in the process.

For nearly two decades Palpatine reigned uncontested. It wasn't until a nineteen year old farm boy by the name of Luke Skywalker, a member of the fledgling Rebel Alliance, fired a salvo of proton torpedoes into the heart of the Empire that Palpatine's rule was threatened. In one fell swoop, the *Death Star* – symbol of the Emperor's tyrannical regime – was nothing but space dust. This set off a three year long campaign that eventually brought the Empire to its knees.

During the construction of the second *Death Star*, the Emperor personally oversaw its completion. The Rebel Alliance learned of this seemingly fortunate circumstance and attempted to wipe the Empire out once and for all. The entire operation was a set-up, however, and the Emperor sprung his trap. After having defeated Darth Vader, the Emperor's Emissary, Luke Skywalker had ascended to the rank of Jedi Knight and bravely confronted Palpatine. The Emperor was more than a match for the young Jedi, torturing Skywalker in his throne room aboard the *Death Star*. Focused on directing his dark lightning at young Skywalker, Palpatine was oblivious to the inner conflict within his apprentice, Lord Vader, who betrayed the Emperor. Palpatine found himself thrown into a reactor shaft by Luke's father, Anakin Skywalker, ending the threat of the Empire forever – or so it would seem.

Six years after the Battle of Endor, Palpatine reemerged and pieced together remnants of the Empire into a cohesive force capable of overwhelming the New Republic. Through the utilization of various doomsday devices such as the World Devastators and Galaxy Gun, Palpatine waged war on the New Republic, beating the government back into the shadows. Palpatine's new Empire decimated worlds like Coruscant and Mon Calamari in his attempt to regain control of the galaxy. The Emperor even succeeded in turning Luke Skywalker to the Dark Side and dubbed the Jedi as his new apprentice. Had it not been for the intervention of Luke's sister, Leia Organa Solo, the Emperor might have succeeded. Leia managed to break Palpatine's hold on Luke and together the Skywalker twins turned the Emperor's mastery of the Dark Side against him, winning the day for the Republic.

Palpatine regrouped and staged one final assault to regain a foothold to his former glory. Through treachery at the hands of those serving him, the Emperor's stock of clones was contaminated. Without means to sustain his existence, Palpatine explored alternative methods to fighting the Dark Side's toll on his body. After his encounter with Leia Organa Solo, Palpatine learned of the impending birth of a descendant of the Skywalker lineage: Anakin Solo. Palpatine attempted to use the newborn as a vessel to inhabit. Before the Emperor could transfer his essence into the infant, however, his consciousness was



intercepted by the Jedi Knight Empatajayos Brand who took the Emperor into his own body. Weakened and unable to perform the technique again so quickly, Palpatine was dragged away into death with Brand as the two became one with the Force.

**Darth Sidious:** Male Human Force Adept 4/Sith Acolyte 3/Sith Warrior 3/Sith Lord 10; Init +2 (+2 Dex); Defense 26 (+14 class, +2 Dex); Spd 10m; VP/WP 186/16; Atk +21/+16/+11/+6\* melee (6d8+1/17-20, lightsaber) or +19/+14/+9/+4 melee (1d3+1, unarmed) or +20/+15/+10/+5 ranged; SQ Block, Deflect (defense +2, attack -3), Enemy Bonus +1, Exceptional Minions, Increase Lightsaber Damage (+4d8), Minions, Resource Access, Sith Battle Prowess (Knight Defense, Lightsaber Defense, Master Defense), Sith Master, Sith Secrets (Drain Force, Rage); SV Fort +18, Ref +15, Will +20; SZ M; FP 10; DSP 28; Rep +8; Str 12, Dex 14, Con 16, Int 18, Wis 18, Cha 16.

**Equipment:** Lightsaber\* (personalized, threat range 18-20).

\*Darth Sidious has constructed his own lightsaber.

**Skills:** Bluff +13, Craft (lightsaber) +8, Diplomacy +16, Gather Information +12, Intimidate +13, Jump +5, Knowledge (Jedi Lore) +10, Knowledge (Naboo) +6, Knowledge (Politics) +12, Knowledge (Sith Lore) +12, Read/Write Basic, Read/Write Bothese, Read/Write Gran, Read/Write Mon Calamarian, Read/Write Rodese, Read/Write Ryl, Read/Write Sith, Sense Motive +10, Speak Basic, Speak Bothese, Speak Gran, Speak Mon Calamarian, Speak Rodese, Speak Ryl, Speak Sith, Tumble +5.

**Force Skills:** Affect Mind +11, Alchemy +10, Battlemind +12, Control Mind +11, Empathy +14, Enhance Ability +12, Farseeing +19, Fear +8, Force Defense +11, Force Grip +12, Force Lightning +16, Force Stealth +10, Force Strike +14, Heal Self +9, Move Object +18, See Force +12, Telepathy +10, Transfer Essence +12.

**Feats:** Exotic Weapon Proficiency (lightsaber), Fame, Force-sensitive, Heroic Surge, Improved Critical (lightsaber), Power Attack, Weapon Focus (lightsaber), Weapon Group Proficiency (primitive weapons, simple weapons).

**Force Feats:** Alter, Control, Dark Power, Drain Force, Force Mastery, Force Mind, Kinetic Might, Knight Defense, Lightsaber Defense, Link, Master Defense, Rage, Sense, Sith Sorcery.

### Count Dooku - Leader of the Separatists

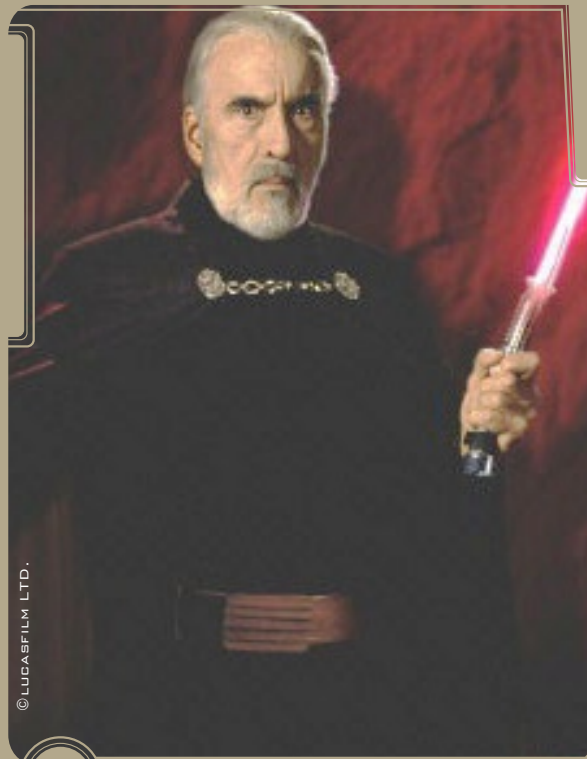
The charismatic Count Dooku was once a Jedi Knight in service of the Republic. Born to a noble family on the planet of Serreno and discovered to have a connection with the Force, Dooku was taken to the Jedi temple to be trained when he was still an infant. Dooku showed great potential growing and learning in his classes at the Jedi temple, and so before his thirteenth birthday he was selected by Jedi Master Thame Cerulian. His best friend at the time, a human male by the name of Lorian Nod, became jealous of Dooku's good fortune and attempted to blame Dooku for a series of mischievous deeds he had performed – the worst of which was the theft of a Sith holocron, which in truth Dooku was partly to blame. Dooku was cleared of all misdoings and for his own part had a hand in Nod's expulsion from the order. Dooku then went on to become one of the greatest Jedi of his generation, widely known for his commanding presence, fierce independence, a refined control over the Living Force, and mastery of the ancient and obscure Jedi lightsaber form of Makashi (known as Form II).

Dooku had an impressive career in the Jedi Order, settling many diplomatic disputes such as the Sevarcos delegations. He was also a cunning warrior, as demonstrated by his mission to Galidraan where he slaughtered most of the remaining Man-

dalarian warriors in battle. He took Qui-Gon Jinn as his Padawan Learner and shaped him into a great Jedi Knight who inherited Dooku's sense of independence and strength of will. Dooku even sat on the Jedi Council for a short time preceding the crisis on Naboo but, Dooku's disdain for the Jedi came to a head during the botched settlement on Baltizaar, and Dooku abandoned the Jedi Order. Among many reasons, he stated the Jedi had lowered themselves by allowing the order to be under the control of a corrupt and decaying Republic. He was then counted among the "Lost Twenty", a group of Jedi who honorably and willingly abandoned their position in the Jedi Order.

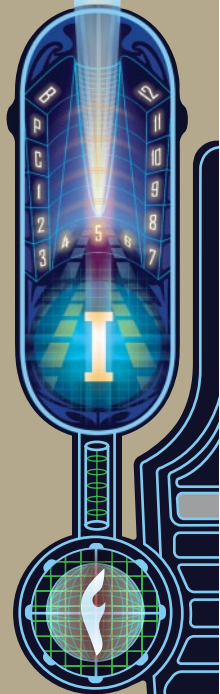
Before officially leaving the Jedi Order, he was approached by the Dark Lord Sidious and began leading two lives – that of Dooku, and of Darth Tyrannus: apprentice to the Dark Lord. Under the orders of his new master, Dooku murdered his long-time friend Syfo-Dias, who had placed an order for a clone army for the Republic. Dooku then assumed the role of Syfo-Dias and took over the contract with the Kaminoans. He traveled to the moons of Bogden and recruited a specimen that would serve as the template for the clones – a bounty hunter named Jango Fett. Fett had disposed of Dooku's apprentice, Komari Vosa and earned Dooku's interest. Dooku then returned to the Jedi Temple and erased Kamino, Dagobah and several other worlds from the Jedi archives before returning to his home planet of Serreno and embracing his noble birthright, taking his rightful title of count. Dooku then had access to vast caches of wealth he had been denied while serving the Jedi and the Republic.

Eight years passed before Dooku reappeared to the public eye on Raxus Prime, where he began sowing the seeds for a secessionist movement away from the Galactic Republic. In a remarkably short span of time, he had persuaded thousands of star systems to rally to his cause and for the first time in a thousand years threatened to fracture the Republic. Riots began springing up all over peaceful Republic worlds and the Jedi, as



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COUNT DOOKU



always, did their best to keep the peace within the Republic but were soon spread thin while trying to control the damage. One year before the Clone Wars began, the Separatists officially declared themselves as the Confederacy of Independent Systems and their intention to completely break away from the Republic.

A year later, Dooku moderated a meeting designed to convince the Trade Federation, Techno Union, Commerce Guilds, Corporate Alliance and InterGalactic Banking Clan to enter a partnership and formalize a military structure for the Confederacy of Independent Systems. The Jedi Obi-Wan Kenobi eavesdropped on this meeting, learning the intentions of the Separatists – they were preparing for war. When Dooku captured Kenobi, and subsequently Anakin Skywalker and Senator Padmé Amidala, he sentenced the intruders to death. The Jedi quickly mounted a rescue mission. Having only days earlier discovered the existence of the Clone Army being created by the Kaminoans, and with a dire obvious need for them, the clones were put into action and the Clone Wars began. The Separatists were caught off guard and Dooku wouldn't have escaped had it not been for his General Sev'Rance Tann. Before speeding away in his personal starship, Dooku crossed blades with Kenobi, Skywalker, and his former mentor Yoda.

For a time Dooku held a base of operations on the planet Raxus Prime, scouring Sith tombs for the location of an artifact called the Force Harvester to power an ancient Sith weapon known as the Dark Reaper. When Republic Forces invaded Raxus Prime, Dooku escaped with the Force Harvester to one of the moons of Kashyyyk and dispatched sentries to Rhen Var, the eternal resting place of Ulic Qel-Droma, whose spirit held the secrets to defeating the Dark Reaper. After testing the Dark Reaper on the Wookiee moon, Dooku then sent the Dark Reaper to the planet of Thule where finishing touches were being placed on the reconstructed Sith artifact.

Dooku then began operating out of command outposts on Bakura as well as a covert location on Coruscant. He used his powers of diplomacy, guile and persuasion to leak information about an impending Separatist attack on the clone facilities at Kamino to Jedi Master Quinlan Vos. This allowed Sidious to protect his would-be assets while eliminating a potential threat in Commander Merai. He then traveled to Rattatak to look for new Force sensitive recruits to serve as commanders in the Confederate army. Here he met the Dark Jedi Asajj Ventress and spirited her away to Bakura to test her abilities more thoroughly. Pleased with her prowess, he sent her to the Naboo moon of Oh'ma Dun to attempt to test a new chemical weapon on the moon's Gungan settlers before launching a widespread chemical attack on Naboo itself. The threat to Naboo brought Jedi Anakin Skywalker running, giving Ventress an opportunity to carry out her real mission: Skywalker's assassination. Meanwhile, on Bakura, Dooku is discovered and does battle with Jedi Masters Sora Bulq and Tholme and is successful in turning Bulq to the Separatist cause as well as to the Dark Side. Equipped with a new commander, he sent Bulq and Ventress to Ruul in an attempt to create a Jedi Schism.

When General Sev'Rance Tann was killed by the Jedi, Dooku began looking for a replacement to lead the battle droid army. He sent two of his commanders – Asajj Ventress and Durge to a deep space station in the Outer Rim where they unknowingly battle with a newcomer for the newly opened position. The new recruit, the mechanical Kalee Grievous, emerges victorious and Dooku appoints him as the new general. Grievous is promptly

dispatched to Hypori by Dooku to set a trap for a task force of incoming Jedi.

Dooku continues to recruit commanders to his cause, winning over the likes of Shogar Tok of Brentaal IV, and with the help of his agent Tookarti, he began to lure Quinlan Vos to the Dark Side. Not all of his negotiations were successful, however. Talks with former Jedi apprentice Lorian Nod turned out to be a Republic trap, and Dooku was forced to slay his old friend for his betrayal.

Dooku and Sora Bulq next led a boarding assault invasion on a Republic Acclamator-class cruiser where Jedi Jeisel, Kai Justiss, and Tsui Choi were stationed and succeeded in taking over the vessel. In a strange play he killed all of the clones but let the Jedi go free. Dooku had hoped the news of his mercy on the Jedi would travel throughout the Order and create more dissenters that would rally to the Separatist banner.

After this stunt, he traveled to a new base of operations on Antar 4, where he further tempted Quinlan Vos, whom Dooku knew was working as a spy for the Republic. He enticed Vos with promises of power while at the same time subtly warning him of the consequences of betrayal while torturing Jedi Master Shylar, a discovered spy, to death in front of Vos. He also had Vos accompany him to the planet of Tibrin, where Dooku inserted Bulq as the architect of the planet's new governing body after Dooku had beheaded the previous ruler. Dooku was seen as a liberator to the Tibrin people. He and Vos then traveled to Vos' home world of Kiffex, where together they claimed the planet in the name of the Confederacy and Dooku finally managed to turn Vos to the Dark Side, manipulating him into killing his own Aunt, Sheryf Tinte.

During the height of the war, Dooku made a public appearance on Cato Neimoidia and broadcast a CIS shadow-feed to assure his followers that the war efforts were going well and victory was all but guaranteed. This, ironically enough, came only days before losing the prison planet of Dagu and its captives to the Jedi and its inhabitants when a revolt forced the Separatists to halt construction of a new base of operations there.

With the Clone Wars already approaching a year-long conflict, it became known to the Republic that clones of Dooku had been operating throughout the galaxy on behalf of the Separatists. Dooku and a small group of Techno Union scientists created these decoys by experimenting with Force-sensitive clones and various cloning technologies. The Separatists made sure these clones were placed in locations where the Republic forces would certainly find and destroy them, which would create uncertainty in the Republic and its citizens when news of Dooku's death would repeatedly be retracted. This plot made the task of locating the true Dooku a complete and total nightmare for Republic Intelligence.

A year into the Clone Wars, Dooku hatched a scheme to create an army of battle droids made from Cortosis ore – a unique metal that could be processed to either resist or short out lightsaber blades on contact. Dooku conscripted the gangster Jabba the Hutt to smuggle this ore and other construction materials to the Techno Union scientists on Metalorn where the research and development was being performed. With the first production of these droids completed, Dooku led an assault on Coruscant and the Jedi Temple in an attempt to erase the Jedi Archives. His plans were foiled by Anakin Skywalker. Dooku ordered his minion Trenox to his doom to face the young Jedi while Dooku fled the scene. His plot to create a Jedi-killing army of battle droids was



brought to ruin when Skywalker followed him back to Metalorn and razed the facility to the ground. Dooku fooled the young Jedi into thinking he had slain Dooku through his expertise in Force illusions and mind tricks. Dooku laid low for several months to lead the Republic to believe he was dead.

Dooku made his way to the Katanos system where he scrounged up what little Cortosis ore remained in the mines there to use in his fight against the Jedi. He was discovered there by Padawan Obs Kaj, but managed to kill the apprentice before a distress signal could be sent out. Continuing his search for Sith artifacts that would aid him in his efforts against the Republic, Dooku traveled to Korriban where he pitted Quinlan Vos against Tol Skorr in a race to retrieve the holocron of Darth Andeddu. Although Vos emerged the victor in Dooku's presence and moved to kill his opponent, Dooku intervened and saved Skorr's life – but made sure that he did not take his failure lightly. Next, in true Sith fashion, Dooku duped Quinlan Vos into assassinating Senator Vieto on Coruscant under the mistaken impression the politician was actually the second Sith.

Eighteen months into the Clone Wars, Dooku received orders of the utmost importance. Dooku was to dispatch every avail-

able unit to the planet of Merson. Because Sidious' true identity was in peril to Jedi nearing the truth, Dooku lead the mission personally to make certain all the Jedi were slaughtered. Dooku succeeded in his task and decimated all opposition. Meanwhile, Dooku had sent Vos to Ryloth to kill Kh'aris Fenn for spending CIS credits on bounties against the Jedi instead of using the funds to engineer a Separatist takeover on Ryloth. This misappropriation of funds caused a useful bounty hunters guild to be wiped out by Mace Windu, Agen Kolar, Kit Fisto, and Sasaee Tiin.

Dooku then tried his fate again by making another public appearance addressing the entire Confederacy with his aide Shaala Doneeta, vowing vengeance for the losses at Muunilist and Metalorn, and reassuring that a siege on Coruscant will occur before he ever loses his resolve. Then, to further his point, he had Asajj Ventress place another round of bounties on key Jedi and Republic senators on his behalf. It is also during this time that Dooku learned of a CIS transport vessel that was ambushed and shot down over Honoghr carrying a new Separatist chemical weapon: Trihexalophine-1138. This chemical seeped into the soil of the planet, decimating the ecosystem for generations to come. Dooku sent Vos to retrieve the Scientific Information Packet that held all relevant data on the chemical project, but Quinlan was thwarted by his former apprentice Aayla Secura. At the same time, Dooku praised Grievous, informing him of the Confederacy's pleasure with the takeover of Gentes and the capture of several Jedi Padawans there. He conferred with the general and devised a scheme to turn the Jedi into Force-powered cyborg killing machines, but the plan was never implemented as the Padawans escaped.

At the start of the third year of the Clone Wars, while overseeing an operation being conducted by Pors Tonith, Dooku learned that the Jedi had discovered the Separatist base on Vjun, where Dooku was located. Jedi Master Yoda had infiltrated the Count's manor and challenged Dooku to convince him to turn to the Dark Side, and share its allure. Dooku's plan began to backfire, as the diminutive Jedi kept him off-balance and began coaxing him back towards the light. Yoda's plan had almost succeeded; when Obi-Wan Kenobi and Anakin Skywalker's assault on the manor distracted the Count and pushed him toward violence. Dooku was forced to briefly battle Master Yoda once more before retreating into the jungle.

Slightly shaken by this bold attempt by the Jedi, Dooku sent Quinlan Vos back to the Jedi Temple in an attempt to infiltrate and provide intelligence on the happenings of the Jedi Order as a triple agent. Meanwhile, Dooku sent Sora Bulq and Morgukai Warrior Bok to Anzat to acquire Lord Kelkko and bring him to Saleucami, carrying Spaarti cloning cylinders – capable of growing clones at an extremely rapid rate – to create an army of Anzat assassin-trained Morgukai warriors. He then ordered General Grievous to execute a series of feints designed to lure

Republic forces to the Outer Rim territories where they would spread their forces thin and eventually leave Coruscant vulnerable to attack.

Dooku again moved his base of operations, this time to Boz Pity. Shortly after his arrival, the Jedi laid siege to the planet, but Dooku managed to bait Master Kenobi into a conversation while he awakened Asajj Ventress, who had been sleeping in a bacta tank recovering from wounds sustained from a duel with Anakin Skywalker. Dooku ordered Ventress to attack Kenobi while, just outside, Grievous surprised and killed Jedi Masters Soon Baytes and Adi Gallia. This provided Dooku the distractions he needed to escape once again. The Separatist leader sent bodyguard







## Dark Acolytes

[Drain Energy +1] [Force Grip +2]

The evil Count Dooku employed many lesser followers of the Dark Side to carry out his will and that of his master, Darth Sidious. The following is a short list of his known agents of darkness.

**Artel Darc:** This Dark Jedi was tasked by Count Dooku to intercept a courier safeguarding an information pack that would have been devastating to the Republic War effort during the ninth month of the Clone Wars. Much to Darc's dismay, the courier was none other than Shaak Ti, and Darc was killed by the Jedi Master on the planet of Dagu.

**Dustrose:** A Jensaarai follower and ally to Nikkos Tyriss. This blazing red-haired female was nicknamed Dustrose by Jedi Ylenic It'kla for her scent. She was believed to have been one of the Jedi lost on Baltizaar during the conflict between the Jedi and Bando Gora nearly a decade before the Clone Wars began. After Count Dooku arrived on Susevfi just months before the end of the Clone Wars and convinced the Jensaarai to aid the Separatist cause, Dustrose engaged a Jedi referred to as Desertwind, Nejaa Halcyon and Ylenic It'kla in combat and did not survive the encounter.

**Quinlan Vos:** For a time, Jedi Master Quinlan Vos was lost to the Dark Side, and aided Count Dooku and the Confederacy against the Galactic Republic. Vos was sent to infiltrate the Count's inner circle as a double agent in the sixth month of the Clone Wars, although, Vos truly did turn and took on the role of a triple agent for Darth Tyrannus before he was converted back to the light side towards the Clone Wars' end.

**Unnamed Dark Acolytes:** Three nameless, faceless Dark Jedi confronted Mace Windu in their battle tanks on the battlefield of Geonosis. They succeeded in preventing Master Windu from entering the hangar where Anakin Skywalker and Obi-Wan Kenobi confronted Count Dooku just long enough for the Separatist leader to escape before Mace destroyed the evil trio. ⚡

droids to recover Grievous but ordered Ventress shot, as she had become a liability.

Obi-Wan Kenobi and Anakin Skywalker avoided a trap set by Dooku at one of his old bases on Ruhe, while Dooku was located at his latest citadel on Kaon. Here, Dooku learned that the Republic had obtained a way of tracing Dooku and Lord Sidious and could possibly risk revealing his master's true identity. Dooku quickly sped to Coruscant to meet face-to-face with his master, and Sidious ordered Dooku to set a trap for Kenobi and Skywalker on Naos III. While onboard the *Invisible Hand*, Dooku contacted Sora Bulq and ordered him to eliminate Master Tholme, who had been sabotaging the Separatist war efforts for months. He also ordered Vos to be brought back to Separatist hands to answer for why he had not been giving the CIS intelligence on Master Oppo Rancisis' battle plans on Saleucami, even though Vos explained that Rancisis' battle plans were directed in real-time through his Battle Meditation.

In a stroke of brilliance, Dooku managed the Saleucami front by having his agents trade opponents, ordering Vos to hunt down Tholme, his former master, and letting Sora Bulq lead

an assassination attempt on Master Rancisis. As a final test of his loyalty, Dooku ordered Vos to kill his beloved, Khaleen after revealing she had been a spy for Dooku all along. Vos rejects the Dark Side and paired with Tholme they do battle with Bulq and Tol Skorr, killing them both and ending the Morgukai Clone threat.

Onboard the *Invisible Hand*, Dooku passed the time by instructing Grievous and his bodyguards in the Jedi Lightsaber Forms, which he had been teaching them for some time. Dooku ordered Grievous to move half the fleet to Tythe, where Dooku would remain to set up yet another trap for Kenobi and Skywalker. Inside Tythe's LiMerge Power Plasma Facility he waited. When Skywalker and his old master arrived he unleashed fifty super battle droids on them while Dooku escaped. He then received a message from General Grievous, stating they would soon have the Supreme Chancellor of the Republic in custody. Dooku travels to Nelvaan to throw-off any would-be followers as to his true destination, and then makes his way to Coruscant to join in the siege.

Once again onboard the Separatist flagship the *Invisible Hand*, Dooku sat in waiting for Kenobi and Skywalker. When they arrived, Dooku initiated a duel with the pair and managed to separate Skywalker from his former master by incapacitating Kenobi. He attempted to lure Skywalker over to the Dark Side so that the boy would make a mistake and be more easily defeated; depending on his master, Darth Sidious, to aide him should anything go awry. Unbeknownst to him, Dooku learned far too late that his master had other plans in store, Sidious had been aiding Skywalker through the Force the entire duel, allowing Anakin to end it in spectacular fashion by severing both of Count Dooku's hands at the wrists. A life fraught with betrayal ends in kind when the Chancellor, really Sidious, implores Skywalker to kill Dooku by separating his head from his body.

**Count Dooku:** Male Human Jedi Consular 7/Jedi Master 5/Master Duelist 3/Sith Lord 3; Init +6 (+2 Dex, +4 Improved Initiative); Defense 27 (+15 class, +2 Dex); Spd 10m; VP/WP 145/13; Atk +19/+14/+9\* melee (5d8+1/19-20, lightsaber) or +16/+11/+6 melee (1d3+1, unarmed) or +17/+12/+7 ranged; SQ Block, Canny Defense, Deflect (attack -3, defense +3, extend attack and defense), Force Secret (Battlemind +2), Increase Lightsaber Damage (+3d8), Jedi Knight, Resource Access, Showmanship, Sith Battle Prowess (Knight Defense); SV Fort +13, Ref +15, Will +16; SZ M; FP 10; DSP 16; Rep +7; Str 12, Dex 15, Con 13, Int 16, Wis 15, Cha 16.

**Equipment:** Lightsaber\*, private solar sailship, robes, vast personal wealth.

\*Count Dooku has constructed his own lightsaber.

**Skills:** Balance +8, Bluff +12, Computer Use +6, Craft (lightsaber) +8, Diplomacy +14, Intimidate +14, Jump +5, Knowledge (business) +8, Knowledge (Jedi Lore) +11, Knowledge (politics) +12, Knowledge (Sith Lore) +11, Knowledge (tactics) +10, Read/Write Basic, Read/Write Geonosian, Read/Write Neimoidian, Read/Write Quarren, Read/Write Sith, Sense Motive +8, Speak Basic, Speak Geonosian, Speak Neimoidian, Speak Quarren, Speak Sith, Tumble +5.

**Force Skills:** Affect Mind +10, Battlemind +15, Empathy +9, Enhance Ability +9, Force Defense +15, Force Grip +12, Force Lightning +9, Force Stealth +5, Force Strike +16, Heal Self +5, Illusion +9, Move Object +14, See Force +8.

**Feats:** Agile Riposte, Combat Reflexes, Dodge, Exotic Weapon Proficiency (lightsaber), Force-sensitive, Improved Initiative, Per-



suasive, Weapon Finesse (lightsaber), Weapon Focus (lightsaber), Weapon Group Proficiency (blaster pistols, simple weapons, vibro weapons).

**Force Feats:** Alter, Burst of Speed, Control, Force Mastery, Form II Mastery, Kinetic Might, Knight Defense, Lightsaber Defense, Sense.

### Darth Vader - Dark Lord of the Sith

In the closing days of the Clone Wars, Darth Vader's birth was facilitated by Jedi Knight Anakin Skywalker's fall to the Dark Side. The sun was setting on the three-year long war with the defeat of the charismatic Count Dooku and the sly cyborg General Grievous. The veil of the Dark Side lifted to reveal that the Supreme Chancellor Palpatine was none other than the Dark Lord of the Sith Darth Sidious who had orchestrated the entire war. The Jedi learned of this far too late, but none-the-less went to the Chancellor's office to attempt to arrest him and save the Republic. This proved to be much more difficult than the Jedi expected and although Jedi Master Mace Windu succeeded in disarming the Sith Lord, Sidious never lost the upper hand. The Dark Lord took advantage of Windu's utilization of the dangerous art of Vaapad and forced him to make an otherwise irrational decision. Skywalker happened upon the duel, and was confused about what to do. After he realized Mace wanted to kill the Sith Lord and the knowledge he had, instead of merely arrest him. With one swipe of his lightsaber, Skywalker unwittingly intervened, choosing his love of Padmé over his loyalty to the Jedi Order, severing Mace Windu's saber-hand to rescue Palpatine and the knowledge to save his wife.

Fueled by the desire to learn the forbidden Sith arts in order to save his wife Padmé from certain death, Anakin Skywalker ceased to be and became Darth Vader – apprentice to the Dark Lord Sidious. But before this forbidden knowledge could be attained, Sidious convinced Vader that he must solidify his grip on the Dark Side of the Force by securing the Dark Lord's rule and destroying the Jedi Knights – the only beings left in the galaxy capable of opposing Sidious and his new apprentice. Lord Vader, accompanied by the 501st clone trooper legion, marched on the Jedi temple and slaughtered every last one of the Jedi, master and youngling alike.

His second mission given to him by Lord Sidious was to put an end to the Clone Wars once and for all by killing the Separatist Council. Vader traveled to the volcanic world of Mustafar and butchered the Confederate leaders. It was here that he would be faced with his first dose of punishment for his journey down the dark path when he was forced to battle with his former master and friend, Jedi Master Obi-Wan Kenobi. The duel was long-lasting, spreading all over the Mustafar facility where the Separatists had made their hide-out. But the duel ultimately ended poorly for Vader to say the least. For all his Dark Side power, Vader was mortally wounded; having his limbs severed and his skin smoldering and ashen from molten rock. After declaring his hatred for Kenobi even in the face of certain death, Kenobi walked away and left Anakin to die painfully on the rocky shore of Mustafar's magma river. Only through intervention by Lord Sidious and his clone troopers was Vader able to remain alive. He was brought back to Coruscant, to one of the Sith's secret facilities where his transformation to a Dark Lord of the Sith became complete, as he was encased in dark armor needed to keep him alive.

Lord Vader took on the role of Jedi Hunter, despite the Emperor's orders. Vader felt that the Jedi posed a threat to the

Empire if they were allowed to live. Palpatine was content to leave the surviving Jedi to scatter in shame to the far corners of the galaxy. Given command of the second Imperial-class Star Destroyer, the *Executor*, Vader began a campaign of hunting down and eliminating the remainders of the Jedi Order.

One month after the Clone Wars, following an anonymous tip on the whereabouts of Obi-Wan Kenobi, Vader traveled to Kessel. There, he sprung a trap set by Jedi Master Shadday Potkin and faced off against seven Jedi. Vader managed to eliminate Sia-Lan Wezz, Ma'kis'shaalas and Shadday Potkin, and disabled the weapons of Roblio Dartè, Jastus Farr and Koffi Arana using Potkin's Cortosis blade before he was subdued by Tsui Choi and Bultar Swan. In a fit of fear and rage, Koffi Arana took Bultar Swan's lightsaber and killed her with it, then charged Vader. Using the Force, Vader impaled Arana with the Cortosis blade from his severed hand and took the lightsaber from the Jedi's corpse. He was again beat back by Choi, Dartè and Farr when Vader's clone troopers entered the fray. Clone Commander Appo and his men gunned down Dartè and Farr before Tsui Choi leapt in to attack the clones. Vader threw a hydrosponder in his plan, however, telekinetically holding him in the air as a perfect target for Appo and his men to riddle the Jedi Master full of blaster bolts.

Fully aware of the limitations to his new body, Vader began to experiment and tinker with his cybernetic implants. Two months after the Clone Wars had ended, Vader was sent to the planet Murkhana to deal with Team Ion for assisting Bol Chattak, Roan Shryne and Olee Starstone to escape Order 66. In witness to all the prisoners of the Murkhana siege, Vader struck down two of the traitors while the remaining two fled. Jedi Master Bol Chattak stepped forward from the group of prisoners and confronted Vader. The Dark Lord should have made short work of the Jedi, but his inferior cybernetics impeded his combat prowess. Chattak struck a glancing blow on Vader before he became enthralled with rage and struck her down. Jedi Master Roan Shryne and Chattak's Padawan, Olee Starstone, looked on in horror as Darth Vader slaughtered the Jedi Master. Content to leave the remaining Ion troops to Commander Appo and his men, Vader ordered the prisoners be taken to the prison planet of Agon Nine.



DARTH VADER



Vader continued on his rampage to eliminate all the surviving Jedi. Searching for a lead on more Jedi prey, Vader and his men intercepted a signal coming from the moon of Jaguada while in the Jedi Archives in the remains of the temple on Coruscant. This steered him back onto the trail of Roan Shryne and his group of Imperial fugitives. After Shryne and his comrades escaped the Imperial forces on Jaguada, Vader caught up with Shryne on Alderaan attempting to assist Senator Fang Zar escape back to his home world of Sem Prime. Vader was hot on their trail, but Shryne and the crew of the *Drunk Dancer* made a daring escape. Although, Vader managed to kill Fang Zar and wound the *Drunk Dancer's* captain Jula before the group could flee the planet.

In the days that followed, Vader finally caught up with Roan Shryne and his companions on Kashyyyk. The Empire used the Jedi's presence as an excuse to occupy the planet to label the

Wookiees as traitors to the Empire. During the battle, Vader confronted Shryne and the others. Vader managed to slaughter most of the Jedi fugitives, but Roan Shryne sacrificed himself to allow Olee Starstone and the crew of the *Drunk Dancer* to escape. Shryne beheaded Vader's commander, Appo, and faced off with the Dark Lord. Shryne put forth a valiant effort, but was no match for the Sith apprentice. Vader killed Shryne and went on to oversee the assault of Kashyyyk, taking as many prisoners as possible to act as slave labor for the construction of the

Emperor's ultimate weapon: the *Death Star*.

Vader continued to serve as the Emperor's emissary for nineteen years when he was ordered to supervise Grand Moff Tarkin with the final stages of the *Death Star's* construction. It was during this time that the Empire learned the location of the hidden base of the Rebel Alliance. Tarkin set course for the fourth moon of Yavin intent on eliminating the Alliance forever. The Rebels launched a last ditch assault on the hulking battle station while Vader led a small contingent of starfighters to combat the Alliance. However, a young pilot named Luke Skywalker landed a critical strike on the *Death Star*, destroying the station and thousands of the Empire's finest. Vader was left alone in deep space and was forced to crawl his way back to Coruscant in shame.

For the next three years Vader hunted Skywalker feverishly. The Dark Lord was given command of a squadron of Star Destroyers with the sole task of rooting out the Rebel Alliance. In the third year of his search, Vader discovered the Rebel's new base on the ice planet of Hoth and launched a massive ground assault. The toll on the Rebel forces was heavy, but all of the key operatives of the Alliance managed to escape, Skywalker included. However, Vader managed to track the *Millennium Falcon* to the remote planet of Bespin where he imprisoned Captain Han Solo, Chewbacca, and Princess Leia Organa. Using Skywalker's friends as bait, young Luke came to their rescue and into Vader's clutches. The two engaged in a furious duel through the bowels of Bespin's Cloud City and Vader emerged victorious when he severed Luke's saber-arm. Vader then admitted to Luke that he was once Anakin Skywalker, Luke's father, and urged the Jedi-in-training to join him so that they may overthrow the Emperor and rule the galaxy together. Skywalker refused and escaped by hurling himself down the massive shafts of Cloud City where Leia Organa came to his rescue.

A year later, Vader was reunited with his son orbiting the moon of Endor at the construction area of the second *Death Star*. Skywalker surrendered to Vader in hopes that he could turn his father away from the Dark Side. The Dark Path's grip on

Vader was too strong, however, and Vader brought Luke before his master, the Emperor. In Palpatine's throne room, Vader and Luke battled once more. Although, this time Vader had no real desire to harm his son, which gave Luke all the advantage he needed to defeat the Dark Lord. Injured, Vader watched as the Emperor taunted and tortured the young Jedi Knight. Vader's feelings became conflicted between loyalty to his master and the love of his son. Ultimately, Vader opted for the latter and betrayed the Emperor by hoisting him into the air and hurling him down the main reactor shaft of the *Death Star*. The Emperor managed to lash out at Vader with his dark lightning before he perished, and Vader was mortally wounded. Soon after, Vader slipped away into death in Luke's arms. His son spirited his body away as the *Death Star* shook and crumbled around him from the successful assault of the Rebel Alliance. Luke erected a pyre for his father's body and burned it in funeral. At the final celebration where the Alliance celebrated the destruction of the Empire, Luke saw the Force-spirit of his father, Anakin Skywalker, alongside Obi-Wan Kenobi and Yoda - signifying that Anakin had struggled free of the Dark Side's hold and became one with the Force.

**Darth Vader (as of his duel with Obi-Wan on Mustafar):** Male Human Fringer 1/Jedi Guardian 5/Jedi Ace 3/Jedi Weapon Master 3/Sith Lord 2; Init +3 (Dex); Defense 25 (+12 class, +3 Dex); Spd 10 m; VP/WP 112/13; Atk +16/+11/+6\* melee (5d8+2/18-20, lightsaber) or +14/+9/+4 melee (1d3+2, unarmed) or +15/+10/+5 ranged; SQ Block, Bonus Class Skill (Repair), Chosen One (Force Point use as though three levels higher, Anakin gets Force-Sensitive feat free and ignores the "Force level 1st" prerequisite when selecting the Force feats Control, Sense, and Alter), Deflect (attack -2, defense +3), Familiarity +1, Increase Lightsaber Damage (+3d8), Resource Access, Starfighter Defense (+2), Starship Focus (+3), Weapon Mastery (Devastating Strike 11/day); SV Fort +14, Ref +15, Will +10; SZ M; FP 4; DSP 16; Rep +5; Str 14, Dex 16, Con 13, Int 14, Wis 12, Cha 13.

**Equipment:** Jedi robes, lightsaber\*, utility belt.

**Skills:** Astrogate +4, Balance +4, Computer Use +5, Craft (droid) +5, Craft (lightsaber) +5, Craft (podracer) +4, Jump +6, Knowledge (Jedi Lore) +6, Knowledge (Sith Lore) +10, Knowledge (streetwise) +6, Knowledge (Tatooine) +4, Pilot +22, Read/Write Basic, Read/Write Hutttese, Read/Write Sith, Repair +12, Speak Basic, Speak Hutttese, Speak Sith, Spot +5, Survival +5, Tumble +9.

**Force Skills:** Affect Mind +4, Battlemind +10, Enhance Ability +7, Farseeing +4, Fear +4, Force Defense +5, Force Strike +8, Friendship +2, Move Object +8, See Force +5.

**Feats:** Combat Expertise, Exotic Weapon Proficiency (lightsaber), Force-sensitive, Gearhead, Improved Critical (lightsaber), Power Attack, Skill Emphasis (Pilot), Starship Operation (starfighter), Weapon Focus (lightsaber), Weapon Group Proficiency (blaster pistols, primitive weapons, simple weapons).

**Force Feats:** Alter, Burst of Speed, Control, Lightsaber Defense, Knight Defense, Rage, Sense.

**Darth Vader (as of the end of the Clone Wars):** Male Human Fringer 1/Jedi Guardian 5/Jedi Ace 3/Jedi Weapon Master 3/Sith Lord 2; Init -1 (Dex); Defense 21 (+12 class, -1 Dex); DR 6; Spd 8 m\*\*; VP/WP 112/16; Atk +15/+10/+5\* melee (5d8+1/18-20, lightsaber) or +13/+8/+3 melee (1d3+1, unarmed) or +11/+7/+2 ranged; SQ Block, Bonus Class Skill (Repair), Chosen One (Force Point use as though three levels higher, Anakin gets Force-Sensitive feat free

and ignores the "Force level 1st" prerequisite when selecting the Force feats Control, Sense, and Alter), Deflect (attack -2, defense +3), Familiarity +1, Increase Lightsaber Damage (+3d8), Resource Access, Starfighter Defense (+2), Starship Focus (+3), Weapon Mastery (Devastating Strike 11/day); SV Fort +16, Ref +11, Will +10; SZ M; FP 0; DSP 18; Rep +5; Str 12\*\*, Dex 8\*\*, Con 16\*\*, Int 14, Wis 12, Cha 13.

**Equipment:** Dark armor, lightsaber\*.

\*Darth Vader has constructed his own lightsaber.

\*\*Dark Armor contains life-support apparatus that boosts Vader's Strength and Constitution (see Darth Vader's Armor sidebar in the Star Wars Roleplaying Game Revised Core Rulebook, page 301). However, the cybernetic implants Vader was fitted with at the time of his physical transformation were vastly inferior; making him extremely clumsy, slightly weaker, slowed his movement, and hindered his hearing and vision until he was able to modify or replace those implants (Vader takes a -4 to strength, -8 to dexterity, -2m to movement, and -4 to all Listen and Spot checks). Vader's helmet contains macro binoculars, which reduces the range penalty on Spot checks by -1 for every 10 meters of distance (instead of -1 for every 4 meters).

**Skills:** Astrogate +4, Balance -4\*\*, Computer Use +5, Craft (droid) +5, Craft (lightsaber) +5, Craft (podracer) +4, Jump +1\*\*, Knowledge (Jedi Lore) +6, Knowledge (Sith Lore) +10, Knowledge (streetwise) +6, Knowledge (Tatooine) +4, Pilot +14\*\*, Read/Write Basic, Read/Write Hutttese, Read/Write Sith, Repair +12, Speak Basic, Speak Hutttese, Speak Sith, Spot +1, Survival +5, Tumble +1.

**Force Skills:** Affect Mind +4, Battlemind +12\*\*, Enhance Ability +9\*\*, Farseeing +4, Fear +4, Force Defense +5, Force Strike +8, Friendship +2, Move Object +8, See Force +5.

**Feats:** Combat Expertise, Exotic Weapon Proficiency (lightsaber), Force-sensitive, Gearhead, Improved Critical (lightsaber), Power Attack, Skill Emphasis (Pilot), Starship Operation (starfighter), Weapon Focus (lightsaber), Weapon Group Proficiency (blaster pistols, primitive weapons, simple weapons).

**Force Feats:** Alter, Burst of Speed, Control, Lightsaber Defense, Knight Defense, Rage, Sense.

**Darth Vader (as of the occupation of Kashyyyk):** Male Human Fringer 1/Jedi Guardian 5/Jedi Ace 3/Jedi Weapon Master 3/Sith Lord 2; Init +3 (Dex); Defense 25 (+12 class, +3 Dex); DR 6; Spd 10 m; VP/WP 112/16; Atk +17/+12/+7\* melee (5d8+3/18-20, lightsaber) or +15/+10/+5 melee (1d3+3, unarmed) or +15/+10/+5 ranged; SQ Block, Bonus Class Skill (Repair), Chosen One (Force Point use as though three levels higher, Anakin gets Force-Sensitive feat free and ignores the "Force level 1st" prerequisite when selecting the Force feats Control, Sense, and Alter), Deflect (attack -2, defense +3), Familiarity +1, Increase Lightsaber Damage (+3d8), Resource Access, Starfighter Defense (+2), Starship Focus (+3), Weapon Mastery (Devastating Strike 11/day); SV Fort +16, Ref +15, Will +10; SZ M; FP 0; DSP 18; Rep +5; Str 16\*\*, Dex 16, Con 16\*\*, Int 14, Wis 12, Cha 13.

**Equipment:** Dark armor, lightsaber\*.

\*Darth Vader has constructed his own lightsaber.

\*\*Dark Armor contains life-support apparatus that boosts Vader's Strength and Constitution (see Darth Vader's Armor sidebar in the Star Wars Roleplaying Game Revised Core Rulebook, page 301). and -4 to all Listen and Spot checks). Vader's helmet contains macro binoculars, which reduces the range penalty on Spot checks by -1 for every 10 meters of distance (instead of -1 for every 4 meters).

**Skills:** Astrogate +4, Balance +0, Computer Use +5, Craft (droid) +5, Craft (lightsaber) +5, Craft (podracer) +4, Jump +3, Knowledge (Jedi Lore) +6, Knowledge (Sith Lore) +10, Knowledge (streetwise) +6, Knowledge (Tatooine) +4, Pilot +18, Read/Write Basic, Read/Write Hutttese, Read/Write Sith, Repair +12, Speak Basic, Speak Hutttese, Speak Sith, Spot +5, Survival +5, Tumble +5.

**Force Skills:** Affect Mind +4, Battlemind +12\*\*, Enhance Ability +9\*\*, Farseeing +4, Fear +4, Force Defense +5, Force Strike +8, Friendship +2, Move Object +8, See Force +5.

**Feats:** Combat Expertise, Exotic Weapon Proficiency (lightsaber), Force-sensitive, Gearhead, Improved Critical (lightsaber), Power Attack, Skill Emphasis (Pilot), Starship Operation (starfighter), Weapon Focus (lightsaber), Weapon Group Proficiency (blaster pistols, primitive weapons, simple weapons).

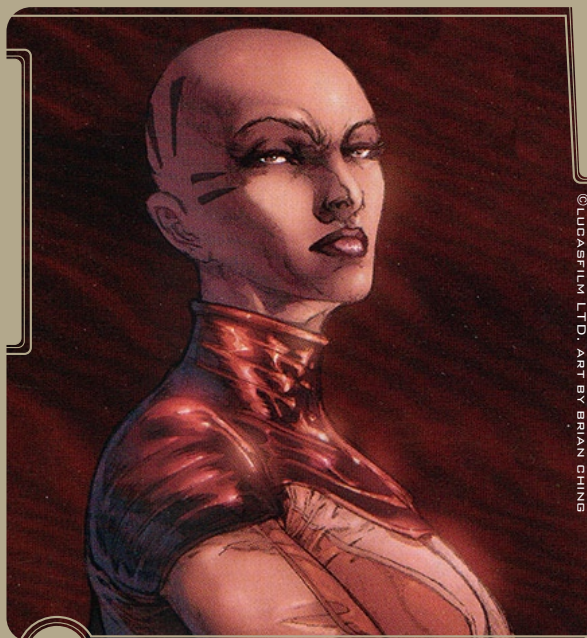
**Force Feats:** Alter, Burst of Speed, Control, Lightsaber Defense, Knight Defense, Rage, Sense.

### Asajj Ventress - Dark Jedi

Asajj Ventress was born on Rattatak, an insignificant planet in the Outer Rim that had escaped the Republic's notice. Home to violent pale-skinned humanoids, the planet was ruled by a feudal warrior society. Ventress' parents were leaders of one of the feudal states, and Osika Kirske, ruler of nearly half the planet, killed Asajj's parents before their faction could pose a threat to his rule. Young Ventress escaped the assassination attempt, though.

A few short years afterward, Jedi Knight Ky Narec landed on the planet, and was immediately met with violence. He eventually met up with Asajj Ventress, and recognizing her Force sensitivity, took her on as his Padawan despite her age. The two fought on behalf of Ventress' warrior-state, and soon had gained control of much of the other half of the planet. Kirske quickly assembled what other warlords remained, and enacted a plot against Ky Narec and his new apprentice. They managed to kill Ky Narec, but Ventress again survived.

Ventress quickly assembled her army and marched on the rest of the planet, lost in the Dark Side. The twelve tattoos on



ASAJJ VENTRESS

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her skull each represented one of the warlords she promised to kill in retaliation for Ky Narec's death. It was around this time that she was first contacted by the Sith, whether it was Dooku or some other representative is unknown, but the seeds that planted the desire to become a Sith were planted. She gained control of the planet in no time, and rebuilt Rattatak in her image, erecting several statues to her mentor, Ky Narec.

Rattatak firmly under her control, and Warlord Osika Kirske locked in a dungeon on her fortress; Ventress turned her attention to a new goal, becoming a Sith Lord. She researched as much as she was able, and trained as her master taught her. During her training, she grew to hate the Jedi Order, blaming them for Ky Narec's death. She felt the Order had abandoned him, and she felt they deserved punishment.

Not long after her training, Count Dooku decided to make an appearance on Rattatak, claiming to have knowledge of the Sith for Ventress. Ventress had one of her assistants meet the Count and take him to her personal viewing box. Ventress was able to silently sneak up behind Dooku, as he busily watched the gladiatorial contests below. The Count taunted her, claiming he did not need a spy, and Ventress leapt into action to show off her fighting prowess. She destroyed all of the gladiators in the arena with great flair, using a variety of Force powers. She managed to impress Dooku greatly, but mis-stepped when, in her arrogance, she claimed to be a Sith. The Count laughed at her and showed her his mastery of the Force by unleashing a storm of Force Lightning on her person.

She awoke in the Count's private fortress on Bakura, where Count Dooku ambushed her. The two fought for a brief, intense period, where Dooku continued to taunt her and establish his dominance. Ventress now knew she was in the company of a Sith Lord. When Dooku finally had her beaten, and was poised to strike the killing blow, he deferred to a hologram on a small walker. It was Darth Sidious, Dooku's master. The two accepted her as an apprentice, gave her two red lightsabers, and ordered her to track down and kill Anakin Skywalker.

Her first attempt on Skywalker saw her partnered with Durge three months after the Battle of Geonosis. She was assigned to test a new chemical weapon on Ohma-D'un, a moon of Naboo settled by Gungans. If successful, the weapon was to be used on Naboo as well; in a way that would make it seem spice miners were responsible. Count Dooku assured her that Skywalker would face her there. While Skywalker eluded her, she did manage to kill her first Jedi, Master Glaive, and do battle with Obi-Wan and Zule Xiss. While the mission to destroy Naboo had failed, her hunt for Skywalker and Kenobi had just begun.

Weeks later, Ventress' training was interrupted by Dooku, who assigned her to help create a schism in the Jedi Order. She was sent to Ruul to help Sora Bulq with his new plot. Count Dooku also incensed Ventress by telling her that Mace Windu would be on planet, and that he was chiefly responsible for abandoning Ky Narec. Posing as a Jedi accomplice, Ventress attacked Bulq and killed Mira, Bulq's former Padawan. The remaining Jedi gave her chase, and Rhad Tarn died as a result of her manipulations before she was forced to flee under an assault from Mace Windu. The plot was discovered, and the mission to create a schism had failed.

Despite the questionable outcomes of the past two missions, or perhaps because of them, Ventress and Durge found themselves in the middle of nowhere in the Outer Rim, onboard one of the Separatist's deep space stations. Count Dooku sent Ventress and Durge on a wild goose chase through the station,

while he secretly sent Grievous to confront them. Grievous defeated both opponents soundly, earning him the title of General of the droid armies at Asajj's expense.

Commander Ventress' next assignment again involved the chemical weapon, this time on the planet Queyta. The chemical factory was built on a flowing river of lava to keep it mobile and secret. Regardless, Separatists had received a tip that Jedi were en route to the facility, and Ventress was assigned to evacuate Techno Union researchers and the new strain of the weapon and antidote. The Jedi strike team arrived earlier than expected, and consisted of five Jedi, including Obi-Wan Kenobi. Ventress and Durge managed to kill all of the Jedi accompanying Kenobi, including Ventress' third Jedi kill, Master Fay. However, Dooku had told her he wanted Obi-Wan alive. Ventress saw Dooku's obsession with turning his Padawan's Padawan as a threat to her station, and left Obi-Wan dangling from a cliff to die.

Commander Ventress' next task was again to kill Skywalker. She took her starfighter, modeled after Count Dooku's, to Muunilist orbit, where a large battle raged on. She killed several clone pilots before finding Skywalker in the Force. She led him on a chase through the Muunilist capital before goading him on a hyperspace jump to Yavin IV. The pair exited their starfighters and duelled on an ancient Sith temple and through surrounding ruins. Ultimately, Anakin came out the victor after giving in to his anger. Ventress was left for dead, but again she survived.

After some time in a bacta tank, she was rumored to have participated in the Battle of Dagou. Though, those reports are largely unconfirmed. Ventress next surfaced on Ord Cestus at the dawn of the second year of the Clone Wars, again to oppose Obi-Wan Kenobi. She was allied with a group of X'Ting called the five families, and she opposed Obi-Wan's efforts at every turn. Kenobi, along with Kit Fisto, had eventually shut down a factory that was producing powerful JK series Jedi Killer Droids. Ventress quickly managed to capture both Jedi, to keep them out of her plot to cause billions of deaths she could blame on the Republic.

Unfortunately, a clone commando foiled her scheme, and inadvertently freed both Jedi Masters from the Cestus Cybernetics Xythan Force Shield she had trapped them in. Ventress sent in a group of assassins to keep the Jedi busy while she studied them and took them on one at a time. Kit Fisto reached Ventress through the throng first, and Ventress sent the remaining X'Ting to distract Obi-Wan. The two fought a dazzling acrobatic duel before Ventress finally pierced Fisto's guard with a kick to the jaw. She wounded Fisto with two lightsaber strikes before he was able to leap into a nearby underground lake to regroup.

Obi-Wan was not mentally centered in his attack, and Ventress put him on his back easily. Obi-Wan was only saved by Kit Fisto's intervention, slashing the supports that held up the dock, causing both combatants to spill into the lake. After a desperate fight in the water, Kenobi's resolve proved stronger. Ventress fled the fight, and after killing Trillot, left the planet, having failed Dooku again. Her wrath toward Kenobi was now cemented in fear. He had faced her and lived three times.

Three months later, Ventress went to Jabiim to secretly pick up Obi-Wan Kenobi, who had been found and kept unconscious by Alto Stratus' Nimbus Guard. The unconscious Jedi garnered Stratus a large batch of droid reinforcements. Ventress told no one of her new prisoner, not even Dooku.

She kept Kenobi unconscious and spirited him away to Rattatak. Obi-Wan was Asajj Ventress' prisoner for two months, during which time she tortured him savagely. She kept him docile by keeping a Sith Torture Mask on his face, which drained



away his concentration. Muscle maggots drained his energy, and if left unchecked, could kill him. The distraction made him unable to utilize the Force to engineer an escape. She also had taken an ARC Trooper, Alpha, prisoner, and interrogated him. The clone proved to be nigh unbreakable, and would only provide his batch number and station.

Ventress instructed Aidus, her chief assistant, to stick the clone in with Kenobi, hoping that together they might reveal additional information. Ventress sought to break Kenobi, so Dooku would cease planning to turn him, and finally accept Ventress as a Sith Apprentice. Her prisoners did manage to escape nonetheless, freeing Osika Kirske on their way out. She knew their destination would be the landing pad, as her ship was the only way off-planet. What surprised her was that Kenobi had taken Ky Narec's lightsaber along with his own, prepared to fight Ventress' twin blades. She decapitated Kirske without a thought before turning her attention to Kenobi. Ventress was off-balance at the sight of her former master's lightsaber, and Kenobi was able to steal her ship and escape. Turmoil filled Ventress' heart as Obi-Wan asked her what Ky Narec would think of her now.

Ventress spent much of the next two months running errands for Dooku. She placed several bounties on Jedi in the Outer Rim, and managed Admiral's Pors Tonith's campaign on Praesitlyn. A month later she was ordered by Count Dooku to evacuate Wat Tambor, the Techno Union Foreman, who had gotten himself into trouble at Xagobah. She arrived just in time to save him from Boba Fett, who was about to destroy his transport. She had merely disabled Fett when Skywalker appeared from out of nowhere and hounded her tail. The Foreman safely in hyperspace, Ventress saw no reason to stay, and jumped to safety.

Her next important assignment came when Dooku was establishing a new secret base on the world of Vjun in the House Malreaux, eight months before the end of the Clone Wars. While supplies were being shipped in by the Trade Federation, Jedi discovered the convoy and attacked. Asajj Ventress lured the Jedi to Vjun, and in space shot down Jedi Jang Li-Li, her sixteenth Jedi killed. She then allowed the other Jedi to land and beat Master Jai Maruk in lightsaber combat easily. Her seventeenth

kill was denied, however, when Dooku made other plans for the Jedi, and sent him back to Coruscant with a message.

Two months later, Ventress took it upon herself to assassinate Yoda, who had taken Dooku's lure and was on his way to Vjun. Ventress attacked his convoy during a scheduled pit stop in Ithor space, but found that it was a decoy, and the real Yoda was elsewhere. Seething, Ventress salvaged a small victory by destroying the ship and letting the galaxy think Yoda dead.

Ventress next tracked the aging Jedi Master to Phindar Spaceport and she sent in eighteen Confederacy Assassin Droids ahead of her, to weaken the two masters and two Padawans that were traveling with Yoda. By the time Ventress entered the battle, Yoda had disappeared and both Masters were injured. She sent several of her assassin droids after Yoda, who had fled below decks, while she stayed to deal with the remaining Jedi.

Ventress quickly recognized Jai Maruk, the seventeenth kill that got away, and in her delight, engaged him and Master Maks Leem. Maruk fought bravely, trying his best to defend the wounded Gran, but it mattered little to Ventress, who was simply the better duelist. Ventress put on a dazzling display fighting Jai Maruk, trying to lure him to the dark side. Ultimately, the man resisted, but his death came just as sure. Ventress killed both Jedi, bringing her total to eighteen.

Ventress discovered Yoda had taken advantage of the time his companions had bought him and had destroyed her ship and cast her remaining assassin droids into space. She created a hull breach to keep the Jedi distracted as she left to steal another ship. It was not long before she contacted Dooku, who was furious over the personal initiative she had taken. Dooku ordered her back to Vjun. Ventress hesitantly returned, obeying her master.

Lucky for her, the Count did not kill her, and instead had her keep House Malreaux secure while he met with Yoda. It was not long before both Padawans from Phindar Spaceport ran right into her, along with a Tac-Spec Footman Droid. Elated by the chance to again corrupt Whie's morals, she injured the female Padawan and ordered half a dozen assassin droids to train their weapons on Whie. Ventress had gotten sloppy in her manipula-



tions, however, and a second droid managed to catch her off guard and killed all of her assassin droids.

Ventress was furious, and she quickly disabled the droid with the Neural-Net Gun, but took a slug to her leg, and the two Padawans managed to run away. She gave chase, and stumbled right into Anakin Skywalker and Obi-Wan Kenobi. In no condition to fight either of them with her leg wound, she fled. In an irony not lost on Asajj, she stole the Hoersch-Kessel Chryyaclass courier vessel to escape Vjun. A small consolation for the three ships she had lost, one to Kenobi on Queyta, one to Anakin on Yavin IV, and the most recent to Yoda at Phindar Spaceport.

Dooku had sickened of Ventress' repeated failures, and assigned her to General Grievous, who paired her with Tol Skorr. The two were ordered to track down Quinlan Vos, who had failed to complete his most recent mission. Within a month the pair tracked him to the Titavian IV, a zoological vessel, and sent a few dozen probes after him. The duo watched Vos evade and fight the remotes while running through the gigantic ship, seeking a means to save his life when Obi-Wan Kenobi joined the fray, seemingly from nowhere.

Ventress thrilled at the chance to regain her standing in Dooku's eyes, and she had her seekers herd Vos and Kenobi right into Ventress and Skorr. Fighting broke out immediately and Ventress let Skorr handle Vos, as she wanted to kill Kenobi herself. Kenobi managed to free a rancor that the zoological society had kept in a cage, and Ventress called to Skorr for help in dealing with the beast. The distraction allowed Kenobi and Vos to escape, but the only place to run to was the hangar.

Ventress managed to tame the rancor, and rode it into the hangar. She was surprised to find only Kenobi remained, and took a moment to gloat at his stupidity in letting a fallen Jedi take his ship. Kenobi managed to elude her, drawing her deeper into the bowels of the ship. Skorr had been dispatched to find Vos, but when his search proved fruitless; he pulled his starship back into the Titavian, and started blasting at Kenobi. Infuriated that Skorr might steal her kill, Ventress dropped her guard a moment to argue, at which point Kenobi managed to un-mount her and kill the rancor.

Unfortunately, Vos came back to Kenobi's rescue just as Ventress was gaining the upper hand. The two Jedi escaped, stranding Ventress and Skorr on the Titavian. Fortunately, Ventress had placed a tracker on Vos' ship and was able to see he had gone back to Coruscant. General Grievous soon picked her up and then let her go to Coruscant where she could lay a trap for Vos.

Ventress was disappointed to find that Kenobi and Vos were unreachable deep within the Jedi Temple. So she instead contented herself with attacking Anakin Skywalker, who was slumming around the industrial sector. Curiously, Ventress watched from the shadows as he played a love holo from Senator Padmé Amidala of Naboo. She swiped the message from him with the

Force and taunted him, threatening to kill Padmé. Incensed, Skywalker attacked her, and Ventress felt certain she would make up for her defeat on Yavin IV over two years ago.

While Ventress managed to scar the young Jedi across the face, the tide turned and she quickly found herself wrapped in several energy conduits, and electrocuted. The pain seared her, and Skywalker said a cold goodbye before dropping her off a building, letting her fall kilometers to what he assumed was her death.

In reality, Ventress did survive and spent a month in a bacta tank on Boz Pity. The graveyard planet was a new headquarters for Count Dooku, and both he and General Grievous were

present on the planet. A Jedi strike force lead by Mace Windu, Skywalker and Kenobi was assembled to land on Boz Pity and capture the Confederate leadership. Kenobi managed to infiltrate the facility and found Ventress in a bacta tank.

Ventress slowly came back to consciousness as Kenobi blamed Dooku for her current state, and pitied her. Angered yet again, Ventress used the Force to shatter the bacta tank and regain possession of her lightsabers from Count Dooku. The Count ordered her to kill Kenobi, and Ventress unleashed a fury on him that surprised even her. She used the Force to push Kenobi through a wall and outside the facility, where he landed near Anakin. Ventress battled with Skywalker as Obi-Wan tried to convince her to turn back to the light.

The Count was prepared to evacuate Boz Pity with Grievous when he saw Ventress running toward him in the distance. The Count, however, did not feel she would reach him in time before the Jedi regrouped and captured him. In an act of betrayal that shocked Asajj, Dooku ordered one of his bodyguard droids to kill her.

Ventress took the blaster wound just under her left clavicle. Kenobi knelt at her side, in an attempt to help her and bring her back to the light. After hearing more of Obi-Wan's pity, Ventress grabbed a shard of metal and claimed Kenobi had driven Dooku away from her as she attacked. Skywalker slashed her across the back, dropping her to the ground in his master's defense.

With her "dying" breath, Ventress decided to betray Dooku in kind, and warned Anakin and Obi-Wan to defend Coruscant from Dooku, claiming it was the key to the war. In truth, Ventress merely went deeper into her Qui-Tek meditation, giving the appearance of her death both physically and in the Force. Two days later, she came out of her meditation on the Medical Frigate Bright Flight. She commanded the pilots to change course and take her far into the fringe, where she could escape the Clone Wars and the betrayal of Count Dooku.

**Asajj Ventress:** Female Rattatak Jedi Guardian 5/Dark Side Marauder 10; Init +4 (Dex); Defense 24 (+10 class, +4 Dex); Spd 10m; VP/WP 103/14; Atk +19/+14/+9 melee (3d8+3/19-20, lightsaber) or +17/+12/+7 (3d8+3/19-20, lightsaber) and +17/+12 (3d8+3/19-20, lightsaber) or +19/+14/+9 ranged; SQ Deflect (attack -4, defense +1), Increase Lightsaber Damage (+1d8), Warrior Culture; SV Fort +13 Ref +15, Will +7; SZ M; FP 9; DSP 19; Rep +6; Str 13, Dex 18, Con 14, Int 14, Wis 12, Cha 13.

**Equipment:** Two mastercraft +2 lightsabers.

**Skills:** Balance +9, Computer Use +5, Handle Animal +2, Hide +6, Intimidate +9, Jump +7, Knowledge (Sith Lore) +4, Move Silently +6, Pilot +14, Read/Write Basic, Read/Write Rattataki, Speak Basic, Speak Rattataki, Swim +4, Tumble +11.

**Force Skills:** Affect Mind +6, Battlemind +8, Enhance Ability +9, Farseeing +6, Fear +4, Force Grip +6, Force Stealth +13, Force Strike +11, Move Object +12.

**Feats:** Ambidexterity, Exotic Weapon Proficiency (lightsaber), Force-sensitive, Improved Two-Weapon Fighting, Off-Hand Parry, Power Attack, Starship Operation (starfighter), Stealthy, Two-Weapon Fighting, Weapon Finesse (lightsaber), Weapon Group Proficiency (blaster pistols, simple weapons).

**Force Feats:** Alter, Burst of Speed, Control, Kinetic Might, Niman Mastery, Rage, Sense.



## Count Dooku - Clone Decoys

Close to one year into the war, Count Dooku and the Techno Union began experimenting on Force-sensitive clones using new cloning technologies and Dooku as the template. The result became several decoys that proved quite effective at putting a damper on Republic Intelligence, mimicking the Count in every way, all the way down to being personally trained by Count Dooku himself.

The Republic succeeded in eliminating clone after clone, each time believing it to be the true Count Dooku. The experiment was a smashing success, keeping the Republic guessing for months following, until the existence of the cloned Counts was discovered. It is believed that all of the clones were eliminated by the close of the Clone Wars.

**Count Dookuu:** Male Human Jedi Consular 7/Jedi Master 4; Init +2 (Dex); Defense 21 (+9 class, +2 Dex); Spd 10m; VP/WP 66/13; Atk +12/+7 melee (4d8+1/19-20, lightsaber) or +11/+6 ranged; SQ Clone, Deflect (attack -4, defense +1, extend attack and defense), Force Secret (Force Lightning +1 and Battlemind result +1), Increase Lightsaber Damage (+2d8), Jedi Knight; SV Fort +11 Ref +8, Will +8; SZ M; FP 6; DSP 18; Rep +2; Str 12, Dex 15, Con 13, Int 16, Wis 15, Cha 16.

**Equipment:** Lightsaber\*.

\*Dooku's clone has constructed his own lightsaber.

**Skills:** Balance +7, Bluff +8, Craft (lightsaber) +8, Diplomacy +10, Gather Information +8, Intimidate +9, Knowledge (Jedi Lore) +8, Knowledge (Sith Lore) +8, Read/Write Basic, Sense Motive +8, Speak Basic, Speak Geonosian, Speak Neimoidian, Speak Quarren.

**Force Skills:** Affect Mind +10, Battlemind +12, Empathy +8, Enhance Ability +8, Force Defense +12, Force Grip +12, Force Lightning +9, Force Strike +12, Heal Self +5, Illusion +10, Move Object +12, See Force +8.

**Feats:** Agile Riposte, Combat Expertise, Dodge, Exotic Weapon Proficiency (lightsaber), Force-sensitive, Power Attack, Weapon Finesse (lightsaber), Weapon Group Proficiency (blaster pistols, simple weapons).

**Force Feats:** Alter, Burst of Speed, Force Mastery, Form II Mastery, Control, Sense.

## Kadrian Sey - Dark Jedi

Just before the start of the Clone Wars, Kadrian Sey was a Jedi Knight journeying the fringe worlds and growing in the Force. It was there, among those far from Coruscant's eye, that she saw the results of the corruption of the Republic. She was easily recruited and turned by Count Dooku, who promised to bring sanity back to the galaxy.

She was quickly set against Tol Skorr, one of Dooku's other Jedi converts. The two sparred and vied for the Count's attentions for the better part of a year until, on Dooku's secret headquarters on Antar IV, Quinlan Vos joined their ranks during the eighth month of the Clone Wars. The two immediately united against Vos, hoping to return things to status quo.

Kadrian's next mission was to accompany Count Dooku, Sora Bulq, Tol Skorr and Quinlan Vos to Tibrin, a world ripe for political revolution, where they were to take control of the planetary government. In another of Dooku's tests, the Count asked Sey if he should allow Suribrán Tu to live and continue ruling Tibrin in his stead, or kill him outright. Sey thought mercy would be the better answer, providing continuity in administration. Dooku thought on this a moment then asked Vos the same question.



KADRIAN SEY

Vos disagreed with Sey, telling Dooku that killing him would win him the hearts and minds of the populace. Dooku sided with Vos, and executed Suribrán Tu on the spot. Kadrian and Skorr were relegated to cleanup duty, which earned Vos her enmity.

After the Tibrin mission, Sey was in the depths of Dooku's fortress torturing Master Shylar, a Jedi who had infiltrated the Separatists. When Dooku came to check on Kadrian's progress, Sey had not yet broken Shylar's will, and the Count informed that she only had until sunrise, as they would be departing for Kiffar in the morning. Master Shylar broke and provided Sey with vital intelligence before Kadrian killed her, earning much coveted approval in her master's eyes.

On Kiffar, negotiations quickly went sour, and Sheyf Tinte sent her guardians to fight Dooku, Skorr, Vos and Sey. The four Dark Jedi quickly tore through the guardians, and Skorr and Sey briefly argued over who would kill Tinte. Vos already had her by the arm, and they were having a desperate discussion, as Tinte was actually a blood-relative of Vos'. Sey warned Vos to kill Tinte, or else Sey promised she would do it for him. Vos lost his temper and bisected Sey at the waist, killing her instantly.

**Kadrian Sey:** Female Zabrak Jedi Guardian 9; Init +3 (Dex); Defense 20 (+7 class, +3 Dex); Spd 10m; VP/WP 68/12; Atk +14/+9\* melee (3d8+4, Lightsaber) or +12/+7 ranged; SQ Block, Deflect (attack -4, defense +2, extend attack and defense), Increase Lightsaber Damage (+1d8), Jedi Knight, Resilient and Resolute; SV Fort +9 Ref +9, Will +7; SZ M; FP 5; DSP 9; Rep +3; Str 11, Dex 16, Con 12, Int 14, Wis 13, Cha 14.

**Equipment:** Lightsaber\*.

\*Kadrian Sey has constructed her own lightsaber.



**Skills:** Balance +7, Computer Use +7, Craft (lightsaber) +6, Intimidate +8, Jump +12, Pilot +7, Tumble +15.

**Force Skills:** Battlemind +6, Enhance Ability +9, Enhance Senses +5, Force Defense +7, Heal Self +4, Move Object +7, See Force +6.

**Feats:** Acrobatic, Combat Reflexes, Exotic Weapon Proficiency (Lightsaber), Force-sensitive, Weapon Finesse (lightsaber), Weapon Focus (lightsaber), Weapon Group Proficiency (blaster pistols, simple weapons).

**Force Feats:** Alter, Burst of Speed, Control, Form IV Mastery, Lightsaber Defense, Sense.

### Karoc and Vinoc - Dark Jedi Brothers

These two brothers were among the many Jedi converts to Dooku's cause. Because Vinoc was a much more studious Force Adept than his more physical brother, it was no surprise when his studies into Sith lore discovered a series of ancient Sith tattoos that mark the wearer as a follower of the Sith. These tattoos became popular among Dooku's cabal of Dark Jedi, and were worn proudly by the brothers.

Nearly a year into the Clone Wars, the two were assigned to defend the Cortosis Droid Factory on Metalorn. They were eventually confronted by Anakin Skywalker, who they taunted before attacking. Anakin was much more powerful, however, and killed them both after an intense duel.

**Karoc:** Male Human Jedi Guardian 4/Dark Side Marauder 1; Init +2 (Dex); Defense 17 (+5 class, +2 Dex); Spd 10m; VP/WP 31/12; Atk +9\* melee (2d8+1/19-20, lightsaber) or +7 ranged; SQ Deflect (attack -4, defense +1); SV Fort +7 Ref +8, Will +3; SZ M;

FP 4; DSP 9; Rep +2; Str 12, Dex 14, Con 12, Int 10, Wis 12, Cha 12.

**Equipment:** Lightsaber\*.

\*Karoc has constructed his own lightsaber.

**Skills:** Balance +7, Climb +6, Computer Use +3, Intimidate +9, Jump +6, Read/Write Basic, Speak Basic, Tumble +7.

**Force Skills:** Enhance Ability +5, Force Defense +5, Telepathy +3.

**Feats:** Armor Proficiency (light), Exotic Weapon Proficiency (lightsaber), Force-sensitive, Power Attack, Rage, Weapon Finesse (lightsaber), Weapon Focus (lightsaber), Weapon Group Proficiency (blaster pistols, blaster rifles, primitive weapons, simple weapons, vibro weapons).

**Force Feats:** Alter, Control, Lightsaber Defense, Sense.

**Vinoc:** Male Human Jedi Consular 4/Dark Side Devotee 1; Init +2 (Dex); Defense 18 (+6 class, +2 Dex); Spd 10m; VP/WP 27/12; Atk +6\* melee (2d8+1/19-20, lightsaber) or +5 ranged; SQ Deflect (attack -4, defense +1); SV Fort +6 Ref +5, Will +6; SZ M; FP 4; DSP 8; Rep +2; Str 12, Dex 14, Con 12, Int 14, Wis 10, Cha 11.

**Equipment:** Lightsaber\*.

\*Vinoc has constructed his own lightsaber.

**Skills:** Bluff +7, Computer Use +6, Craft (lightsaber) +7, Diplomacy +4, Gather Information +4, Intimidate +5, Knowledge (Jedi Lore) +5, Knowledge (Sith Lore) +6, Read/Write Basic, Sense Motive +3, Speak Basic.

**Force Skills:** Alchemy +11, Enhance Senses +11, Force Defense +7, Heal Self +5, See Force +9, Telepathy +4.



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KAROC AND VINOC

**Unfortunate Circumstances**

[Drain Knowledge +1] [Search +9]

Not all of those who fell to the Dark Side of the Force came to serve Darth Sidious and Count Dooku during the Clone Wars. Some simply fell from grace and followed their own path. These are the individuals known who served the Dark Side willingly or not.

**Vydel Dir'Nul:** This was a Jedi Knight who was stricken with multiple personalities. She ignored the Jedi Council's call to take a commission in the Grand Army of the Republic with the onset of the Clone Wars, opting to pursue a serial killer named Kardem. Unfortunately, Kardem was Vydel's other personae and where ever she searched for Kardem she found only the carnage left behind. ☹

**Feats:** Dodge, Exotic Weapon Proficiency (lightsaber), Force-sensitive, Skill Emphasis (Alchemy), Weapon Finesse (lightsaber), Weapon Group Proficiency (blaster pistols, simple weapons).  
**Force Feats:** Alter, Aware, Control, Sense, Sith Sorcery.

**Nikkos Tyris - Jensaarai Warrior**

Nikkos Tyris was one of the few Anzati Jedi to ever join the Jedi Order. Exceptionally young for an Anzati, Nikkos was not a member of the Jedi Order when fellow Anzati Volfe Karkko fell to the Dark Side. While Nikkos served the Jedi Order ably in the years leading up to the Clone Wars, his frustration with the Council grew, as he was restricted from accessing Karkko's entire file. Nikkos nursed an overdeveloped sense of hero worship for Volfe Karkko, but when he found that Volfe had indeed fallen to the Dark Side, instead of rejecting him, he began seeking the cause of his fall.

A decade before the Clone Wars erupted, Nikkos was sent to Baltazaar with a Jedi Strike Force to eliminate the threat of the Bando Gora. All Jedi sent on the strike were believed killed. However, Nikkos and two others managed to survive. Nikkos did not return to the Jedi Order after escaping imprisonment by the Bando Gora, and instead went to Susevfi and opened his own training academy, where he trained followers in what he considered the "true" way of the Force. He soon had several devoted followers, and was covertly located by Separatists. When the Clone Wars broke out, Dooku was able to sway Tyris to the Confederacy after promising access to one of Karkko's beloved Sith Holocrons. With the holocron's assistance, Count Dooku was able to turn Master Tyris completely to the Dark Side. It was not long before two of Nikkos' most advanced students also turned.

Toward the end of the Clone Wars, before Tyris could infect his entire school with the Dark Side, a Jedi strike team managed to track down the location of Master Tyris' academy on Susevfi. The Jedi were only three in number, and Nikkos went out to meet them in battle with his two most dark and trusted students. Nikkos squared off against Nejaa Halcyon, and engaged him in lightsaber combat with his deadly Shien variant of Form V lightsaber combat. Nikkos quickly realized the fight was far too even with the blade, so he put distance between himself and Halcyon, choosing instead to pelt him with objects via telekinesis. The tactic worked, and he soon had his lightsaber spearing the prone Jedi's heart. Shockingly, Halcyon was able to absorb the energy



NIKKOS TYRIS

in Nikkos' lightsaber blade, giving him an energy boost which he directed back at Tyris in the form of a fatal crushing telekinetic attack that hurled Nikkos Tyris' body across the battlefield.

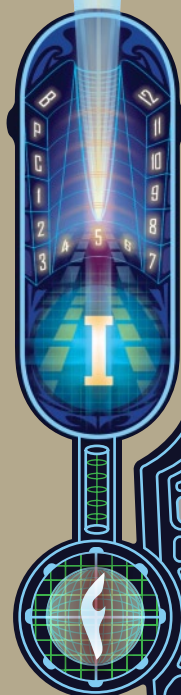
Nikkos' training facility collapsed, and only four of Tyris students survived. The most senior student was a female who took the other three students into hiding, where they continued to hide from the Jedi and train. Eventually, the four students developed into the Jensaarai, a group of Force users steeped in Sith tradition without having gone over to the Dark Side. Decades later, the group would largely be absorbed into Luke Skywalker's Jedi Academy on Yavin IV.

**Nikkos Tyris:** Male Anzati Jedi Guardian 8/Jedi Scholar 4/Jedi Master 3/Sith Acolyte 1; Init +3 (Dex); Defense 24 (+11 class, +3 Dex); Spd 10m; VP/WP 110/12; Atk +18/+13/+8\* melee (4d8+1/19-20, lightsaber) or +16/+11/+6 ranged; SQ Anzati Tracking, Block, Deflect (attack -4, defense +2, extend attack and defense), Direct +2, Force Secret (Force Strike Damage +1, See Force Result +1), Hypnosis, Increase Lightsaber Damage (+2d8), Jedi Knight, Proboscises, Scholarly Knowledge +4; SV Fort +12 Ref +14, Will +15; SZ M; FP 4; DSP 13; Rep +10; Str 12, Dex 17, Con 13, Int 16, Wis 15, Cha 11.

**Equipment:** Lightsaber\*.

\*Nikkos Tyris has constructed his own lightsaber.

**Skills:** Balance +9, Computer Use +11, Craft (lightsaber) +6, Gather Information +7, Hide +5, Intimidate +8, Jump +13, Knowledge (Jedi Lore) +12, Knowledge (Sith Lore) +15, Knowledge (tactics) +9, Move Silently +5, Read/Write Anzat, Read/Write Basic, Read/Write Sith, Sense Motive +8, Speak Anzat, Speak Basic, Spot +7, Tumble +15.





**Force Skills:** Battlemind +13, Enhance Ability +16, Fear +7, Force Strike +13, Move Object +13, See Force +15, Telepathy +9.

**Feats:** Acrobatic, Cleave, Exotic Weapon Proficiency (lightsaber), Force-sensitive, Great Cleave, Infamy, Power Attack, Stealthy, Track, Weapon Finesse (lightsaber), Weapon Focus (lightsaber), Weapon Group Proficiency (blaster pistols, simple weapons).

**Force Feats:** Alter, Control, Force Mastery, Sense, Shien Mastery, Sith Sorcery.

### Saato - Dark Witch

Saato was another of Count Dooku's many Dark Side henchmen. Almost one year into the Clone Wars, she was put in charge of an operation on Tatooine, supervising Jabba the Hutt, who was smuggling construction materials and Cortosis to a Techno Union factory on Metalorn.

When she became aware that Raala Ponchar had come into knowledge about the operation, Saato quickly captured her for questioning. Unfortunately, the girl had already sent out a message, and the Jedi Order sent Anakin Skywalker to investigate. His investigation soon brought him to Jabba's doorstep, and Saato ambushed him with the Force and locked him in the dungeon with Raala.

Anakin managed to escape on a stolen skiff, and Saato gave chase, shooting him down near a Sarlacc pit. The two dueled briefly, but Skywalker was much more powerful, and killed her.

**Saato:** Female Nagi Soldier 2/Dark Side Marauder 3; Init +3 (Dex); Defense 18 (+5 class, +3 Dex); Spd 10m; VP/WP 28/9; Atk +6 melee (2d8+1/19-20, lightsaber) or +2 (2d8+1/19-20, lightsaber) and -2 (2d8+1/19-20, lightsaber) or +8 ranged; SQ Soothing Voice; SV Fort +5 Ref +8, Will +1; SZ M; FP 3; DSP 11; Rep +2; Str 13, Dex 16, Con 9, Int 12, Wis 10, Cha 14.

**Equipment:** Two Lightsabers.

**Skills:** Craft (lightsaber) +6, Intimidate +7, Jump +5, Knowledge (Jedi Lore) +6, Knowledge (Sith Lore) +4, Pilot +8, Read/Write Basic, Read/Write Nagi, Speak Basic, Speak Nagi, Tumble +9.

**Force Skills:** Force Grip +5, Force Strike +2.

**Feats:** Armor Proficiency (light), Exotic Weapon Proficiency (lightsaber), Force-sensitive, Lightning Reflexes, Power Attack, Rage, Two-Weapon Fighting, Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, primitive weapons, simple weapons, vibro weapons).

**Force Feats:** Alter, Control.

### Sev'Rance Tann - Separatist General

Sev'Rance was an average Chiss in that she was confident in her abilities to the point of arrogance. She was not a typical Chiss in that she could touch the Force. When Count Dooku discovered her, he immediately snatched her up along with her lover, a Chiss bounty hunter named Vandalor. She quickly became his most trusted General and she led many of his military actions and supervised the Separatist arms build up before the war.

When the Clone Wars began, Sev'Rance was right in the thick of the fighting from the start. She was at Geonosis, where she aided Count Dooku in escaping a group of Jedi that were trailing him. The strike force included Plo Koon, Ki-Adi Mundi, Echuu Shen-Jon and Stam Reath. Sev'Rance managed to hold them off while Dooku made it to his swoop and starfighter escort, which would take him to his personal hanger. While keeping the Jedi occupied, she brutally taunted and killed Echuu Shen-Jon's Padawan, Stam Reath.

Her next assignment came days later when Tann was ordered to oversee the rebuilding of Separatist forces and to supervise droid construction at the Kael Orbital Platform near Tatooine in the Outer Rim. Kael was a former Intergalactic Banking Clan Droid Factory, but was easily converted for the Separatist's purposes. It was here that Sev'Rance first encountered the Twi'lek

Jedi General Jor Draka's forces, which she defeated.

Rumors began to permeate the underworld that the Republic had developed a powerful new weapon, and Sev'Rance was sent to a small outpost called Mos Osnoe on Tatooine. There, she met with Boorka the Hutt, who claimed to have information about the new weapon. In exchange for the information, Sev'Rance had to eliminate a local Republic Clone trooper garrison. Boorka then informed Sev'Rance about the Decimator Tank, and that the new weapon would be tested on Eredenn Prime soon.

With this information in hand, Sev'Rance took her army to Eredenn Prime to disrupt the Decimator test. She managed to capture several tanks as well as the detailed plans in a data droid. The Separatists quickly learned that the weapons were useless, as encrypted access codes were hardwired into the Decimator's entire system. Fortunately, Sev'Rance now knew where the Decimators were designed and produced.



SAATO



SEV'RANCE TANN

General Tann raced to Alaris Prime where the Wookiee design crews were still producing more tanks. Sev'Rance quickly cut off the Wookiee's comms antenna so that they could not call for reinforcements, and proceeded to destroy all involved with the project. Her forces took over all of the Decimator production facilities, and her data droid interfaced with the main computer banks to decrypt the access codes, saving the Separatists the time and trouble of breaking the codes themselves. This allowed the Separatists to begin using the Decimator Tanks against the Republic immediately.

Now nearly a month after Geonosis, it was time for a Separatist counter-strike. Sev'Rance Tann invaded Sarapin with Decimator Tanks, first taking out the defensive grid power relay on Asteroid 426, which disabled the planetary shield and allowed Sev'Rance to land her forces on the volcanic planet. It was on Sarapin that General Tann squared off against Jedi General Jor Drakas and killed him after defeating all of his forces. After a long hard-fought battle, she took over all the power harvesting and storage facilities on top of the volcanic Mount Corvast, cutting the core worlds off from eighty percent of its energy reserves.

Count Dooku finally gave Sev'Rance a chance to rest, and ordered her to wait on Krant to supervise the construction of more Decimator Tanks. Days after arriving on Krant, Echuu Shen-Jon had tracked her down. Sev'Rance captured his new Padawan, Naat Reath, and in order to put an end to Shen-Jon's hounding, Sev'Rance challenged him to a duel for the life of his Padawan. Echuu Shen-Jon accepted and beat Tann, killing her shortly afterward in a fit of rage over Stam Reath's death. Her death allowed General Grievous to become the new military head of the Confederacy.

**Sev'Rance Tann:** Female Chiss Soldier 4/Officer 5/Dark Side Marauder 6; Init +6 (+2 Dex, +4 Improved Initiative); Defense 22 (+10 class, +2 Dex); Spd 10m; VP/WP 122/13; Atk +15/+10/+5 melee (2d8+3, lightsaber) or +15/+10/+5 ranged; SQ Leadership, Requisition Supplies, Tactics; SV Fort +13 Ref +11, Will +8; SZ M; FP 6; DSP 8; Rep +9; Str 13, Dex 14, Con 13, Int 16, Wis 14, Cha 16.

**Equipment:** Data droid, Ginivex-Class Fanblade Starfighter, lightsaber.

**Skills:** Astrogate +10, Balance +6, Bluff +15, Climb +6, Computer Use +8, Demolitions +9, Diplomacy +11, Gather Information +13, Intimidate +15, Knowledge (tactics) +13, Pilot +9, Read/Write Basic, Read/Write Cheunh, Sense Motive +12, Speak Basic, Speak Cheunh, Treat Injury +6, Tumble +4.

**Force Skills:** Affect Mind +7, Battlemind +5, Enhance Ability +8, Enhance Senses +6, Fear +8, Heal Self +7, Move Object +7, See Force +6.

**Feats:** Armor Proficiency (light), Cleave, Cosmopolitan (Diplomacy), Exotic Weapon Proficiency (Lightsaber), Force-sensitive, Frightful Presence, Improved Initiative, Infamy, Persuasive, Power Attack, Starship Operation (starfighter), Weapon Focus (lightsaber), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, primitive weapons, simple weapons, vibro weapons), Weapon Specialization (lightsaber).

**Force Feats:** Alter, Control, Malevolent, Rage, Sense.

### Shaala Doneeta - Seer

Shaala Doneeta is a Twi'lek of clan Doneeta, and heir to the Doneeta Force User tradition, which stretched back thousands of years. Shaala, however, was seduced by the Dark Side at a young age, when she was sold into slavery. She used instinctive Force powers to escape her captivity and learned rudimentary use of the Force. When the Clone Wars erupted, she was drawn to Count Dooku's power, and quickly became a member of his dark cabal of Force Users. She often traveled publicly as Dooku's aide, even making an appearance on the CIS Shadowfeed at his side a year and four months before the end of the Clone Wars, but secretly, she was his seer. Dooku entrusted Shaala with reading future events, to protect himself from Sidious. Unfortunately, Shaala was unable to foresee events that would take place on the *Invisible Hand*, as Sidious' presence masked the outcome. Lost without her master, it is unknown what became



SHAALA DONEETA





of Shaala, but it is likely she was absorbed by Palpatine into the Prophets of the Dark Side.

**Shaala Doneeta:** Female Rutian Twi'lek Force Adept 4/Dark Side Devotee 2/Telepath 4; Init +2 (Dex); Defense 21 (+9 class, +2 Dex); Spd 10m; VP/WP 59/12; Atk +7/+2 melee (1d3, unarmed) or +9/+4 ranged (by weapon); SQ Dark Side Talisman +2, Low-light Vision, Mind Probe, Mind Shard, Psychic Citadel, Resilient, Thought Bomb, Thought Sensor; SV Fort +6 Ref +8, Will +16; SZ M; FP 3; DSP 3; Rep +2; Str 11, Dex 15, Con 12, Int 16, Wis 16, Cha 14.

**Equipment:** Dark Side Talisman +2, Six Super Battle Droids.

**Skills:** Handle Animal +10, Hide +8, Intimidate +8, Knowledge (Sith Lore) +7, Knowledge (Jedi Lore) +6, Move Silently +6, Read/Write Basic, Read/Write Ryl, Ride +5, Sense Motive +10, Speak Basic, Speak Lekku, Speak Ryl, Survival +8.

**Force Skills:** Empathy +8, Enhance Attribute +8, Enhance Senses +13, Farseeing +18, Force Lightning +15, Force Stealth +8, Force Strike +8, See Force +15, Telepathy +18.

**Feats:** Animal Affinity, Cosmopolitan (Intimidate), Force-sensitive, Iron Will, Skill Emphasis (Force Lightning), Weapon Group Proficiency (blaster pistols, primitive weapons, simple weapons).

**Force Feats:** Alter, Aware, Control, Dissipate Energy, Link, Sense.

### Sora Bulq - Dark Jedi

Sora Bulq and his Padawan, Galdous Stouff, were among the two-hundred Jedi dispatched to Geonosis to attempt to rescue Obi-Wan Kenobi, Anakin Skywalker, and Senator Amidala. The pair infiltrated the arena on the side opposite the three captives, and when the fighting began, easily defeated a dozen guards and numerous battle droids. He was quickly evacuated in the same gunship as Eeth Koth and Tarados Gon. The gunship was destroyed in mid-flight to the Republic assembly area.

However, Sora Bulq was fortunate enough to survive the crash, and he wandered the Geonosian desert in meditative thought. He was declared dead by the Jedi, but picked up by Master Tholme, who was hot on Dooku's trail. Tholme did not have time to report in to the council that Sora Bulq had actually survived, and the pair confronted Dooku at his command center on Bakura.

Sora Bulq was previously the lightsaber combat instructor at the Jedi Temple, and Dooku turned his attention to the larger threat first, eliminating Sora with a blast of Sith Lightning. When Sora regained consciousness, Dooku seduced him to the Dark Side. Bulq managed to help Tholme off of Bakura before going back to Dooku. The pair quickly hatched a plot to cause a great schism within the Jedi Order, and Sora Bulq traveled to Sriiluur's moon of Ruul on his private retreat to set his plans in motion only three months after Geonosis.

Sora gathered several prominent dissident Jedi who were refusing to take up arms and serve as generals within the Grand Army of the Republic. Master K'ruhk, Master Jeisel, Rhad Tarn and Mira all came to Ruul to defer to Master Sora Bulq, who was by far the highest-ranking Jedi to defect or abandon the Order. Master Mace Windu, Bulq's partner in the development of Vaapad, was sent to negotiate the Jedi's return to the Order.

Sora conversed briefly with his old friend before they met with the four dissident group leaders. After the meeting, just after Sora and Mace parted ways for the night, Asajj Ventress attacked Sora Bulq. The pair fought briefly before Mira, one of the dissident's, found them and leapt into the fray. Sora warned his former Padawan she was no match for Ventress, but Ventress

quickly ended Mira's life. When Mace Windu arrived on the scene, Asajj Ventress fostered deceit by claiming to be Master Windu's agent before fleeing.

Mace Windu took off after the assassin, and the remaining three dissidents followed after him, leaving Sora Bulq on his own. Mace immediately saw through the plot, however, and confronted Sora Bulq at his estate, accusing him as the one in collusion with the Dark Side assassin. The two fought for a while before Mace Windu felt the dissidents in peril. Sora Bulq was buried under rubble before Windu left him for dead. K'ruhk and Jeisel, the surviving dissidents, were brought back into the fold of the Jedi Order. Sora Bulq's mission had failed to do more than kill two Jedi and expose his own treason.

Five months later, Sora Bulq was at Dooku's side at his hidden base on Antar IV to welcome Quinlan Vos to the Count's compound. Lucky for Vos, who may have perished at the hands of Kadrian Sey and Tol Skorr if not for Sora's intervention. He recommended to Dooku that Vos be taken in as an ally, as Sora knew Vos had darkness in him, revealed when Sora showed him some basics of Vaapad.

Sora Bulq rarely left Count Dooku's side. He watched as the Count dueled with Vos, and urged him to use Vaapad. Shortly after the duel, Sora Bulq accompanied Dooku and the rest of his Dark Jedi to Tibrin. Dooku had executed the current leader, Suribrán Tu, and ordered Sora Bulq to take control of the government and put a new one up in its place. Sora Bulq spent the next six months erecting a new government and killing everyone in the former administrator's inner circle, including his family.

For the better part of the next year and a half, Sora Bulq acted as Dooku's personal assistant and troubleshooter. He spent much time meditating on the Clone Wars and studying the Dark Side. The former lightsaber instructor also was making frequent trips to Anzat, visiting with Anzat Force-sensitive assassin Akku



SORA BULQ





## Dark Jedi Missions

[Diplomacy +14] [Sense Motive +11]

During the Clone Wars; Count Dooku utilized his Dark Jedi to perform a wide variety of tasks that were either too specialized for droids or hired mercenaries, or too important to leave in the hands of normal Confederate Commanders.

**Assassination:** Dark Jedi were often sent to assassinate high profile or well protected targets. In some cases, these targets were in locations that were nearly impenetrable without the aid of the Dark Side of the Force, or required the death to look like a specific type of accident. In any case, some of the most complicated assassinations were undertaken by Dooku's cadre of Dark Jedi.

**Deep Cover:** Dark Jedi were often sent deep undercover to spy on the Republic, the Jedi Order, local governments, or even the Confederacy itself. Perhaps the most famous mission was when Quinlan Vos was sent back to the Jedi Order to provide information for the Separatists.

**Special Project Advisor/Overseer:** Many secretive projects were highly valued by the Separatists, many of which involved the development of new weaponry, such as chemical agents, or new droids or equipment. However, sometimes it was a sensitive covert mission or manipulation. In any case, the most important of Separatist projects were often run by or closely watched by Dark Jedi.

**Battle Advisor/Overseer:** Obviously many battlefronts were considered more vital than others to the overall war effort. Dark Jedi were often sent to take command of, or advise commanding officers on critical battlefields, sometimes even taking the field of battle alongside Separatist battle droids. Also, Dark Jedi of certain talents were often formed into elite units, such as the trio of Dark Jedi repulsor tank pilots Dooku unleashed on Geonosis.

**Aggressive Diplomatic Negotiation:** It was common for Dark Jedi to be sent to other planets on the fence about joining the Separatist Movement to provide whatever diplomacy was necessary to sway the planet's resources to being at the disposal of the Confederacy. The persuasive powers, threatening might, and ability to see into the secret desires of sentient made the Dark Jedi particularly adept negotiators, bringing countless worlds into the Separatist fold.

**Force-User Recruitment:** As many specialized missions as there were reserved for Dark Jedi, they always sought to increase their number. Tempting Jedi to the Dark Side, or at the very least to leave the Jedi Order was a common goal. The most well-known recruiting mission was early in the war when Dark Jedi Sora Bulq was sent to sway a sizable faction of Jedi to the Separatist banner. While this particular mission ultimately met with failure, a large number of Jedi were turned during the war.

**Artifact Acquisition:** The Separatist battle plan often called on the reconstruction of ancient Dark Side weaponry from eons past. Dark Jedi were often called upon to locate and extract these artifacts, ranging in size from Darth Andeddu's Holocron to the Force Harvester and Dark Reaper.

**Bodyguard:** On rare occasion, lesser skilled Dark Jedi were used to guard important military assets, such as the Separatist Council or Count Dooku during hazardous transits. However, lesser soldiers or droids were more often employed for this task.

**Courier:** Often, Dark Jedi were used to ferry messages of utmost secrecy to commanders. These messages were typically from Count Dooku to underlings, and were accompanied by a package or demonstration of power by the Dark Jedi. While many would think that courier is clearly a mission below a Dark Jedi, they were typically only used when transporting items or information of the direst importance and need for secrecy. Count Dooku often used secret holonet transceivers for normal secret information passing.

**Government Building:** Often, the Confederacy would decimate a local government and install their own instead. Dark Jedi were frequently used to assemble and install said government. Perhaps the most famous instance of Dark Jedi government building was on Iishi Tib after the execution of Suribrán Tu. Sora Bulq was left behind to establish the new government and facilitate integration into the Separatist war machine. ☹️

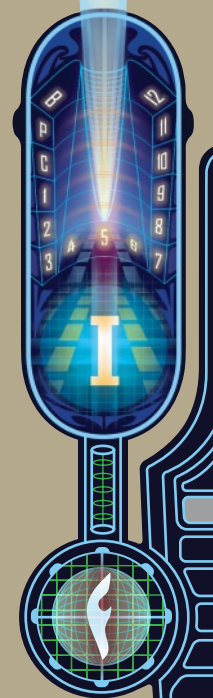
Seii, to set another plot in motion. Sora Bulq had recruited Bok, one of the last Morgukai warriors, to become the genetic donor for a Separatist clone army, trained in the ways of the Anzati Assassins by Lord Rath Kelkko, a student of Akku Seii's.

About six months before the end of the Clone Wars, Sora Bulq had managed to create fully grown clones. The cloning center was buried beneath Saleucami, deep in the Outer Rim, where Lord Kelkko was training them in the Anzati arts. The new Morgukai clones would pose a threat to Jedi, and Oppo Rancisis was soon dispatched with an army to destroy the cloning center.

Master Tholme had already managed to infiltrate the facility, where he duelled with Sora Bulq. Sora was unable to stop Tholme from escaping deeper into the facility, and Tholme quickly made

Sora Bulq's life miserable. The former friend continually sabotaged Bulq's efforts, and neither Bulq nor Skorr or the Morgukai were able to locate him.

Sora had hoped to be off Saleucami before the Republic arrived, but Tholme's sabotage forced him to change his plans. Sora moved the cloning facilities deeper into the planet's crust, and erected a defensive shield around the city he had taken refuge in. He then awaited Oppo Rancisis' army, and Quinlan Vos' intelligence on Jedi battle plans.



Sora Bulq quickly convinced Dooku to order Vos to come to the facility to hunt down and destroy Tholme, as his sabotaging was becoming a larger nuisance than he could bear. Content Vos would handle Tholme; Sora ordered Tol Skorr to stage a diversionary attack. While Skorr drew Oppo's fellow Jedi into combat, Sora took a group of Anzati assassins and snuck into Oppo Rancisis' command center.

Sora Bulq watched from the shadows as the Anzati assassins fell to Master Rancisis' battle prowess. As Oppo faced the last opponent, questioning him, Sora Bulq stabbed the Jedi Master in the back, ending the council member's life. Bulq knew that Vos would soon betray him, and so he ordered Khaleen, his lover, kidnapped and ordered Vos to kill her when they next met, days later.

Vos rejected the Dark Side, and Tholme revealed himself to still be alive and in the room. Sora Bulq prepared himself for battle and locked the pair of Jedi in the room with laser gates. Sora began dueling with Tholme, while Tol Skorr faced Quinlan Vos. Bulq soundly defeated Tholme, but before he could strike the deathblow, Vos returned and intervened, saving Tholme.

Vos and Bulq duled furiously, but Vos was conflicted, and Sora Bulq prolonged the duel for his own enjoyment. However, he did not expect for Tholme and Aalya Secura to use their force bonds with Vos to strengthen his resolve. In a moment of clarity, Vos cut Sora Bulq down just as he was raining the final lightsaber stroke down at the Jedi's head. He died a failure, his Morgukai shadow army as dead as he was.

**Sora Bulq:** Male Weequay Jedi Guardian 6/Jedi Weapon Master 8/Jedi Master 3; Init +2 (Dex); Defense 23 (+11 class, +2 Dex); Spd 10m; VP/WP 122/15; Atk +21/+16/+11/+6\* melee (6d8+2, Lightsaber) or +19/+14/+9/+4\* melee (6d8+2, lightsaber) and +19/+14\* (6d8+2, shortened lightsaber) or +19/+14/+9/+4 ranged; SQ Block, Deflect (attack -3, defense +3, extend attack and defense), Force Secret (Battlemind result +2), Increase Lightsaber Damage (+4d8), Jedi Knight, Pheromonal Communication, Weapon Mastery (Devastating Strike, Martial Arts Kata); SV Fort +13 Ref +13, Will +12; SZ M; FP 7; DSP 17; Rep +8; Str 14, Dex 14, Con 15, Int 14, Wis 15, Cha 10.

**Equipment:** Two lightsabers\*.

\*Sora Bulq has constructed his own lightsabers; one of "standard" length and one used as a parrying dagger blade (the shorter blade is approximately .35 meters in length). Neither are dual-phase, and their lengths are static.

**Skills:** Balance +6, Bluff +10, Computer Use +6, Craft (lightsaber) +7, Diplomacy +10, Intimidate +7, Jump +7, Knowledge (Jedi Lore) +7, Knowledge (Sith Lore) +7, Tumble +8.

**Force Skills:** Battlemind +10, Enhance Ability +8, Enhance Senses +7, Force Lightning +7, Force Stealth +13, Force Strike +11, Heal Self +5, Move Object +10, See Force +8.

**Feats:** Ambidexterity, Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency (lightsaber), Force-sensitive, Improved Critical (lightsaber), Improved Two Weapon Fighting, Mobility, Off-Hand Parry, Two Weapon Fighting, Weapon Focus (lightsaber), Weapon Group Proficiency (blaster pistols, simple weapons).

**Force Feats:** Alter, Control, Form VII Mastery, Sense.

### Tol Skorr - Dark Jedi

When Count Dooku was still a part of the Jedi Order, he managed to save the life of fellow Jedi Tol Skorr. Skorr was shot down by pirates over Korriban and nearly died at the hands of



TOL SKORR

a Sith Hound that badly scarred his face. Skorr has considered himself to be indebted to the Count ever since, following him even to the Dark Side. Dooku quickly fostered a mutual hatred between Skorr and Kadrian Sey, in order to keep their power in check. However, eight months into the Clone Wars, the pair united on Antar IV against Quinlan Vos, who posed a threat to their station with Count Dooku. Vos had the upper hand as Sora Bulq called a stop to the duel.

The cabal of Dark Jedi was soon sent to Tibrin to accompany Dooku, who had engineered a coup against the cruel Suribran Tu. The Count posed a question to his Dark Jedi, an opportunity to curry favor with a correct answer. Vos was the only one to answer correctly, and Skorr and Sey were reduced to disposing of the newly decapitated dictator's body.

Skorr soon returned to the hidden base on Antar IV with the rest of Dooku's Dark Jedi, and was present when Master Shylar, a Jedi infiltrator, was tortured and killed by Kadrian Sey. During the illicit interrogation, Vos revealed he had not killed Senator Zurros as Dooku had ordered. Sensing betrayal, Skorr lashed out against Vos in his master's defense. However, Vos was able to talk his way out of it, belittling Skorr again in front of the Separatist leader. Afterward, Dooku informed Skorr and the others that their next mission would bring them to Kiffar.

On Kiffar, Dooku's negotiations with the ruler, Sheyf Tinte, turned aggressive. A score of Kiffar Guardians were unleashed against Dooku, Skorr, Sey and Vos. Skorr watched the Count's back, wading through several guardians with ease. Vos had managed to get his hands on Sheyf Tinte, but was slow to strike her down. Skorr watched as Sey leapt in effort to land a blow that would strike Tinte down, but Vos struck out at Kadrian Sey before she could complete her attack, bisecting her at the waist.

Skorr finally felt euphoric, as his two competitors had eliminated themselves in his eyes. Sey was dead, and Vos had now revealed his true colors, leaving only Skorr. Dooku had Skorr fight the remaining six guardians, as Dooku went after Vos and Tinte. Tol

Skorr's elation was brief, however, as Dooku and Vos walked out of Tinte's compound with Dooku's arm around Vos in a brotherly gesture. Skorr's hatred for Vos tripled.

Skorr continued to watch the Count's back during much of the Clone Wars and during the middle of the second year, competed openly with Quinlan Vos in a race to retrieve Darth Andeddu's holocron. He ambushed Vos and grabbed hold of the holocron, but the very same Sith Hound that had nearly destroyed him years earlier attacked him. However, Skorr had grown powerful in the Dark Side, and while he made short work of the beast, he nonetheless lost possession of the holocron to Vos. Belittled by Dooku for losing the challenge, Skorr was passed over in favor of Vos for a dangerous mission to assassinate Senator Viento on Coruscant. Skorr watched at Dooku's side as Vos completed his mission. However, Dooku considered Vos to have failed in that he did not fully embrace the Dark Side, and Skorr was again elevated in Dooku's eyes.

A year later, Dooku ordered Vos found and detained or killed for failing in his latest mission on Honoghr to retrieve a Scientific Information Packet (SIP). Skorr found himself placed under General Grievous' command and partnered with Asajj Ventress to hunt Vos down. They had tracked Vos to the Titavian IV, an exploration vessel that was collecting animals from various corners of the galaxy for the Intergalactic Zoological Society on Mycroft. The pair ended up finding Vos had been reinforced by Kenobi, and after a brief duel where Skorr beat Vos mercilessly, the pair escaped. Skorr fled to his ship in hopes to catch them before they were able to jump to hyperspace, but was unable to find a trace of them. Vos managed to ambush him with another ship and extract Kenobi, stranding the pair of Dark Jedi on the Titavian. Little did Skorr know that Dooku had intended for Vos to escape all along in order to act as a Separatist spy among the Jedi.

Soon afterward, Skorr was sent to reinforce Sora Bulq and his Morgukai cloning operation on Saleucami. Vos was also on Saleucami, providing the Separatists with detailed information on General Oppo Rancisis' battle plans. Skorr split his time between acting as a go-between for Vos and hunting Tholme, a Jedi Master who had infiltrated the Morgukai cloning center and was wreaking havoc with the operation. During the final month of the Clone Wars, Skorr met with Vos on the battlefield and delivered Vos to Sora Bulq and Count Dooku, who was present via holocomm. Skorr was then ordered to lead a feint against Republic forces while Sora Bulq assassinated Master Oppo Rancisis. With the Jedi General destroyed, Skorr retreated back into the Separatist controlled city.

This set the stage for the end game, and Vos returned to Sora Bulq to lay a trap. However, the Separatists had their own trap for Vos. Skorr brought out a bound Khaleen Hentz, and Vos was ordered to kill her. Vos refused and Skorr took the opportunity to finally duel Vos to the death. Skorr taunted and enraged Vos, explaining how his obsession with destroying the second Sith was under false pretenses. This was perhaps Skorr's single biggest mistake as Vos lost himself to anger. Skorr was beaten mercilessly before Vos pushed him off a bridge and into hot lava, killing him instantly.

**Tol Skorr:** Male Human Jedi Guardian 10/Jedi Scholar 3; Init +0 (Dex); Defense 20 (+9 class, +1 Dex); Spd 10m; VP/WP 126/18; Atk +16/+10/+6\* melee (4d8+3/19-20, lightsaber) or +12/+7/+2 ranged; SQ Block, Deflect (attack -4, defense +2, extend attack and defense), Increase Lightsaber Damage (+2d8), Jedi Knight, Scholarly Knowledge +4; SV Fort +10 Ref +10, Will +9; SZ M; FP 6; DSP 13; Rep +5; Str 16, Dex 13, Con 15, Int 14, Wis 12, Cha 12.

**Equipment:** Lightsaber\*.

\*Tol Skorr has constructed his own lightsaber.

**Skills:** Buff +4, Computer Use +6, Craft (lightsaber) +7, Gather Information +6, Intimidate +11, Jump +11, Knowledge (Jedi Lore) +10, Knowledge (Sith Lore) +10, Knowledge (tactics) +10, Pilot +6, Read/Write Basic, Move Motive +9, Speak Basic, Tumble +5.

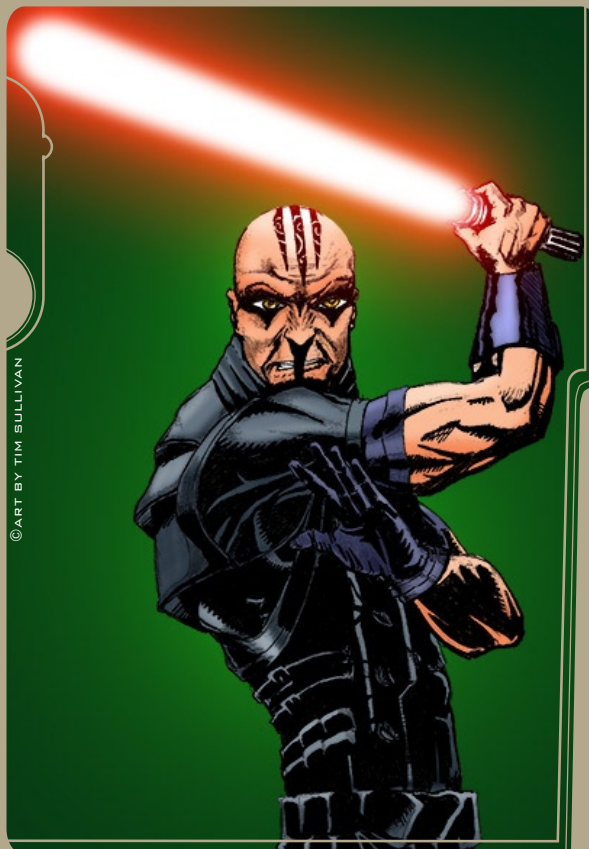
**Force Skills:** Battlemind +7, Enhance Ability +11, Force Grip +5, Force Stealth +11, Force Strike +7, Move Object +9, See Force +6.

**Feats:** Cleave, Exotic Weapon Proficiency (lightsaber), Force-sensitive, Martial Arts, Power Attack, Toughness, Weapon Focus (lightsaber), Weapon Group Proficiency (blaster pistols, simple weapons).

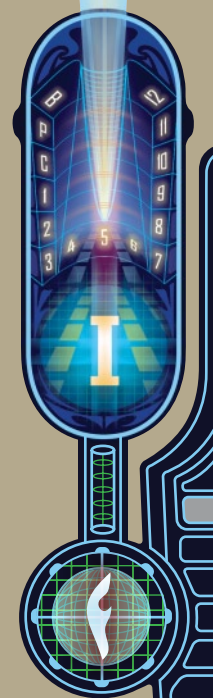
**Force Feats:** Alter, Burst of Speed, Control, Form V Mastery, Lightsaber Defense, Rage, Sense.

### Trenox - Dark Jedi

Seduced to the Dark Side by Dooku's silver tongue, Trenox is one of Dooku's Dark Side minions. He regarded the Jedi Order he once served as silly and outdated, and lent his powerful frame to the cause of the Dark Side. Almost a year into the Clone Wars, Trenox was tasked with assaulting Coruscant's Jedi Temple and destroying the Jedi Archives alongside Count Dooku. For Trenox's part, he was to stage a feint in Coruscant's lower levels while Dooku attacked the real target. Trenox was discovered too



TRENOX





soon by Anakin Skywalker, and was forced to flee. After a brief encounter with Dexter Jettster, Trenox fled through a cantina and then to a speeder that took him to Dooku's side in the Jedi Archives.

While the pair quickly set to work on destroying the archives, Anakin Skywalker interrupted before they could finish. Dooku fled, but Trenox fought Anakin, who killed him after a furious battle.

**Trenox:** Male Human Jedi Guardian 8; Init +1 (Dex); Defense 17 (+6 class, +1 Dex); Spd 10m; VP/WP 68/14; Atk +14/+9\* melee (3d8+4/19-20, lightsaber) or +9/+4 ranged; SQ Deflect (attack -4, defense +1, extend attack and defense); SV Fort +8 Ref +7, Will +5; SZ M; FP 6; DSP 14; Rep +2; Str 18, Dex 13, Con 14, Int 12, Wis 12, Cha 10.

**Equipment:** Lightsaber\*.

\*Trenox has constructed his own lightsaber.

**Skills:** Climb +14, Craft (lightsaber) +6, Intimidate +7, Jump +9, Knowledge (Jedi Lore) +5, Knowledge (Sith Lore) +5, Pilot +6, Read/Write Basic, Speak Basic.

**Force Skills:** Enhance Ability +7, Fear +5, Force Defense +5, Force Strike +6, Heal Self +4, Move Object +6.

**Feats:** Athletic, Combat Expertise, Exotic Weapon Proficiency (lightsaber), Force-sensitive, Power Attack, Weapon Focus (lightsaber), Weapon Group Proficiency (blaster pistols, simple weapons).

**Force Feats:** Alter, Control, Hatred, Lightsaber Defense, Rage, Sense.

## Vulpus - Separatist Commander

Another one of Count Dooku's Dark Side servants, Commander Vulpus was discovered shortly after the Clone Wars began. At the time, Vulpus was a Wing Commander onboard a Republic Star Destroyer which was seeing heavy combat, and was one of many non-clone volunteer fighter pilots on board. The Star Destroyer was ambushed by CIS forces, and while Vulpus was running toward the hangar bay, a Turbolaser overloaded, severely damaging his body and putting him in critical condition.

Little did Vulpus realize that his success as a fighter pilot was the result of latent Force Sensitivity, and the accident and ambush both were a ploy to lure Vulpus to the Separatists. The Republic was already stretched thin for war material, and it seemed Vulpus would lie in the hospital for several days before dying. Fortunately for him, a visitor snuck into the hospital and offered him a new lease on life, if he accepted the Dark Side and joined the Separatists.

Unwilling to let go of his life so casually, and agreed to whatever Dooku's Twi'lek envoy offered. He was rehabilitated and healed but for his mangled face. Dooku took on Vulpus as a personal assistant, and began training the pilot's fledgling ability in the Force. Since Vulpus was already an extremely skilled starfighter pilot, Dooku, at his master's order, molded Vulpus into a warrior that would rival even the skill of Anakin Skywalker behind the cockpit of a starfighter. Unfortunately, Vulpus had much to learn in the ways of the Force, and he spent two years training under Count Dooku in the ways of the Dark Side while running miscellaneous errands for the charismatic Separatist leader.

One of the last such menial tasks included overseeing General Grievous' progress on solidifying Separatist control over the Corellian Trade Spine. Acting as Dooku's advisor and proxy,

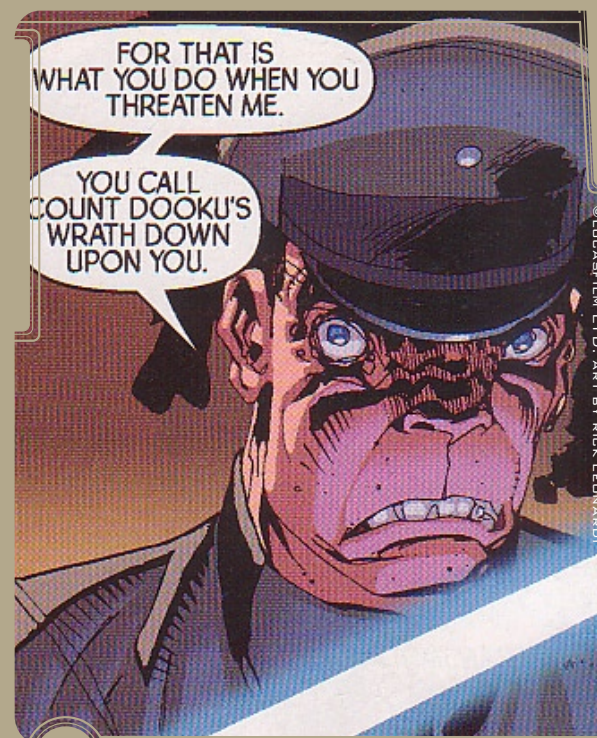
Vulpus traveled to Gentes. Gentes was located on the isolated Ison Corridor, an offshoot of the Trade Spine that had been blockaded while the rest of Grievous' forces stormed core ward up the Corellian Trade Spine during Operation Durge's Lance.

On Gentes, Vulpus and Grievous discussed the cleanup operations, including the capture of several young Padawan Learners. Grievous informed Vulpus of the details of his experiment, which would see the young Padawans turned into cyborgs like him, and trained in the Dark Side. While Vulpus expressed much interest in the project, ultimately the experiment was rendered moot when it was discovered the Padawans had escaped. Vulpus immediately wanted to inform Dooku, but a threat on his life from Grievous stayed his communication. Instead, while Grievous gave chase to the Padawan Learners, Vulpus returned to Count Dooku, and informed him first hand of the events that transpired on Gentes. After a few more such errands, Dooku deemed Vulpus ready for his true mission, the death of Anakin Skywalker. It is unknown if the two ever did finally meet and engage in a starfighter duel, but it is believed a confrontation occurred at either the Battle of Belderone or the subsequent Second Battle of Coruscant, just before the end of the Clone Wars, where fanblade starfighters were spotted in action. It was believed that Vulpus lost in shame.

**Vulpus:** Male Human Soldier 3/Dark Side Devotee 5/Starship Ace 4; Init +2 (Dex); Defense 23 (+11 class, +2 Dex); Spd 10m; VP/WP 67/11; Atk +9/4 melee or +11/6 ranged; SQ Dark Side Talisman +2, Familiarity +2, Starship Defense (+3); SV Fort +8 Ref +10, Will +8; SZ M; FP 2; DSP 8; Rep +4; Str 10, Dex 14, Con 11, Int 15, Wis 13, Cha 12.

**Equipment:** Givivex-Class Starfighter.

**Skills:** Astrogate +15, Computer Use +8, Demolitions +4, Intimidate +6, Knowledge (biology) +7, Knowledge (tactics) +7, Knowledge (Sith Lore) +7, Pilot +21, Repair +7, Sense Motive +7, Survival +6, Treat Injury +6.



VULPUS

**Force Skills:** Battlemind +7, Drain Energy +5, Enhance Ability +7, Enhance Senses +3, Force Lightning +7, Heal Another +3, Move Object +4.

**Feats:** Armor Proficiency (light), Cosmopolitan (Pilot), Force-sensitive, Skill Emphasis (Drain Energy, Force Lightning), Spacer, Starship Dodge, Starship Operation (starfighters, space transports), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

**Force Feats:** Alter, Burst of Speed, Control, Force Pilot, Sense.

## Credits

**Keith Kappel** is a freelance writer and developer from Addison, IL. He is the creator of **Fandom Comics** as well as the writer for the fan series "**Cracken's Crew: The Invisible War**" and "**Tales of the Chu'Unthor**".

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