Dreadnought (Mandalorian Neo-Crusader Shock Trooper)

Medium Zabrak soldier 7/elite trooper 2

Abilities	Score	Modifier
Strength	16	+3
Dexterity	13	+1
Constitution	12	+1
Intelligence	12	+1
Wisdom	12	+1
Charisma	10	+0

Defenses	
Reflex	30 (flat-footed 28)
Fortitude	30
Will	22

Destiny Points 1
Force Points 5 [best result 2d6]
Dark Side Score 3

Attacks

Melee unarmed +12 (1d6+7) or
Ranged heavy blaster rifle +11 (3d10+4 Damage) or
Ranged heavy blaster rifle+6/+6 (3d10+4 Damage) with Double Attack or
Ranged heavy blaster rifle +6 (3d10+4 Damage) with Autofire [target 2x2 square, roll 1 attack, if total exceeds 10, compare to Reflex defense of each target in area, natural 20 equals automatic hit on each target, but not a critical hit]
Base Attack Bonus +9; **Grapple** +12

Special Qualities/Species Traits

Delay damage/1 [1 per encounter, as a reaction, delay effect of a single attack, ability or effect used against you until the end of your next turn]

Talents

Armored Defense
Armored Mandalorian
Improved Armored Defense
Devastating Attack (rifles) [when using a rifle, treat target's damage threshold as 5 points lower]
Tough as Nails [use second wind one extra time per day]

Feats

Armor Proficiency (light, medium, heavy)
Double Attack (rifles)
Improved Defenses
Martial Arts I
Point Blank Shot [+1 attack and damage at point blank range]
Precise Shot [no penalty for shooting into melee]
Weapon Focus (rifles)
Weapon Proficiency (pistols, rifles, simple weapons)

Possessions

Mandalorian Neo-Crusader Assault Armor (+10 armor, +4 equipment) with internal comlink, jetpack (activation is a swift action, fly speed 4 until end of your turn, 10 charges, can run continuously, DC 20 Pilot check to land after moving more than 12 squares) and helmet package (+2 Perception)
Heavy blaster rifle
Credit chip (1500 credits)

Senses

Low-light vision

Speed

4 squares, fly 4 squares
[may only move up to 3 times speed when running]

Health

Hit Points 85
Current Hit Points _____
Damage Reduction 5
Damage Threshold 30

Condition Track	
Penalty to Defenses, Attacks & Skill Checks	Normal
	-1 Penalty
	-2 Penalty
	-5 Penalty
	-10 Penalty
	Helpless

Skills

*Trained skills listed in **bold***.

Acrobatics	+5
Climb	+7
Deception	+4
Endurance	+5
Gather Information	+4
Initiative	**+10***
Knowledge (common)	+5
Mechanics	**+10***
Perception [may reroll, must take second result]	**+10***
Persuasion	+4
Pilot	**+10***
Ride	+5
Stealth	+5
Survival	+5
Swim	+7
Treat Injury	**+10***
Use Computer	+5
Use the Force	Cannot Use

Languages

Basic, Huttese, Mando'a, Zabrak

Dreadnought

Description

You wear gold colored Mandalorian Neo-Crusader assault armor, typical of the shock trooper units you were a member of. Like all Mandalorians, you only take it off when absolutely necessary.

Background

When the Mandalorians invaded your homeworld of Iridonia years ago during the Mandalorian wars, you were one of the few *willing* beings conscripted into the expanding Mandalorian forces. You took the Neo-Crusader teachings to heart, which brought greater organization to the near anarchy typical of Mandalorian tradition. Your superiors noticed your enthusiasm, and promoted you to the ranks of the shock troopers, specialized in fighting in risky battlefield conditions, and critical assault missions.

Unfortunately, the Mandalorian invasion failed. A Jedi named Revan lead the Republic military and his near-renegade Jedi Knights against the Mandalorians. The final defeat came at Malachor V. You were far away, already stranded on Teragol II after a failed attack on its Republic repair and recovery station. The Repubilc shattered and dispersed your unit. You spent the last few years just trying to survive and avoid the notice of Republic security. Now, there are only three of you left.

Raalmar is another Neo-Crusader conscript enthralled by the Mandalorian culture and ideals. Raalmar earns credits in the local underground gladiatorial arena called Roga Under, hidden in the blasted remains of an old starship repair hangar. Raalmar is tough and deadly with a rifle.

Loma Ko is an old-fashioned Crusader Mandalorian, a traditionalist who believes the Neo-Crusader movement weakened the Mandalorian forces and set them up for defeat. Loma is a jet pack expert, sneaky and skilled at dual-weilding heavy blaster pistols. Loma has been trying to educate you and Raalmar about traditional Mandalorian ways. Sometimes you tire of the stories, but it still sounds like a better life than adhering to Republic law.

The three of you planned to steal a Republic starship and escape to Mandalorian space, when the new Sith Empire invaded Teragol II. You didn't have any issue with the Sith, until you learned they are being led by none other than Darth Revan, the same Revan who once lead the Republic forces against the Mandalorians. Apparently, he wants to rule the galaxy. You could care less about that, but you wouldn't mind exacting a little revenge on their forces. More importantly, they now control the space around Teragol II and its primary starports. You're going to have to go through them to get away from this accursed planet.

Personality

Others started calling you Dreadnought when they discovered how well you took to the massive shock trooper assault armor. Ever since then, you've accepted it as your Mandalorian name. For you, there was no life before the invasion. You can take a pounding and keep right on the firing. You prefer a straightforward assault over complicated tactics. You trust your Mandalorian companions, but only tolerate dealing with Republic personnel when you have to. You don't think there's much difference between the Jedi and Sith – just some sort of philosophical difference, and a battle for power.

Starting Play

A few days ago, Aarin Tol called Loma with a way to get your group off this planet, in exchange for help with another job. Aarin is a mysterious Miralukan who occasionally hired your group to carry out surveillance on local offices for the Czerka Corporation, You don't know how far you can trust Aarin, but the Miralukan has been helpful in the past.

You and Loma Ko begin in Roga Under's suite 246, overlooking the gladiatorial arena. You are to meet Aarin in the adjoining suite 245, when called. Raalmar is finishing an easy gladiatorial contest in the arena below.

Build Notes

You are a combat machine. You have a very high Reflex Defense. You absorb damage through damage reduction, delay damage, multiple uses of second wind and sheer number of hit points. Your armor slows you down, but protects you when you stop to use Double Attack.

Raalmar (Mandalorian Neo-Crusader)

Medium Human soldier 7/gladiator 2

Abilities	Score	Modifier
Strength	13	+1
Dexterity	15	+2
Constitution	14	+2
Intelligence	11	+0
Wisdom	14	+2
Charisma	10	+0

Defenses	
Reflex	26 (flat-footed 23)
Fortitude	25
Will	21

Destiny Points	1
Force Points	5 [best result 2d6]
Dark Side Score	2

Attacks

Melee unarmed +10 (1d6+5) or
Melee vibroblade +10 (2d6+6)
Ranged blaster carbine +12 (3d8+6) or
Ranged blaster carbine +10 (4d8+6) with Rapid Shot or
Ranged blaster carbine +7 (3d8+6) with Autofire [target 2x2 square, roll 1 attack, compare to Reflex defense of each target in area]
Base Attack+9; **Grapple** +11

Special Qualities/Species Traits

Unflinching/1 [1 per encounter, as a reaction, add +2 to either Will or Fortitude until the start of your next turn]

Talents

Armored Defense
Brutal Attack (rifles) [when using a rifle, add +1 die of damage to attacks that exceed opponent's damage threshold]
Devastating Attack (rifles) [when using a rifle, treat target's damage threshold as 5 points lower]
Indomitable [1 per day, move 5 steps up condition track as a swift action]
Weapon Specialization (rifles)

Feats

Armor Proficiency (light, medium)
Improved Damage Threshold
Martial Arts I
Point Blank Shot [+1 attack and damage at point blank range]
Precise Shot [no penalty for shooting into melee]
Rapid Shot
Running Attack [may move before and after attacking]
Weapon Focus (rifles)
Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Possessions

Mandalorian Neo-Crusader Battle Armor (+8 armor, +2 equipment) with internal comlink, jetpack [activation is a swift action, fly speed 6 until end of your turn, 10 charges, can run continuously, DC 20 Pilot check to land after moving more than 12 squares] and helmet package (+2 Perception)
Blaster carbine
Vibroblade
Credit chip (1800 credits)

Senses

Low-light vision

Speed

6 squares, fly 6 squares

Health

Hit Points 92
Current Hit Points _____
Damage Threshold 30

Condition Track	
Penalty to Defenses, Attacks & Skill Checks	Normal
	-1 Penalty
	-2 Penalty
	-5 Penalty
	-10 Penalty
	Helpless

Skills

*Trained skills listed in **bold***.

Acrobatics	+6
Climb	+5
Deception	+4
Endurance	+5
Gather Information	+4
Initiative	**+11***
Knowledge (common)	+4
Mechanics	**+9***
Perception	**+13***
Pilot	**+11***
Ride	+5
Stealth	+5
Survival	+6
Swim	+5
Treat Injury	+6
Use Computer	+4
Use the Force	Cannot Use

Languages

Basic, Mando'a

Raalmar

Description

You wear blue colored Mandalorian Neo-Crusader armor, standard issue to Mandalorian conscripts. Like all Mandalorians, you only take it off when absolutely necessary.

Background

When the Mandalorians invaded your homeworld of Taris years ago during the Mandalorian Wars, you were one of the reluctant recruits forced to join the Neo-Crusader faction of the Mandalorian cause. The Neo-Crusaders were bucking traditional Mandalorian ways and reshaping them into something that could control and conquer an entire galaxy. You became enthralled with the idea. You were a decent combatant, but never aspired to be much more than a loyal Mandalorian.

Unfortunately for you, the Mandalorian invasion ultimately failed. A Jedi named Revan lead the Republic military and his near-renegade Jedi Knights in a successful campaign to defeat the Mandalorians. The final defeat came at Malachor V, but you were far away, already stranded on Teragol II after a failed attack on the distant Republic repair and recovery station. The Republic forces shattered and dispersed your unit. You spent the last few years just trying to survive and avoid the notice of Republic security. You've discovered you have an aptitude for fighting in Roga Under, the local gladitorial combat arena, hidden in a destroyed hangar. Your natural ability hasn't extended to your attempts at gambling, so while you make decent credits from the fight coordinators, you lose a lot of side bets to the locals. Aside from that, you remain with the other two remaining Mandalorians stuck on this planet.

Dreadnought is another dedicated Neo-Crusader, and former shock trooper. A master of heavy armor and heavy rifle fire, Dreadnought is amazingly tough, and a real nightmare on the battlefield.

Loma Ko is an old-fashioned Crusader Mandalorian, a traditionalist who believes the Neo-Crusader movement weakened the Mandalorian forces and set them up for defeat. You still prefer the more organized Neo-Crusader way of thinking, rather than the near anarchy that the traditionalist supports. Loma is a jet pack expert, sneaky and skilled at dual-weilding heavy blaster pistols. Loma has been trying to educate you and Dreadnought about traditional Mandalorian ways. You listen, but don't really care. You hope to find other Neo-Crusaders after you escape from this planet.

The three of you planned to steal a Republic starship and escape to Mandalorian space, when the new Sith Empire invaded Teragol II. You heard stories that the Sith of old were a nightmare for the galaxy, Now, you've learned they are led by none other than Darth Revan, the same Revan who lead the Republic forces against the Mandalorians. Apparently, they left the Republic, and have now come back as Sith to dominate it in the name of their new ideology. You don't like the Republic, but the stories you remember of past Sith invasions are the stuff of nightmares. Best destroy them before they can establish themselves for good. Your main problem at the moment is that they now control the space around Teragol II, and its primary starports. You're going to have to go through them to get away from this accursed planet.

Personality

You're tolerant of your companions, if only to get off this planet. You still find them better company than just about everyone else around here, however. You've already come to hate the Sith Empire, even though you've had very little contact with the invaders so far. You still have a strong dislike for the Jedi, since they handed you more than one defeat back in the war.

Starting Play

A few days ago, Aarin Tol called Loma with a proposal that could get you off this planet. Aarin occasionally hired your group to carry out surveillance on local offices for the Czerka Corporation. You think the Miralukan is generally trustworthy, but clearly up to something. However, Aarin has been helpful in the past.

You begin play finishing an easy gladiatorial fight in the center of Roga Under. Your Mandalorian allies await in Suite 246, overlooking the arena. You are to meet Aarin in the adjoining suite 245, when called.

Build Notes

Mobile, tough and deadly with a rifle. Move around the battlefield with Running Attack. Use Indomitable to shrug off condition track damage. Boost your Will or Fortitude Defenses each round through unflinching. Diminish your opponent's damage threshold with Devastating Attack, then use Brutal Attack to increase the damage to those hits that exceed their damage threshold.

Loma Ko (Mandalorian Crusader)

Medium Human scout 2/soldier 6/elite trooper 1

Abilities	Score	Modifier
Strength	10	+0
Dexterity	15	+2
Constitution	13	+1
Intelligence	14	+2
Wisdom	12	+1
Charisma	12	+1

Defenses	
Reflex	26 (flat-footed 23)
Fortitude	25
Will	21

Destiny Points	1
Force Points	5 [best result 2d6]
Dark Side Score	2

Attacks

Melee unarmed +8 (1d6+4) or
Melee knife +8 (1d4+4)
Ranged heavy blaster pistol +11 (3d8+6) or
Ranged heavy blaster pistol +6/+6 (3d8+6) with Dual Weapon Mastery I or
Ranged blaster carbine +10 (3d8+4) or
Ranged blaster carbine +5 (3d8+4) with Autofire [target 2x2 square, roll 1 attack, if total exceeds 10, compare to Reflex defense of each target in area, natural 20 equals automatic hit on each target, but not a critical hit]
Base Attack+8; **Grapple** +10

Special Qualities/Species Traits

delay damage/1 [1 per encounter, as a reaction, delay effect of a single attack, ability or effect used against you until the end of your next turn]

Talents

Armored Defense,
Improved Stealth [may reroll any Stealth check, must take second result]
Jet Pack Training [activate jet pack as a free action on your turn, you need not make Pilot checks to land safely with a jet pack]
Mandalorian Advance [once per encounter, you may move up to your speed on you turn, as a free action before taking any other action]
Weapon Specialization (pistols)

Feats

Armor Proficiency (light, medium)
Dual Weapon Mastery I
Martial Arts I
Point Blank Shot [+1 attack and damage at point blank range]
Precise Shot [no penalty for shooting into melee]
Quick Draw [draw weapon as swift action instead of move action]
Running Attack [may move before and after attacking]
Shake It Off [Use two swift actions instead of three to move +1 step along the condition track.]
Strafe [When making an autofire attack, you may attack a line 1 square wide by 4 squares long. When using the jetpack, you attack all squares you fly over when making an autofire attack.]
Weapon Focus (pistols)
Weapon Proficiency (pistols, rifles, simple weapons)

Possessions

Mandalorian Crusader Combat Suit (+4 armor, +1 equipment) with internal comlink, jetpack [activation is a swift action, fly speed 6 until end of your turn, 10 charges, can run continuously, you do not require a Pilot check to land after moving more than 12 squares] and helmet package (+2 Perception)
2 heavy blaster pistols, blaster carbine, knife
credit chip (2100 credits), tool kit

Senses

Low-light vision

Speed

6 squares, fly 6 squares

Health

Hit Points 77
Current Hit Points _____
Damage Threshold 25

Condition Track	
Penalty to Defenses, Attacks & Skill Checks	Normal
	-1 Penalty
	-2 Penalty
	-5 Penalty
	-10 Penalty
	Helpless

Skills

*Trained skills listed in **bold**.*

Acrobatics	+6
Climb	+4
Deception	+5
Endurance	**+10***
Gather Information	+5
Initiative	**+11***
Knowledge (common)	+6
Knowledge (galactic lore)	**+11***
Knowledge (tactics)	**+11***
Mechanics	**+11***
Perception	**+12***
Pilot	**+11***
Ride	+6
Stealth	**+11***
[may reroll any Stealth check, must take second result]	
Survival	+5
Swim	+4
Treat Injury	+5
Use Computer	+6
Use the Force	Cannot Use

Languages

Basic, Binary, Huttese, Mando'a

Loma Ko

Description

You wear the non-standard Mandalorian Crusader armor, adapted specifically to your own preferences and personality. It features battered gray plates, with the remains of heavily scratched red stripes on the shoulder pauldrons. Like all Mandalorians, you only take it off when absolutely necessary.

Background

You are an old-style, Mandalorian traditionalist, originally from a planet deep in Mandalorian space. The exact world is unimportant. Mandalorians take their traditions and causes with them, no matter where they may roam. When Mandalore began using the Neo-Crusader movement to bolster his power and ambitions to conquer the galaxy, you had your doubts. You resisted joining the moment, and managed to remain in units far away from the Mandalorian leadership. After initial success, the invation faltered. Even the Neo-Crusader system couldn't assimilate so many disparate worlds, species and philosophies in the short time between invasions.

The Mandalorians ultimately failed. A Jedi named Revan lead the Republic military and near-renegade Jedi Knights in a successful campaign to defeat and scatter the Mandalorian forces. The final defeat came at Malachor V, but you were far away, already stranded on Teragol II after a failed attack on the distant Republic repair and recovery station. The Republic shattered and dispersed your unit. You spent the last few years just trying to survive and avoid the notice of Republic forces. There are only three of you left now, and you're desperate to get off this planet.

Dreadnought is a Neo-Crusader shock trooper. A master of heavy armor and heavy rifle fire, Dreadnought is incredibly tough, and a real nightmare on the battlefield. Dreadnought listens to your ramblings about the deficiencies of the Neo-Crusader movement, and may actually agree with some of your points.

Raalmar is a Neo-Crusader conscript, who became enthralled by the Mandalorian culture and ideals. Raalmar earns credits in the local underground gladitorial arena, hidden in the blasted remains of an old starship repair hangar. Raalmar is tough and deadly with a rifle. You think Raalmar was pretty well brainwashed by the Neo-Crusaders, and merely tolerates your opinions on the subject.

The three of you planned to steal a Republic starship and escape to Mandalorian space, when the new Sith Empire invaded Teragol II. You'd heard about the invasion months ago, and you know it's a bad sign. From everything you've heard in the old stories of the Mandalorians, the Sith are often pure evil. The Mandalorians sided with them on past invasion attempts, but you don't have any desire to tread that path to destruction. You've learned they are led by none other than Darth Revan, the same Revan who lead the Republic forces against the Mandalorians. Apparently, a bunch of those Jedi left Republic space and came back as Sith to dominate it in the name of their new ideology. Fantastic. You don't like the Republic, but you won't be dominated by the backstabbing Sith, if you can help it. Your main problem at the moment is that they now control the space around Teragol II, and its primary starports. You're going to have to go through them to get OFF thisplanet.

Personality

You are an old-fashioned Crusader Mandalorian, a traditionalist who believes the Neo-Crusader movement weakened the Mandalorian forces and set them up for defeat. You promote the near anarchy that the Mandalorians used to follow. Of course, you need to return to Mandalorian space and align yourself with the new Mandalore, as you've been cut off for far too long.

Starting Play

A few days ago, Aarin Tol, a mysterious Miralukan who occasionally hired your Mandalorian group to carry out surveillance on local offices for the Czerka Corporation, called you with a proposal that could get you off this planet. You suspect the Miralukan is some sort of industrial espionage agent, but since you were well paid, you don't concern yourself about it. Aarin has been helpful in the past, and you have no reason to believe that that will change now.

You and Dreadnought begin play in Roga Under's suite 246, overlooking the gladiatorial arena. You are to meet Aarin in the adjoining suite 245, when called. Raalmar is finishing an easy gladiatorial contest in the arena below.

Build Notes

You are a jet pack expert, sneaky and skilled at dual-wielding heavy blaster pistols. Use Mandalorian Advance, Running Attack and Jet Pack Training to be highly mobile on the battlefield. Use Strafe with your jetpack and Running Attack to make effective flying attacks against your enemies.

Aarin Tol (Jal Shay Advisor)

Medium Miraluka noble 4/Jedi 3/corporate agent 2

Abilities	Score	Modifier
Strength	10	+0
Dexterity	14	+2
Constitution	10	+0
Intelligence	15	+2
Wisdom	14	+2
Charisma	15	+2

Defenses	
Reflex	23 (flat-footed 21)
Fortitude	20
Will	25

Attacks

Melee lightsaber +10 (2d8+4) or
Melee lightsaber +8 (3d8+4) with Rapid Strike
Ranged blaster pistol +9 (3d6+4)
Base Attack+7; **Grapple** +9

Force Powers Known (Use the Force +16)

farseeing, Force slam, mind trick, move object, rebuke, vital transfer

Special Qualities

Executive Leadership [as a swift action, once per encounter, you grant an ally within line of sight one of the following until the end of their turn: speed squares, +2 morale bonus to attack rolls, or +2 morale bonus to all defenses]

Force Sight [blind, but you can see through the Force, also ignore darkness, ignore penalties to Perception checks from cover and concealment (but not total cover or total concealment), no increase to Sense Surroundings DC versus targets with total cover.]

Talents

Action Exchange [when you successfully use Force Delay, you grant one ally within 6 squares and line of sight the ability to trade a move action for another standard action on its next turn]

Born Leader [once per encounter, swift action, grant all allies within line of sight a +1 insight bonus on attack roll as long as they remain in line of sight of you]

Force Delay [once per encounter, make a Persuasion check versus target's Will defense. If successful, target loses move action its next round (or standard action if you spend a Force point)]

Reactionary Attack [once per encounter, as a reaction to an attack against you or an ally, you can direct an ally within 6 squares to make an immediate attack as a reaction against the attacking enemy.]

Wrong Decision [each time you are attacked, the opponent that attacked takes a –2 morale penalty to Will Defense until the end of your next turn (non cumulative penalty)]

Feats

Linguist,
Force Training (2)
Force Sensitivity
Rapid Strike
Skill Focus (Knowledge [bureaucracy])
Skill Focus (Perception)
Skill Focus (Use the Force)
Weapon Finesse
Weapon Focus (lightsabers)
Weapon Proficiency (lightsabers, pistols, simple weapons)

Possessions

lightsaber
blaster pistol
datapad
comlink
credit chip (2,000 credits)

Destiny Points	1
Force Points	5 [best result 2d6]
Dark Side Score	0

Senses

Force Sight (darkvision)

Speed

6 squares

Health

Hit Points 54
Current Hit Points _____
Damage Threshold 20

Condition Track
Penalty to Defenses, Attacks & Skill Checks

- Normal
- -1 Penalty
- -2 Penalty
- -5 Penalty
- -10 Penalty
- Helpless

Skills

*Trained skills listed in **bold***.

Acrobatics	+6
Climb	+4
Deception	+6
Endurance	+4
Gather Information	**+11***
Initiative	+6
Knowledge (common)	+6
Knowledge (bureaucracy	**+16***
Knowledge (galactic lore	**+11***
Mechanics	Cannot use
Perception	**+16***
Persuasion	**+11***
Pilot	+6
Ride	+6
Stealth	+6
Survival	+6
Swim	+4
Treat Injury	**+11***
Use Computer	**+11***
Use the Force	**+16***

Languages

Basic, High Galactic, Huttese, Miralukese, Ryl, Shyriiwook, Zabrak

Aarin Tol

Description:

You've taken on many guises over the years. Currently, you wear a grey and black jumpsuit, covered in a dark blue cloak. With a few minor touches, you can look noble or non-descript. You are not particularly strong, but agile. You also wear a black band with thin, deep blue horizontal stripes across where your eyes would be if you were human.

Background

The Force has guided you through a varied and irregular life. Though it was unusual for a Miralukan child, you trained as a Jedi on Coruscant, far from your homeworld. It wasn't long before you understood that the Jedi way was not exactly the way for you. Early in your training, the Jal Shay recruited you. They are a non-Jedi Force tradition that takes a more mechanical view of the Force. They are known as able arbiters and diplomats. The Jal Shay are few in number, and scattered throughout the galaxy – known space or not.

You began as a neophyte, learning the basics of the Jal Shay traditions and diplomatic methods. For years, you were paired with a Mentor, who acted much like a Jedi Master. However, unlike the Jedi, you are not beholden to the Republic. You often served as neutral parties in disputes ranging from a few individuals to countries to entire worlds. Though the Jal Shay learned to defend themselves, they do not focus on combat. You are unusual in that you still carry a lightsaber as a holdover from your Jedi training. However, you're not nearly as skilled in its use as a Jedi of equal stature. In fact, you only use it when absolutely necessary, or to make a point. Your strength is in directed action. You understand how to empower your allies and deter your enemies. You understand how to convince others to do the right thing.

In the Mandalorian War, you often served as a negotiator between isolated civilian forces and the Mandalorian invaders. You occasionally negotiated deals between the warring sides, though on a very small scale. However, throughout the war, you became interested in the role that the Czerka Corporation played. Though nominally a Republic supporter, from your point of view, they were clearly playing both sides. Unwilling to simply watch them profit, you decided to see if you could do something about it. Your methods were unorthodox, but successful.

Your attempts to join Czerka Corporation itself failed, so you joined one of their fiercest rivals, the Arkanian-based Arkoro Corp., a producer of weapon fire control systems and related electronics. It took time to earn their trust and rise through the ranks. By the time the Sith Empire invaded, you managed to rise high in their secret industrial espionage division. Through it, you've observed Czerka for years. Recently, you realized that one of their starship weapons manufacturing facilities, Czerka 358 on distant Teregol II, was likely serving the Sith, if not both sides. You're here to stop any Sith deliveries, though you are searching for the best method to do so. You may not be able to stop the Sith, but you can hinder them.

You arrived on Teregol II a few weeks ago to find that it was largely a Czerka dominated planet, and only nominally Republic. Czerka's powerful position meant you needed help getting detailed information about 358. You hired a trio of Mandalorians, who were hiding out , stranded on the planet since the end of the Mandalorian wars. They've run a few recon missions for you, but nothing too complex. **Dreadnought** is the heavily armored Neo-Crusader shock trooper, **Raalmar** is the Neo-Crusader and former conscript, and **Loma Ko** is the Crusader traditionalist, and your main contact.

A few days ago, a pair of Jedi arrived. You sensed a familiar presence and located **Mekuur** through *farseeing*. Mekuur was a Jedi you trained with, so many years ago. Mekuur is a true Jedi, and always has been. A second Jedi, **Ren-le Lu**, is clearly not a traditional Jedi, but seems to aspire to that path.

A few days after their arrival, the Sith Empire invaded. That made your task much tougher. However, through farseeing, you learned that the Jedi are also investigating Czerka for the same reasons you were. Like you, they're now trapped here by Sith military forces. Given the circumstances, you've hatched a plan to meet all of your goals: stop Czerka and get off the planet. You've contacted the Jedi and convinced Mekuur you can be trusted. You've contacted the Mandalorians and convinced them you can get them off the planet, with your mutual help (and you can). Now, you just have to get them to work together. They're likely suspicious of each other, as former combatants in the Mandalorian wars. And you haven't told the Jedi who your backup is.

Personality

You are an excellent negotiator and skilled at using your diverse talents to your advantage. You'll take action over excessive discussion whenever possible. Though most think you blind, you can see in ways beyond the average being, and even some Jedi. Though you've played the part of spy in recent years, you're not exactly trained for it – you make up a lot with *mind trick* and *farseeing*. While the Jedi might hesitate, the Jal Shay carefully use such powers to gain an advantage in negotiations. It is a fine line, for too much deceit is a path to the dark side.

Starting Play

You are currently in suite 245 of Roga Under, a illegal gladiatorial arena in a former landing bay. The suite overlooks the arena, where Raalmar is finishing a fight. The Jedi are in suite 244, the remaining Mandalorians are in 246. You may call them into your suite in whatever order you wish.

Build Notes

You are trained in many skills, giving you advantage in resolving skill checks. You help direct your allies in combat by granting them additional actions and bonuses. Give an ally a significant bonus through Executive Leadership. Born Leader helps your allies. Inhibit an enemy's action through Force Delay and give an ally a boost with Action Exchange. Drop an enemy's Will Defense with Wrong Decision, then have you and/or your allies follow up with actions that target the enemy's Will Defense. Give an ally an additional attack with Reactionary Attack.

Ren-le Lu (Jedi Knight)

Medium Human Jedi 4/scoundrel 4/Jedi Knight 1

Abilities	Score	Modifier
Strength	13	+1
Dexterity	16	+3
Constitution	12	+1
Intelligence	12	+1
Wisdom	14	+2
Charisma	14	+2

Defenses

Reflex 24 (flat-footed 21)
Fortitude 22
Will 23

Attacks

Melee double bladed lightsaber +10 (2d8+10) or
Melee double bladed lightsaber +8/+8 (2d8+10) with Dual Weapon Mastery II
Ranged blaster pistol +11 (3d6+4)
Base Attack+8; **Grapple** +11

Force Powers Known (Use the Force +16)

battle strike, Force whirlwind, move object, negate energy, rebuke, surge

Talents

Ataru
Block [*As a reaction, negate a melee attack by making a Use the Force check with a DC equal to the result of the attack roll against you.* You may use this multiple times at a –5 cumulative penalty each time before your next turn. You must have lightsaber ready, be aware of the attack, and not flat-footed. You may use the Block talent to negate melee area attacks, such as those made by the Whirlwind Attack feat. If you succeed on the Use the Force check, you take half damage if the attack hits and no damage if the attack misses. You may spend a Force point to use this talent to negate an attack against an adjacent character.]
Deflect [*As a reaction, negate a ranged attack by making a Use the Force checkwith a DC equal to the result of the attack roll against you.* You may spend a Force Point to use this talent to negate an attack against an adjacent character. You may use this multiple times at a –5 cumulative penalty each time before your next turn. You must have lightsaber ready, be aware of the attack, and not flat-footed. You can use this talent to deflect some of the barrage of shots fired from a ranged weapon set on autofire, or the Force lightning Force power. If you succeed on the Use the Force check, you take half damage if the attack hits and no damage if the attack misses.]
Slippery Strike [once per encounter, as a reaction, designate an opponent you just damaged. They cannot make attacks of opportunity against you until the end of your next turn. You may use this with Strike & Run],
Strike & Run [once per encounter, as a reaction after successfully damaging an opponent with a ranged or melee attack, you may move your speed]

Feats

Accelerated Strike [once per encounter, make a full attack as a standard action]
Force Training (2)
Dual Weapon Mastery I & II
Force Sensitivity
Quick Draw [draw weapon as swift action instead of move action, may draw and ignite lightsaber in 1 swift action],
Running Attack [may move before and after attacking]
Skill Focus (Use the Force)
Weapon Focus (lightsabers)
Weapon Proficiency (lightsabers, pistols, simple weapons)

Possessions

double bladed lightsaber
blaster pistol
comlink
credit chip (1,000 credits)
3 medpacs

Destiny Points 1
Force Points 5 [best result 2d6]
Dark Side 1

Senses

Speed

6 squares

Health

Hit Points 75
Current Hit Points _____
Damage Threshold 22

Condition Track
Penalty to Defenses, Attacks & Skill Checks

- Normal
- -1 Penalty
- -2 Penalty
- -5 Penalty
- -10 Penalty
- Helpless

Skills

*Trained skills listed in **bold***.

Acrobatics	**+12***
Climb	+5
Deception	+6
Endurance	+5
Gather Information	+6
Initiative	**+12***
Knowledge (common)	+5
Mechanics	Cannot Use
Perception	**+11***
Persuasion	+6
Pilot	+7
Ride	+7
Stealth	+7
Survival	+6
Swim	+5
Treat Injury	+6
Use Computer	+5
Use the Force	**+16***

Languages

Basic, Bocce

Ren-le Lu

Description

In many ways, you are not a traditional Jedi, and your look and demeanor reflects that. You wear dark orange-brown robes with pitch black underlying layers. You carry a silver and orange handled double bladed lightsaber with yellow blades. Your brown hair is long and held in a ponytail by a copper band decorated with a mix of ancient lettering and precise curves and waveforms.

Background

Ever since you were first discovered to have natural Force abilities as a young child, the Jedi and the Force have dominated your life. You began your training at the Tarkor Enclave, a small, nearly autonomous Jedi settlement in the Outer Rim. As the group rarely dealt directly with the Jedi Council, their teachings were less restrictive than more cautious Masters would have preferred. When the Mandalorians invaded Republic space, the Tarkor Jedi fully supported Revan and his belief that the Jedi should take a frontline stance in defending the Republic, against the wishes of the Jedi Council. Naturally, you went along with your fellow students and Masters in fighting the Mandalorians. You found the enemy to be ruthless and effective combatants. The older fighters, the Crusaders, were highly individualistic but dedicated fighters. The newer Neo-Crusader conscripts ranged from reluctant combat slaves to fanatical believers in the Mandalorian cause. As the war wore on, you saw your companions begin to change, along with Revan's Jedi. Many moved towards the dark side – some fast, some slow. Before the final battle at Malachor V, which destroyed the Mandalorian threat, you returned to the now empty enclave. None of your Masters or fellow students ever returned. You believe that those who survived followed Revan straight to the dark side.

After the war, you sought your own way. You abandoned the Jedi path and explored the galaxy. You paid particular attention to those worlds impacted by the war. You began to understand why the Jedi Masters were reluctant to engage in battle. After a couple of years, you went to study at the Dantooine Jedi Enclave. The Jedi paired you with Mekuur Sosu, a dedicated Jedi brought into the war when a Mandalorian strike force engaged the defense force Mekuur was traveling with. Circumstances kept Mekuur in the fight for many months, making the Jedi Knight qualified to understand your experiences, and help you understand the tenants of the more mainstream Jedi teachings. You find the Jedi a bit withdrawn, but very capable and trustworthy.

With the invasion of the Sith Empire, you and Mekuur find yourselves thrust into another war. This time, however, there is no reluctance to become involved. The dark side is on the march, and you must defend both the Jedi Order and the Republic from the spreading evil. Worse, there may be members of your former enclave involved in the attacks. A few weeks ago, the Jedi Council ordered you and Mekuur to Teregol II to investigate Czerka 358. They suspect the interstellar corporation of dealing with both the Sith Empire and the Republic, and profiting from both. Mere hours after your arrival, the Sith Empire invaded Teregol II and promptly took over the Czerka facility, along with the rest of the planet. Though you and Mekuur are currently stranded in enemy territory, your mission is unchanged. You must find out what Czerka and the Sith are up to, if anything at all.

Personality

You're a quick study, and physically agile. Your time in the Mandalorian Wars taught you speed and maneuver are a winning combination. You've applied this lesson to become highly mobile on the battlefield. The war also taught you the temptations of the dark side. Even now, you strive to rid yourself of its lingering touch. You enter combat only when you must, but do not hesitate to engage the minions of the Sith Empire – especially the Sith themselves (not just their soldiers). The dark side must be defeated and the invasion shattered. It consumed your enclave; it must not consume the galaxy.

Starting Play

A few days ago, a mysterious Miralukan named Aarin Tol contacted Mekuur with an offer to help the Jedi gain access to Czerka 358, in exchange for some help getting off the planet. Aarin also believed that additional firepower would be required to achieve both goals, and had made an arrangement to obtain it. You're unsure how Aarin knew to contact Mekuur, or that both of you were on Teregol II.

Mekuur assures you that Aarin as a trustworthy informant and a needed ally. Thanks to *farseeing*, the Jedi believes the Force has brought you together to accomplish this task. You and Mekuur are currently in suite 244 of Roga Under, a former landing bay turned illegal gladiatorial arena. You are to meet Aarin in adjoining suite 245, when called upon. The suites overlook the arena below.

Build Notes

You are quick. Use Slippery Strike in conjuction with Strike and Run to keep moving during combat. Use *Surge* and Running Attack to extend attacks. Use your double bladed lightsaber to make multiple attacks against lesser opponents.

Mekuur Sosu (Jedi Knight)

Medium Human Jedi 7/Jedi Knight 2

Abilities	Score	Modifier
Strength	14	+2
Dexterity	15	+3
Constitution	12	+1
Intelligence	13	+1
Wisdom	16	+2
Charisma	15	+2

Defenses	
Reflex	23 (flat-footed 21)
Fortitude	22
Will	24

Attacks

Melee lightsaber +12 (2d8+6) or
Melee lightsaber +7/+7 (2d8+6) with Double Attack
Ranged by weapon +11)
Base Attack+9; **Grapple** +11

Force Powers Known (Use the Force +16)

farseeing, Force slam, Force Stun, Force thrust, mind trick, move object, rebuke, valor

Force Techniques

Force Point Recovery [automatically recover 1 Force point spent in an encounter that just ended]

Talents

Block [*As a reaction, negate a melee attack by making a Use the Force check with a DC equal to the result of the attack roll against you.* You may use this multiple times at a –5 cumulative penalty each time before your next turn. You must have lightsaber ready, be aware of the attack, and not flat-footed. You may use the Block talent to negate melee area attacks, such as those made by the Whirlwind Attack feat. If you succeed on the Use the Force check, you take half damage if the attack hits and no damage if the attack misses. You may spend a Force point to use this talent to negate an attack against an adjacent character.]

Deflect [*As a reaction, negate a ranged attack by making a Use the Force checkwith a DC equal to the result of the attack roll against you.* You may spend a Force Point to use this talent to negate an attack against an adjacent character. You may use this multiple times at a –5 cumulative penalty each time before your next turn. You must have lightsaber ready, be aware of the attack, and not flat-footed. You can use this talent to deflect some of the barrage of shots fired from a ranged weapon set on autofire, or the Force lightning Force power. If you succeed on the Use the Force check, you take half damage if the attack hits and no damage if the attack misses.]

Redirect Shot [Once per round, when you successfully deflect a blaster bolt, you may make an immediate *ranged* attack against another target you can see. Use weapons normal damage and add your level bonus (+4) to it.]

Riposte [as a reaction, once per encounter, make an immediate lightsaber attack against an attacker that you negated their melee attack with Block (excluding melee area attacks)]

Telekinetic Savant [once per encounter as a swift action, return one of these Force powers to your suite without spending a Force point: *Force slam, Force thrust,* or *move object*]

Feats

Double Attack (lightsabers)
Force Training (2)
Force Sensitivity
Melee Defense [when using a standard action to make a melee attack, you may take up to a –5 penalty to attack and ad the same number to your Reflex defense, until the start of your next turn]
Quick Draw [draw weapon as swift action instead of move action, may draw and ignite lightsaber in 1 swift action]
Skill Focus (Use the Force)
Strong in the Force [roll d8 instead of d6 when spending a Force point],
Weapon Focus (lightsabers)
Whirlwind Attack [make one melee attack roll and compare to the Reflex Defense of each opponent within reach (treat as area attack)]
Weapon Proficiency (lightsabers, simple weapons)

Destiny Points	1
Force Points	5 [best result 2d6]
Dark Side Score	0

Senses

Speed

6 squares

Health

Hit Points 83
Current Hit Points _____
Damage Threshold 22

Condition Track
Penalty to Defenses, Attacks & Skill Checks

- Normal
- -1 Penalty
- -2 Penalty
- -5 Penalty
- -10 Penalty
- Helpless

Skills

*Trained skills listed in **bold***.

Acrobatics	**+11***
Climb	+6
Deception	+6
Endurance	+5
Gather Information	+6
Initiative	**+11***
Knowledge (common)	+5
Mechanics	Cannot Use
Perception	**+12***
Persuasion	+5
Pilot	+6
Ride	+6
Stealth	+6
Survival	+5
Swim	+6
Treat Injury	+7
Use Computer	+5
Use the Force	**+16***

Languages

Basic, Huttese

Possessions

lightsaber
comlink
credit chip (2,500 credits)

Mekuur Sosu

Description

You dressed in the traditional dark brown robes of the Jedi Order. You have short dark hair, and carry a lightsaber with a blue blade. You carry yourself with an air of authority and wisdom.

Background

For as long as you can remember, you have always been part of the Jedi Order. You grew up at the Jedi Temple on Coruscant, and spent many years studying the Jedi ways at Ossus and the enclave on Dantooine. You are an adherent to the light side, and strong supporter of the Jedi Council. Perhaps one day, if you prove worthy enough, you may sit on the Council yourself.

During the Mandalorian War, you followed the orders of the Jedi Council, and avoided engaging the invaders. While you understood their position, you did not always agree with it. Finally, when you are traveling with a Republic supply convoy on an unrelated mission, you found yourself in the heart of battle. The Mandalorians ambushed the convoy and you were force to defend it and yourself. During the fight, they captured the massive cruiser you were aboard, and took it to an isolated world for processing. However, you and several others were still free aboard the craft. Although you escaped the ship, it was several months before you found a way off the planet. However, you and a small band battled the Mandalorians whenever you could, and were vital in their defeat when Republic forces finally invaded. You found the older, traditional Crusader Mandalorians fought ferociously, but with an honor code of their own. The Neo-Crusaders, made up mainly of conscripts and forced combatants, were either reluctant fighters, or Mandalorian zealots. The former were often unreliable, and the latter rarely trustworthy.

After the war, you relocated to the Dantooine Jedi Enclave. There, the Masters paired you with Ren-le Lu, a Jedi brought up in the traditions of a little-known Outer Rim enclave known as Tarkor. The Tarkor were often seen as reckless, when it came to dealing with the dark side. However, it seems they were wiped out in the Mandalorian Wars after joining Revan's Jedi, who disregarded the Jedi Masters led the Republic forces against the invaders. Ren-le believes many fell to the dark side, either during the war, or, if they survived, afterwards when Revan became allied with the Sith. The Masters hope that you can teach Ren-le more mainstream Jedi philosophy, through actions and words.

Ren-le is quick, both in mind and body. The Jedi is a willing student, though it would be a mistake to treat one so experienced as a mere pupil. Ren-le is more like a curious colleague, open to new ways of thinking. The Jedi fights using a double-bladed saber, combining the Ataru style with great maneuverability.

With the invasion of the Sith Empire, you find yourself in another war. This time, however, there are no restrictions on Jedi involvement. This war is about the incursion of the dark side and the Sith threat to the galaxy. The Jedi cannot stand by. The dark side must be stopped. A few weeks ago, the Jedi Council ordered you and Ren-le to Teregol II to investigate Czerka 358. They suspect the interstellar corporation of dealing with the Sith Empire and the Republic, and profiting from both. Mere hours after your arrival, the Sith Empire invaded Teregol II and promptly took over the Czerka facility, along with the rest of the planet. Though you and Ren-le are currently stranded in enemy territory, your mission is unchanged. You must find out what Czerka and the Sith are up to, if anything at all.

Personality

You are a powerful Jedi and strong adherent of the light side. You are dedicated to Jedi ideals, and do not cross them lightly. You battle when you must, and seek to defeat the dark side, though perhaps with less zeal than Aarin. You are strong willed and not easily dissuaded from your goals. You are practical and try to keep an open mind when dealing with others.

Starting Play

A few days ago, a Miralukan named Aarin Tol contacted you with an offer to help gain access to Czerka 358, in exchange for some help getting off the planet. Aarin also believed that additional firepower would be required to achieve both goals, and had made an arrangement to obtain it. You remember Aarin, as a former Jedi friend who left early in the training process. You learned years later that Aarin joined the Jal Shay, a small non-Jedi Force tradition that takes a less mystical view of the Force. They're also known as excellent arbiters and diplomats. You were surprised when you detected Aarin's presence through *farseeing*, but prepared when contacted a few days later. You're not sure why the former Jedi is here, or how Aarin is mixed up in this Czerka issue, but you have no reason to doubt – even the Jal Shey oppose the Sith.

You and Mekuur are currently in suite 244 of Roga Under, a former landing bay turned illegal gladiatorial arena. You are to meet Aarin in adjoining suite 245, when called upon. The suites overlook ongoing battles in the arena below.

Build Notes

You are highly proficient in lightsaber combat. Take on multiple melee combatants with Whirlwind Attack, Hit back immediately at your attackers with Riposte and Redirect Shot. Reuse your telekinetic Force Powers with Telekinetic Savant. You get more out of your Force Points with Strong the in the Force.