

STAR WARS®

ROLEPLAYING GAME

JEDI PADAWANS

CLONE WARS FAN SOURCEBOOK

RYAN BROOKS



CREDITS

WRITERS

Ryan Brooks

EDITORS

Ryan Brooks, Keith Kappel

DESIGN

Ryan Brooks

WEB PRODUCTION

Ryan Brooks

ORIGINAL ARTWORK

Aaron Johnson, Duanne Barbour,
HAI!, Holly Laing, Matt Skilton,
Noel Ward, Ryan Brooks,
Sandra Scholes, Steve Criado, Sully

OFFICIAL ARTWORK

Brandon Badeaux, Brian Ching,
Dave Ross, Doug Wheatley, Fillbach
Brothers, Genndy Tartakovsky,
Greg Tocchini, Hoon, LucasArts,
LucasFilm LTD., Rick Leonardi,
Tom Hodges

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CHAPTER 6 THE JEDI ORDER





JEDI PADAWANS

Padawan Learners, like their masters, served as military leaders during the Clone Wars. These young Jedi often functioned as Commanders, leading clone units ranging from squads to regiments. Normally Padawans would serve under their masters, but as the war went on, more and more Padawans would be transferred to new commands that needed their expertise, or when their masters perished in battle. These are the Jedi Padawans who offered their lightsabers in service of the Republic during the Clone Wars.

AHSOKA TANO

Ahsoka Tano was a gifted young Togruta Force-user who was brought to the Jedi Temple by Jedi Master Plo Koon. During her years of tutelage, Ahsoka grew powerful with the Force, quickly becoming top of her lightsaber technique class and excelling in several others. By the seventh month of the Clone Wars, Ahsoka's skill had attracted the attention of the Jedi High Council and the thirteen year-old Togruta was summoned by Master Yoda, who granted her the honor of becoming the Padawan Learner of Anakin Skywalker. Ahsoka accompanied a resupply convoy to Christophsis to meet with her new master for the first time.

Ahsoka's apprenticeship was not quite the perfect one she'd expected, however, as Skywalker initially had no desire to be saddled with the prodigal Togruta. Fortunately for Tano, she was given the opportunity to prove her worth by disabling the Separatist shield generator alongside Skywalker. That key action that won the day at Christophsis, and earned Skywalker's acceptance; nicknaming her 'Snips' for her witticism. The pair was quickly assigned to Teth, where they were tasked with rescuing Rotta, son of Jabba the Hutt. After a deadly vertical assault of the Bo'marr monastery atop a kilometer-tall spire, Ahsoka and her master located the Desilijic heir apparent. Unfortunately, the Separatists mounted a counter-assault under Asajj Ventress' leadership, and Ahsoka was forced into a brief confrontation with the Rattataki witch before escaping on Can-cell-back with Skywalker and Rotta. Despite interference by Dooku and his MagnaGuards, Ahsoka was able to deliver Rotta safely back to Jabba the Hutt on Tatooine, earning the Grand Army of the Republic passage through Hutt Space.

While helping her master search for his astromech droid, R2-D2, amidst the aftermath of the Battle of Bothawui, Ahsoka and Skywalker were given new orders to locate a Separatist listening post somewhere near the Trax Tube and the Ootmian Pabol hyperspace routes. Slightly disturbed by her master's attachment to his droid, the seemingly at-odds objectives ended up being one in the same when Artoo led them to *Skytop Station*, the Confederate listening post in orbit above Ruusan. Ahsoka was part of a strike team that included Skywalker and Captain Rex. Together, the unit was able to destroy the station and rescue R2-D2.

Days after the destruction of *Skytop Station*, Ahsoka was sent with Captain Rex to the Dantus Sector to participate in a shakedown cruise onboard the *RAS Leveler*, loaded out with experimental weaponry. During their voyage, Ahsoka became acquainted with the estranged Jedi Master Djinn Altis and his unorthodox crew of Jedi when they relayed a distress signal from JanFathal, where a Republic intelligence operative was held prisoner. Ahsoka and Rex teamed up with Altis and his Jedi to extract Agent Hallena Devis, with General Skywalker eventually providing air support, but were they stranded when Captain Pellaeon was forced to retreat. Ahsoka and the others were forced to lay low until the *Leveler* could return in force, successfully rendezvousing with the away team.

After returning to the *RAS Resolute*, Ahsoka was shocked to learn that Master Plo Koon's fleet was decimated by a new Separatist super-weapon. Unable to accept that Master Koon was truly destroyed, she convinced Skywalker to fly the *Twilight* on a rescue recon mission through the Abregado system, against the orders of the Council and Chancellor. Thanks to Ahsoka's deep bond Master Plo, Snips was able to locate and rescue Master Koon and his command staff from their escape pod, as well as collect valuable sensor data on the *Malevolence*, the enemy warship that had decimated Koon's fleet, among others. After the intelligence was analyzed, Ahsoka accompanied Skywalker as gunner on his Y-Wing bomber in a daring assault on the *Malevolence*. It was Ahsoka's ability to temper her master's recklessness that secured a Republic victory as they crippled the *Malevolence* by destroying its primary weapon, giving Kenobi time to finish the job.

AHSOKA TANO



Days later, Ahsoka disobeyed Skywalker and stowed away to accompany him on his mission to Gwori to destroy a Separatist shipyard. The mission was a success thanks only to Ahsoka's involvement, which encouraged Skywalker's confidence and reliance on the bright young Togruta. Next, Ahsoka was at her master's side at the Battle of Kiros, and then underwent a daring undercover mission as an enslaved Togruta princess to infiltrate the Zygerrian Slavers' Guild. Her mission forced her to swallow her pride, but resulted in freeing many of the captured Togruta from Kiros as the seventh month of the Clone Wars drew to a close.

After a blue-milk run alongside Master Luminara Unduli went bad by losing prisoner Nute Gunray to Asajj Ventress, Tano rejoined Master Skywalker early in the eight month of the Clone Wars to rescue Aayla Secura's fleet in the Quell system. Unfortunately, the rescue party soon needed rescuing, as a hyperspace mishap resulted in Ahsoka and her companions being stranded on Maridun. With her master badly injured, Snips helped Aayla Secura locate a village of Lurmen and convinced them to provide medical aid to Skywalker. The Jedi in turn felt obligated to protect the peaceful villagers from Lok Durd, who attempted to test the new Defoliator artillery shell on Maridun, far from Republica patrols. After a brief, but intense battle, Ahsoka and her allies were able to capture Durd and his experimental hardware, returning to a relieved Republic as heroes once again.

The following week, Ahsoka and her master joined forces with Obi-Wan Kenobi to reclaim the planet of Queel from the Separatists. During the campaign, however, Tano and Skywalker were diverted to recover a Republic intelligence data tape stolen by a Separatist spy en route to Mon Gazza. The Jedi soon realized that Team Kidd Kareen in the Galactic Pod Racing Circuit was couriering the Republic secrets to the Separatists, prompting Ahsoka to pose as a pod jockey to investigate. Ahsoka discovered that Maxus, a member of Kidd Kareen's pit team was largely behind the traitorous plot and had been blackmailing Kareen to help him eliminate the Jedi. When Asajj Ventress arrived to retrieve the stolen information, Ahsoka and Anakin foiled Maxus' plan to turn over the data tape by destroying the file.

As the Clone Wars intensified, Ahsoka and Anakin were given no respite, and were immediately assigned to investigate the loss of communications onboard the Jedi Transport *Sedawan*. The Jedi pair battled their way through the overrun ship to briefly face the Dark Side witch, Sai Sircu, escaping just before the ship's self-destruct engaged. Ahsoka was reunited with Plo Koon to investigate a lead on Dathomir as her master investigated other threads on the mystery. Together with her first teacher, Ahsoka battled through a legion of Dathomir witches and Sai Sircu to free Luminara Unduli. On their way back to Coruscant, Tano and Koon were retasked with assisting Jedi Skywalker, Kenobi, Fisto and Windu with destroying the *Devastation*, a sister-ship

to the *Malevolence* threatening Coruscant and end-game of the Dathomir alliance with the Separatists. Ahsoka disabled the primary power grid while Koon kept Asajj Ventress occupied. Together with the other Jedi teams, the threat of the *Devastation* was ended.

A short time later, Ahsoka followed her master to Naboo to investigate the possible presence of a Separatist bio-laboratory manufacturing biological weaponry in the swamplands east of Theed. With the assistance of Peppi Bow, a local shaak herder who discovered the bio-threat, Ahsoka managed to locate the secret underground lab run by the insane Muun scientist Nuvo Vindi. Tano led a strike team of clones into the compound as a diversion for Skywalker and Kenobi to take out the bombs and detain Vindi. Though their mission to end the threat posed by the Blue Shadow virus was a success, Ahsoka found herself infected with the pathogen, alongside Senator Amidala, Captain Rex, and his unit. Tano and the others would have surely perished had it not been for the diligent efforts of Anakin and Obi-Wan, as they retrieved an antidote for the virus.

At the close of the eighth month of the Clone Wars, Ahsoka and her master were assigned to assist Masters Kenobi and Windu in retaking Ryloth from the Separatists. Having earned a great degree of trust from her master, Ahsoka was assigned to lead the starfighter assault on the Separatist blockade of the system, but her overconfidence in her abilities proved her undoing. Distraught over the slaughter of her squadron and injuries to other officers and clones she knew well, Ahsoka was taught the seriousness and lethality of war, cracking her sometimes immature air of invincibility.

After the planet was finally taken, Ahsoka and Skywalker were tasked with mopping up Separatist holdouts in the city of Resdin. Clearing out the city eventually resulted in a run-in with bounty hunters Cad Bane and Kul Teska, working against each other to deliver a key component of a new Separatist super-weapon intent on destroying the Naboo system's star. Teska managed to escape the Jedi duo, forcing them to pursue the Skakoan cyborg to a Separatist base on Behpour. There, Ahsoka teamed with Master Windu to lead an assault on the base before rejoining Master Skywalker to rescue a captured Senator Amidala and disable the

star-killing gravity polarization beam. Though Kul Teska tried to stop the two Jedi, an unexpected assist from Cad Bane gave Ahsoka and Skywalker the window they needed to succeed in their mission objectives and escape the imploding installation.

Ahsoka spent the beginning of the ninth month of the Clone Wars defending the planet of Kothlis with Skywalker, but after speaking out of turn at a sensitive meeting afterward, was sent on a diplomatic mission to Taloraan to refine her negotiation skills. Ahsoka quickly discovered that the Denfrandi Magistar was secretly in league with Count Dooku, but was ambushed before she could warn her master. During her escape from the Separatist battle droids, she was taken captive by a tribal group known as the Wind Raiders. Various Wind Raiders tried to claim her as their property, but Ahsoka showed some skill with words and managed to convince the Wind Raiders to assist the Republic in shaking the Confederacy from their planet.

When the Republic besieged the Commerce Guild purse world of Felucia, Ahsoka, Anakin and Obi-Wan were sent to spearhead the operation. However, the resistance was much greater than intelligence had indicated, and Republic forces had no choice but to withdraw. Ahsoka gained significant ground on her front, but her focus on victory and ignorance of the larger picture led her to disobey orders and press her attack, leaving her exposed. Tano was luckily bailed out of a potentially lethal situation when Skywalker arrived just in time to order a retreat. When Ahsoka made it back to the Jedi Temple, she was disciplined by being temporarily assigned to Jedi Archives security detail. On her watch, Ahsoka managed to uncover a plot to infiltrate the Jedi Temple when she nabbed the Clawdite mercenary Cato Parasitti posing as a Jedi Master in the archives, accessing schematics of the Jedi Temple. Unfortunately, her discovery was not timely enough to expose Cato's true mission, which was to guide Cad Bane into the archival vault to steal a Jedi Holocron.

After interrogating Parasitti, the Jedi discovered that the Kyber memory crystal, which held the names of all known Force-sensitive children in the galaxy, was Bane's next target. Ahsoka and Anakin raced to Devaron and stormed the Confederate warship Bane was onboard, intent on retrieving the holocron and liberating Jedi Master Bolla Ropal, keeper of the Kyber crystal. Revealing how much she still had to learn, Ahsoka underestimated

the resourceful Bane, who turned her into a bargaining chip to force Skywalker to access the crystal's memory banks for him. Republic forces managed to destroy Bane's warship before it could enter hyperspace as Ahsoka, Anakin and their troops made their escape.

Upon their return to the *Resolute*, Ahsoka and Anakin discovered Cad Bane had snuck onboard by posing as a clone trooper, and then escape with the data collected from the Kyber crystal. Acting on orders from the Jedi Council, Padawan Tano and her master chased after Bane, but were unable to stop the bounty hunter from procuring two Force-sensitive children for his employer. Ahsoka and Anakin finally caught up to Bane on Naboo and learned the younglings had been sent to a facility on the mining colony of Mustafar. Snips and Skywalker hurried to the hostile, volcanic world and retrieved the infants Wee Dunn and Zinn Toa from the clutches of wicked laboratory droids with unknown agendas, escaping just before the facility was immolated by lava flow.

Ahsoka Tano (Battle of Christophis)

CL 3

Medium Young Adult Togruta Female Jedi 3

Destiny 3; Force 4

Init +4; Senses Perception +8, Spatial Awareness

Languages Basic, Kel Dor, Togruti, (1 unselected)

Defenses Ref 17 (flat-footed 14), Fort 16, Will 16; Block, Deflect

Hp 56; Threshold 16

Speed 6 squares

Melee lightsaber +7* (2d8+1) or

Melee unarmed +3 (1d4+1) or

Ranged by weapon +6

Base Atk +3; Grp +6

Force Powers Known (Use the Force +8): barrier of blades,

Force slam, move object, Shien deflection, surge, unhindered charge

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

Special Qualities destiny (rescue), Pack Hunter, Sneaky

Talents Block, Deflect

Feats Force Sensitivity, Force Training (2), Weapon Finesse,

Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +9, Perception +8, Pilot +9, Use the Force +8

Possessions Backpack, lightsaber (self-built*)

Organization Score (Jedi Order) – 5

Destiny (rescue) – It is Ahsoka Tano's destiny to rescue the huttling Rotta from the clutches of the Separatists and return him to the safety of his father, Jabba the Hutt, on Tatooine.

Ahsoka Tano (Battle of Felucia) CL 4

Medium Young Adult Togruta Female Jedi 4

Destiny 2; Force 5

Init +11; Senses Perception +9, Spatial Awareness

Languages Basic, Kel Dor, Military Sign, Togruti, (1 unselected)

Defenses Ref 20 (flat-footed 16), Fort 19, Will 18; Block, Deflect

Hp 72; Threshold 19

Speed 6 squares

Melee lightsaber +9* (2d8+3) or

Melee unarmed +5 (1d4+3) or

Ranged by weapon +8

Base Atk +4; Grp +8

Force Powers Known (Use the Force +14): barrier of blades, Force slam, move object, Shien deflection, surge, unhindered charge

Abilities Str 12, Dex 18, Con 16, Int 16, Wis 15, Cha 15

Special Qualities destiny (unknown), destiny fulfilled (destruction), destiny fulfilled (liberation), destiny fulfilled (rescue) (2), Pack Hunter, Sneaky

Talents Block, Deflect

Feats Force Sensitivity, Force Training (2), Weapon Finesse, Skill Focus (Use the Force), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +11, Initiative +11, Perception +9, Pilot +11, Use the Force +14

Possessions Lightsaber (self-built*), utility belt, wrist comlink

Organization Score (Jedi Order) – 9

Destiny fulfilled (rescue) – Ahsoka Tano has fulfilled her destiny by rescuing Rotta the Hutt from the clutches of the Separatists and returning him safely to his father, Jabba the Hutt, on Tatooine, providing her with a +1 bonus to her Strength and Constitution scores.

Destiny fulfilled (destruction) – Ahsoka Tano has fulfilled her

destiny with the destruction of Skytop Station at Ruusan, granting her a +2 bonus to her Dexterity score.

Destiny fulfilled (rescue) – Ahsoka Tano has fulfilled her destiny by rescuing Jedi Master Plo Koon following the destruction of his fleet in the Abregado system, providing her with a +1 bonus to her Intelligence and Wisdom scores.

Destiny fulfilled (liberation) – Ahsoka Tano has fulfilled her destiny by liberating the people of Kiros from bondage at the hands of the Zygerrian Slavers Guild, granting her a +1 destiny bonus to all defenses (Reflex, Fortitude, and Will).

Destiny (unknown) – Ahsoka Tano currently possesses an unknown destiny.

AUBRIE WYN

One of the more talented healers among Jedi Padawans, Aubrie Wyn had attracted the attention of Mace Windu himself. She was selected to train under Master Windu, a great honor to her mentor, Master SIRRUS, following their assignment on Jabiim in the second month of the Clone Wars. Aubrie and her master were at an encampment far from Shelter Base with Obi-Wan Kenobi when the Jabiimite tyrant Alto Stratus suddenly assaulted the outpost. Aubrie's master was with Obi-Wan when an AT-AT walker was destroyed, and SIRRUS was believed to have been killed in the explosion. With her master believed dead, and no way off of Jabiim until the storms cleared, Aubrie was placed among the Padawan Pack.

Thirty days into the conflict on Jabiim, Aubrie and her fellow Padawans were sent to escort a resupply convoy to Cobalt Station. After a week of drudging through the rain and mud, and battling scores of Confederate battle droids, Aubrie and her companions reached Cobalt Station only to learn of an impending attack. Republic forces and Jabiimi loyalists were ordered to evacuate the planet, and Aubrie helped lead a last-ditch defense to hold off the onslaught while Anakin Skywalker led the retreat. Wyn entrusted her master's holocron to Skywalker, instructing him to see that it was delivered safely to the Jedi Temple on Coruscant.

Padawan Wyn fought bravely during the Republic's last stand on Jabiim, defeating several of Stratus' Nimbus commandos and ultimately engaging in a showdown with the warlord himself. Unfortunately, the dreaded Stratus gained the upper hand on the

AUBRIE WYN



prodigal Padawan, who was blasted several times in the chest. However, Aubrie was able to summon the last of her strength to run Alto Stratus through with her lightsabers.

Aubrie Wyn (Battle of Jabiim)

CL 5

Medium Human Female Jedi 5

Force 2

Init +4; Senses Perception +5

Languages Basic, Cerean, High Galactic

Defenses Ref 18 (flat-footed 16), Fort 17, Will 19; Deflect, Lightsaber Defense

Hp 56; Threshold 17

Speed 6 squares

Melee lightsaber +7 (2d8+3) or

Melee unarmed +6 (1d4+3) or

Ranged by weapon +7

Base Atk +5; Grp +7

Special Actions Consular's Vitality, Shake It Off

Force Powers Known (Use the Force +10): move object, surge, vital transfer (2)

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

Special Qualities Occupation (medical)

Talents Consular's Vitality, Deflect, Lightsaber Defense

Feats Force Sensitivity, Force Training, Shake It Off, Skill Focus (Treat Injury), Surgical Expertise, Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)

Skills Endurance +8, Knowledge (galactic lore) +9, Knowledge (life sciences) +9, Treat Injury +15, Use the Force +10

Possessions lightsaber, Jedi robes, SIRRUS holocron

Organization Score (Jedi Order) – 11

Occupation (medical) – As a member of the Jedi Order, Aubrie Wyn has access to virtually any of study. As such, Padawan Wyn opted to pursue the medical occupation.

BHAT JUL

Bhat Jul was apprenticed to fellow desert native A'Sharad Hett, a common ground that caused the two to share a deep bond. More so than most Jedi, the pair retained much of their culture before admittance into the Jedi ranks – something the Council generally looked down upon. However, when the Clone Wars erupted, the Jedi High Council knew Bhat Jul and his master would be an irreplaceable asset for desert combat and planning operations.

Bhat Jul and A'Sharad Hett were assigned to sack the Techno Union purse world of Metalorn in the second month of the Clone Wars. Bhat Jul and his master succeeded in claiming the Techno Union world in the name of the Republic after nearly two months of conflict. Due to the staggering number of wounded coming into the medical center at New Holstice, A'Sharad Hett and Bhat Jul were reassigned to provide logistical and medical assistance.

After a week of directing traffic at New Holstice, their expertise was called upon by Jedi-General Ki-Adi Mundi to serve at Aargonar. Early in the conflict, the gunship carrying Bhat, his master, and Anakin Skywalker was shot down behind enemy lines and the Jedi were cut off from their clone troopers. Bhat Jul was caught in a large explosion that mortally wounded the Nikto, and he was dragged off of the battlefield by Skywalker. Despite Skywalker's desperate efforts to revive him, Bhat Jul perished and his body was left to become one with the desert.



Bhat Jul (Battle of Aarongar)

CL 3

Medium Kaijin'sa'Nikto Male Jedi 3

Force 2

Init +2; Senses Perception +3

Languages Basic, Hutttese, Nikto

Defenses Ref 16 (flat-footed 15), Fort 16, Will 16; Natural
Armor

Hp 52; Threshold 16

Speed 6 squares

Melee lightsaber +4 (2d8+2) or

Melee unarmed +4 (1d4+2) or

NEW PLANET OF ORIGIN: KINTAN

You come from the irradiated desert world of Kintan. You have learned to survive in harsh conditions and utilize native flora and fauna, however sparse, to your advantage.

Relevant Skills: Endurance, Ride, Survival

Bonus Language: Hutttese or Nikto (player's choice)

Ranged by weapon +4

Base Atk +3; Grp +4

Special Actions Equilibrium

Force Powers Known (Use the Force +6): battle strike, falling
avalanche, Force thrust, move object, surge, vital transfer

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

Special Qualities Desert Dweller

Talents Equilibrium, Master of the Great Hunt

Feats Force Sensitivity, Force Training (2), Skill Focus (Survival),
Weapon Proficiency (lightsabers, simple weapons)

Skills Endurance +8, Survival +13, Use the Force +6

Possessions Jedi robes, lightsaber, utility belt

Organization Score (Jedi Order) – 5

CAL

Padawan to the Gand Jedi Master Tyffix, Cal was one of the Padawans assigned the planet Thustra, which was threatening to separate from the Republic in the sixth month of the Clone Wars. The Jedi were to establish a base of operations with a show of force, but were ordered to avoid engaging the native Sephi. Unfortunately, a suicide bomber charged the command tent, and Masters Tyffix and Tyr were killed, leaving Padawans Cal and Pix without the guidance of their respective masters.

Cal had been honed by his master to be a weapon of the Republic, forgoing much of the diplomatic training common to Jedi of the previous generation. When Jedi Master Yoda was sent to reinforce the floundering Republic forces on Thustra, Cal was surprised to see the aged instructor, expecting a more combat-oriented Jedi instead. Grating against every instinct for battle Master Tyffix had encouraged, Cal accompanied Master Yoda to the Sephi royal palace to seek a diplomatic alternative to open warfare, while Pix was tasked with watching over the Republic forces in their absence. Shortly after their arrival, Cal and his superior were confronted by the King's guardsman and Yoda ordered Cal to surrender. The two were taken prisoner, causing Cal's patience quickly began to erode. While Yoda was away speaking with the King, Cal struck a deal with the unscrupulous Senator Navi, who had manipulated the situation to the brink of conflict. Cal was betrayed by the unscrupulous Sephi senator, as

CAL



the brash Padawan and Yoda were attacked by the King's guards. During the exchange, Cal was fatally wounded, cursing Yoda's penchant for diplomacy with his last breath.

Cal (Battle of Thustra)

CL 3

Medium Young Adult Human Male Jedi 1/Soldier 2

Force 3; Dark Side 1

Init +7; Senses Perception +0

Languages Basic

Defenses Ref 15 (flat-footed 14), Fort 15, Will 13; Deflect

Hp 50; Threshold 15

Speed 6 squares

Melee lightsaber +6 (2d8+5) or

Melee unarmed +5 (1d4+3) or

Ranged by weapon +4

Base Atk +3; Grp +5

Atk Options Cleave, Power Attack

Force Powers Known (Use the Force +6): battle strike, surge

Abilities Str 15, Dex 13, Con 12, Int 11, Wis 9, Cha 11

Talents Deflect, Weapon Specialization (lightsabers)

Feats Armor Proficiency (light), Cleave, Force Sensitivity, Force Training, Power Attack, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +7, Initiative +7, Use the Force +6

Possessions Jedi robes, lightsaber

Organization Score (Jedi Order) – 4

CODI TY

Codi Ty was a Togruta Padawan who lost his master during the Clone Wars. In the twentieth month of the galaxy-spanning conflict, Ty was assigned to Jedi Master B'Dard Tone following the loss of Tone's Padawan during a dangerous mission on Nadiem. The Jedi Council felt that Codi Ty's apprenticeship to Tone would help ease the passing of both their respective Jedi partners. This was not to be the case, however, as Ty quickly followed Tone down the dark path that led to defiance of the Council's edict against assassinations during their hunt for General Grievous alongside fellow orphaned Padawan Flynn Kybo.

After weeks of searching with his new master, Codi Ty and his fellow renegade Jedi received information regarding Grievous' whereabouts in a strange connection with Jedi Padawans on Gentes. With the help of the Banvhar Combine, Codi Ty and his companions managed to bypass the Separatist blockade of the Ugnaught homeworld and learn that a clan of younglings had been captured by General Grievous. After locating Grievous and the Padawans, Codi Ty was given the chance he needed to carry the young Jedi to safety when Kybo and Tone engaged the droid general. Ty escorted the Bergruutfu Jedi training clan back to the Jedi Temple on Coruscant. Despite his part in the rescue of the younglings, Codi Ty was expelled from the Jedi Order for defying the Council and walking his path of vengeance against the cybernetic commander. Ty accepted the Council's decision without regret. It is believed Codi Ty may have survived the Great Jedi Purge to remain at large during the time of the Empire.



Codi Ty (Battle of Gentes)

CL 4

Medium Young Adult Togruta Male Jedi 4

Force 4; Dark Side 1

Init +5; Senses Perception +3, Spatial Awareness

Languages Basic, Coway, Togruti

Defenses Ref 18 (flat-footed 15), Fort 17, Will 16; Deflect

Hp 56; Threshold 17

Speed 6 squares

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

Melee unarmed +5 (1d4+3) or

Ranged by weapon +7

Base Atk +4; Grp +7

Special Actions Resilience

Force Powers Known (Use the Force +6): circle of shelter, Force thrust, move object, surge

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

Special Qualities Pack Hunter, Sneaky

Talents Deflect, Resilience

Feats Force Sensitivity, Force Training (2), Skill Focus (Pilot),

Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)

Skills Knowledge (galactic lore) +6, Pilot +13, Use the Force +6

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

DAMA MONTALVO

Dama Montalvo was Padawan to Cei Vookto, a Duros Jedi Master who spent much of his time on the edge of the Outer Rim. When the Clone Wars began, Dama and his master went back to Coruscant and accepted commissions in the Grand Army of the Republic to lead clone troopers against the Separatists. Early in the third month of the Clone Wars, during the Battle of Lianna, Cei Vookto was killed. Dama attended his funeral pyre alongside Vookto's contemporaries such as Ki-Adi-Mundi, Mace Windu, and Yoda.

Ki-Adi Mundi was placed in charge of the remainder of Master Vookto's troops, and for a short time became Dama's new master. After a brief stay to rest, refit and refuel on Coruscant, Montalvo was sent with Master Mundi to Hypori, where Jedi

FALLEN AT GEONOSIS - JEDI PADAWANS

Several Padawans were among the group of two-hundred and twelve Jedi who came to the rescue of Obi-Wan Kenobi. Nearly all of them became one with the Force during the confrontation at Petranaki arena.

Galdos Stouff: Apprentice to Jedi Master Sora Bulq. Stouff was killed in the gunship crash en route to the Republic staging area following the arena battle.

Lumas Etima: Jedi Padawan killed in the arena at Geonosis.

Stam Reath: Padawan to Echuu Shen-Jon who was killed by Sev'Rance Tann during the Battle of Geonosis.

Tan Yuster: Padawan to Jedi Master Agen Kolar who was killed in the arena battle on Geonosis.

Tu'ala: Padawaan to Jedi Master Zuth who was killed in the arena battle on Geonosis.



DAMA MONTALVO

Master Daakman Barrek had discovered a massive Separatist droid foundry. Unfortunately, the Confederacy was expecting the Republic task force and orbital mines surrounding the planet caused all of the transports to crash. Though he was separated from Master Mundi in the crash, he survived the slaughter at the Hypori foundry and was able to return to Coruscant.

Dama managed to escape the initial slaughter of the Great Jedi Purge, but was soon captured by Darth Vader weeks after the conclusion of the Clone Wars. The Dark Lord of the Sith tortured Dama for information on the whereabouts of Obi-Wan Kenobi before snapping his neck in a fit of rage.

Dama Montalvo (Battle of Lianna)

CL 5

Medium Human Male Jedi 3/Noble 2

Force 2

Init +4; Senses Perception +3

Languages Basic, Bocce, Durese, Rodese, Ryl, Sy Bysti

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

Hp 62; Threshold 16

Speed 6 squares

Melee lightsaber +6* (2d8+3) or

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

Melee unarmed +5 (1d4+3) or

Ranged by weapon +6

Base Atk +4; Grp +6

Atk Options Rapid Strike

Special Actions Coordinate, Recall, Skilled Advisor

Force Powers Known (Use the Force +8): draw closer, Force thrust, move object, surge

Abilities Str 12, Dex 14, Con 11, Int 15, Wis 13, Cha 13

Talents Coordinate, Deflect, Skilled Advisor

Feats Force Sensitivity, Force Training (2), Linguist, Rapid Strike, Recall, Skill Emphasis (Knowledge [galactic lore]), Weapon Proficiency (lightsabers, simple weapons)

Skills Knowledge (galactic lore) +14, Knowledge (social sciences) +9, Mechanics +9, Pilot +9, Use the Force +8

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

Organization Score (Jedi Order) – 6

DANYAWARRA

Three months before the Battle of Geonosis, Danyawarra and Master Ludwin Katarkus were sent along with Master Everen Ettene and her Padawan Halagad Ventor on a diplomatic mission to the Virgillian Free Alignment. Their mission was to open peace talks to end the civil war between the Free Alignment and the Aristocracy. However, someone had wanted the war to continue, and the shuttle bearing all four Jedi was attacked.

It was believed that all four Jedi died, though, in actuality, both Padawans survived and returned to the temple. Danyawarra went on to serve in the Clone Wars with distinction, leading the 101st Regiment in several battles. When Order 66 was issued, it is widely regarded that Danyawarra was killed by her troops in the 101st.

Danyawarra (Order 66)

CL 5

Medium Wookiee Female Jedi 5

Force 3; Dark Side 1

Init +3; Senses Perception +3

Languages Basic (understand only), Bocce (understand only), Shryiiwook, Sy Bysti (understand only)

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

Hp 80; Threshold 18

Speed 6 squares

DANYAWARRA



Melee lightsaber +10* (2d8+6) or
Melee unarmed +9 (1d4+6) or
Ranged by weapon +6
Base Atk +5; Grp +9
Special Actions Adept Negotiator, Aggressive Negotiator, Rage

(1/day), Resilience
Force Powers Known (Use the Force +7): battle strike, Force
slam, move object, surge
Abilities Str 18, Dex 13, Con 15, Int 14, Wis 12, Cha 10
Special Qualities planet of origin (Kashyyyk), Weapon

KILLED IN ACTION - JEDI PADAWANS

Padawan Learners also lost their lives during the crisis of the Clone Wars. While the identities of the majority of the apprentices are lost, their deaths were felt throughout the Force.

Bene: One of the many Padawans taken under the wing of Jedi Master Cin Drallig during the Clone Wars. Bene was present at the Jedi Temple when Order 66 was declared and died at the hands of Darth Vader.

Familiarity (bowcasters)

Talents Adept Negotiator, Aggressive Negotiator, Resilience

Feats Force Sensitivity, Force Training (2), Skill Training (Persuasion, Survival), Weapon Proficiency (lightsabers, simple weapons)

Skills Climb +11 (may take 10 even when distracted or threatened), Endurance +9, Persuasion +7 (may reroll when intimidating others, keeping second result), Knowledge (galactic lore) +9, Use the Force +7

Possessions Jedi robes, lightsaber (self-built*)

Organization Score (Jedi Order) – 9

Planet of Origin (Kashyyyk) – Danyawarra is a Wookiee from the planet of Kashyyyk.

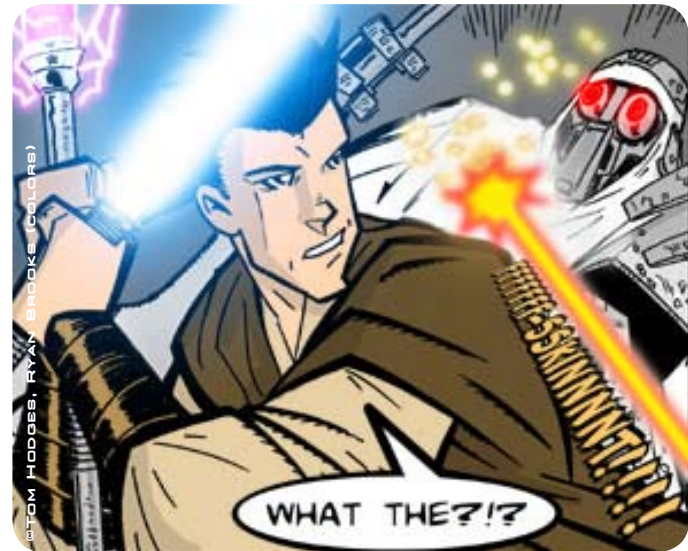
DRAKE LO'OGAN

A student of great promise, Drake Lo'ogan was only beginning to develop a bond with his newly assigned master, Roron Corobb, when General Grievous launched his attack on the Republic capital. Drake and his master were sent to help safeguard the Chancellor, ensuring that he reached the safety of his emergency shelter. However, Drake was separated from his Ithorian Instructor when the droid general attacked and chased Palpatine and his protectors through Coruscant. In the midst of all the mayhem, Lo'ogan happened upon Jedi Master Stass Allie and together they hurried to Palpatine's bunker only to find an ensnared Jedi Master

Shaak Ti and the lifeless bodies of several Jedi, Drake's master among them.

Stass Allie was appointed as Drake's custodian and the pair was reassigned to assist Aayla Secura and Barriss Offee with the war effort on the Confederate stronghold of Felucia. While Stass Allie was quickly re-routed to Saleucami, Drake stayed behind to attempt to capture Commerce Guild President Shu Mai with the other Jedi. After missing Shu Mai by mere hours, Lo'ogan and his companions inadvertently set into motion a Separatist contingency plan to destroy all life on the planet via contamination of its water supply. Drake, along with Padawans Ekria and Zonder were sent to the Jiaozi Water Treatment Facility to stop the spread of the poisonous contagion while Aayla and Barris were sent to other treatment plants.

After Drake and his companions had trouble raising Aayla Secura on comlink, Ekria managed to patch into the helmet cam of one of Secura's clone troopers just as Order 66 was executed. Drake and the others watched in horror as Aayla was mercilessly gunned down by her own troops. The Padawans banded together, managing to escape Felucia and travel to Coruscant to gain a better understanding on what had transpired. Lo'ogan and the others quickly learned that the Jedi had been branded traitors,



DRAKE LO'OGAN

forcing them to be creative in order to survive. Using the Force, Drake managed to win several gambling contests in undercity establishments such as the Outlander Club. Eventually, they were able to obtain false identities and Drake assumed the personae of Jodd Sonta.

Using their new aliases, Drake and Zonder traveled to an Imperial job placement center and applied to work in the reconstruction efforts following the assault on Coruscant weeks earlier. Jodd Sonta's credentials saw Drake taken to a SAGroup recruitment center, where he was inducted in the Commission for the Preservation of the New Order (COMP NOR). Imperial Inquisitor Tremayne addressed the SAGroup assembly and quickly identified Drake as a likely Jedi-in-hiding, but not before Drake learned that the work detail to which Zonder had been assigned was a front for an Imperial human-centric supremacy movement. Making his escape, Drake reunited with Ekria to mount a daring rescue mission. The two former Jedi Padawans managed to free Zonder and the other prisoners, but their escape route was blocked by Inquisitor Tremayne. Drake confronted the Jedi turncoat, allowing Ekria to lead the prisoners to safety. During the fight, Drake managed to obtain the upper hand, but rather than slay Tremayne, Lo'ogan used the opportunity to make his escape.

For a time, Drake and his friends acted as vigilantes in the lower levels of Coruscant. They helped the Finn family avoid execution at the hands of Black Sun. After learning of the capture and demise of Zonder at the hands of Darth Vader, Lo'ogan and Ekria confronted the Dark Lord on Tepasi and faked their own deaths so they could disappear into the galaxy and live the rest of their lives in peace.

Drake Lo'ogan (Order 66)

CL 4

Medium Young Adult Human Male Jedi 4
Force 6

Init +9; Senses Perception +3

Languages Basic, High Galactic, Ithorian

Defenses Ref 18 (flat-footed 15), Fort 15, Will 16; Block, Deflect
Hp 53; Threshold 15

Speed 6 squares

Melee lightsaber +7 (2d8+3) or

Melee unarmed +6 (1d6+3) or

Ranged by weapon +6

Base Atk +4; Grp +6

Force Powers Known (Use the Force +9): assured strike,
disarming slash, Force thrust, move object, obscure, surge

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

Talents Block, Deflect

Feats Force Sensitivity, Force Training (3), Martial Arts I, Weapon
Focus (lightsabers), Weapon Proficiency (lightsabers, simple
weapons)

Skills Acrobatics +9, Initiative +9, Jump +9, Pilot +9, Use the
Force +9

Possessions Jedi robes, lightsaber

Organization Score (Jedi Order) – 4

EKRIA

Ekria was one of the few Jedi to specialize in the art of slicing. She had previously been assigned to a master, but Ekria's mentor was killed during the Clone Wars and eventually the Padawan was reassigned as the apprentice of Aayla Secura. Ekria and her new master were attached to the *RAS Intrepid* bound for Felucia to free Barriss Offee and her Padawan, Zonder, from captivity. Ekria was quickly able to win the respect of Aayla and her troops with her slicing prowess and intelligence analysis skills. By slicing into the Commerce Guild logistics files, Ekria was able to determine the exact location of Barriss and Zonder. Ekria was able to remotely disable the Nigkoe Detention Facility's shielding, paving the way for Secura's troops to assault the cell block and free Offee and Zonder.

Ekria and her companions next targeted Commerce Guild President Shu Mai's private retreat in hopes of capturing her. Ekria was able to create a tactical schematic of the building after referencing a years-old episode of "Eminent Domiciles", making it possible for Republic troops to infiltrate the compound via a hidden entrance tucked behind a waterfall. Unfortunately, Shu Mai had already made her escape, and to make matters worse, Ekria unwittingly triggered a self-destruct that also threatened the planet's water supply. The Jedi and Commander Bly were barely able to escape before Shu Mai's retreat went up in flames, but the bulk of Secura's clone troopers weren't as fortunate.

EKRIA



After Aayla and Ekria's forces were reinforced with a platoon of clones and Padawan Drake Lo'ogan, the group was able to split up to prevent the introduction of poison into Felucia's water reserves. Ekria accompanied Drake and Zonder to the Jiaozi Water Treatment Plant while Aayla and Barriss headed for other facilities. The Jedi were able to reach the control computers soon enough to cut off the spread of poison. After completing their mission, Ekria was unable to contact her master through a communications signal so she tapped into the helmet cam of one of Aayla's clone troopers just in time to see Secura cut down by a hail of blaster fire at the hands of her own men.

The bereaved, confused, and frightened group of Padawans fled to Coruscant where they went into hiding in the lower levels after Ekria remotely erased their names from the Jedi Archives. Ekria found a well-furnished apartment that had been donated to the Jedi Order, which served as their base of operations for a time. Ekria spent much of her time trying to keep Drake and Zonder out of trouble and to ensure they remained undiscovered. Soon after Ekria forged new identities for her companions, Drake discovered that the alien work detail to which Zonder had been assigned was a covert Imperial plot to exterminate non-humans on Coruscant.

Ekria managed to free Zonder and the other condemned aliens and carry them to safety, while Drake stood against Inquisitor Tremayne, who tried to foil their plans.

Having reunited with Zonder, Ekria helped her friends act as crime fighters in the undercity of Coruscant. Their adventures included rescuing the Finn family from assassination by Black Sun, but Darth Vader was made aware of their former Jedi status by Prince Xizor. After Zonder was captured and killed by the Dark Lord, Ekria and Drake made it their mission to confront the evil Sith warrior. They caught up with Vader on Tepasi, but Ekria and Lo'ogan were grossly outmatched by their adversary. Rather than be slaughtered by Vader, they faked their own deaths so that they could reinvent themselves and live their lives without being hunted down by the Empire.

Ekria (Order 66)

CL 6

Medium Near-Human (Baroli) Female Jedi 1/Scoundrel 5

Force 6; Dark Side 1

Init +10; Senses Perception +5

Languages Basic, Binary, Bothan, Mon Calamarian

Defenses Ref 20 (flat-footed 18), Fort 18, Will 19

Hp 58; Threshold 18

Speed 6 squares

Melee lightsaber +5 (2d8+4*) or

Melee unarmed +5 (1d4+4) or

Ranged by weapon +6

Base Atk +4; Grp +6

Special Actions Adversary Lore, Gearhead

Force Powers Known (Use the Force +8): Force thrust, move object (2), surge (2), technometry

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

Special Qualities occupation (technology)

Talents Adversary Lore, Electronic Forgery, Security Slicer, Trace

NEAR HUMAN (BAROLI)

Baroli are blue-haired humans with a certain affinity to technology and computer code.

Suggested Skill: Use Computer

Suggested Feat: Gearhead

Feats Force Sensitivity, Force Training (2), Gearhead, Skill Focus (Mechanics, Use Computer), Skill Training (Stealth), Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Initiative +10, Knowledge (galactic lore) +11, Knowledge (technology) +11, Mechanics +16, Stealth +10, Use Computer +16, Use the Force +8

Possessions Jedi robes, lightsaber (self-built: stun damage only*), security kit, utility belt

Organization Score (Jedi Order) – 8

Occupation (technology) – As a member of the Jedi Order, Ekria has access to virtually any of study. As such, Padawan Ekria opted to pursue the technology occupation.

ELORA SUND

Padawan Sund was a warrior born, unafraid of almost anything she might face on the battlefield.

Like many Padawans during the Clone Wars, Elora's master was slain in battle, causing the Jedi Council to temporarily reassign her to the Padawan Pack during the Battle of Jabiim. Of all her fellow orphaned learners, Elora formed the closest bond with Tae Diath. Sund would let Diath "swim" in her mind to help him quiet his mind and control his telepathy.

A month into the conflict on Jabiim, during the Clone Wars' third month, Elora and the other members of the Padawan Pack were ambushed while escorting a resupply convoy to the Republic's Cobalt Station. Elora charged headlong into the fray, abandoning her lightsaber and vibroblade in favor of a looted pair of Nimbus repulsor boots and a blaster rifle. She provided cover for her allies while they regrouped and made their escape. The Jabiimite warlord Alto Stratus was close on their tail, however, so Elora quickly agreed to spearhead the defense of Republic and Jabiimite loyalist forces while they evacuated Cobalt Station. During the second day of the onslaught on the Republic base, an assassin droid flanked Tae Diath and dealt a lethal blow to the young Jedi as he was telepathically melded with Elora. The psychic backlash from Diath's mind killed Elora on the spot.

Elora Sund (Battle of Jabiim)

Medium Sullustan Female Jedi 3/Soldier 3
Force 5

CL 6

ELORA SUND



Init +11; **Senses** Darkvision, Perception +9

Languages Basic, Sullustese

Defenses Ref 20 (flat-footed 17), Fort 17, Will 18; **Deflect Hp** 73; **Threshold** 17

Speed 6 squares

Melee lightsaber +10* (2d8+4) or

Melee vibroblade +9* (2d6+4) or

Melee lightsaber +5* (2d8+4) and
vibroblade +4 (2d6+4) or

Melee unarmed +6 (1d4+4) or

Ranged by weapon +9

Base Atk +6; **Grp** +9

Atk Options Devastating Melee Smash, Melee Smash

Special Actions Entreat Aid

Force Powers Known (Use the Force +9): surge, valor

Force Regimens sparring practice, training remote

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

Special Qualities Expert Climber

Talents Deflect, Devastating Melee Smash, Entreat Aid, Melee Smash

Feats Dual Weapon Mastery I, Force Regimen Mastery, Force Sensitivity, Force Training, Weapon Finesse, Weapon Proficiency (advanced melee weapons, lightsabers, rifles, simple weapons)

Skills Initiative +11, Perception (may reroll, keeping second result) +9, Use the Force +9

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

Organization Score (Jedi Order) – 8

FLYNN KYBO

Representative of many Padawans trained during the Clone Wars, Flynn Kybo was more warrior than Jedi. During a mission to Vandos in the twentieth month of the Clone Wars, Flynn accompanied his mentor, Jedi Master T'chooka D'oon, in an attempt to evacuate Ambassador Quiyyen prior to Separatist invasion. Unfortunately, they cut their departure too close, and they were ambushed by General Grievous and a contingent of Super Battle Droids. Doon sacrificed himself so that Flynn could carry the ambassador away to safety.

Kybo was young and unprepared to deal with the anger and loss that war would stir within him. In great need of guidance, the Jedi Council quickly reassigned him to Jedi Master Z'meer Bothu. Despite Bothu's attempt to calm the young man with a regiment of introspection and meditation, Flynn gave in to vengeance and abandoned the Jedi Order to plan an assassination of Grievous alongside fellow Jedi B'Dard Tone and his Padawan, Cody Ty.

Weeks into their quest, Kybo and his companions were approached by disgruntled members of the Banvhar Combine to assist in their search for Grievous. Together with Tone, Ty, and a dozen armed Banvhar traders, Kybo tracked Grievous to Gentes and slipped behind the Confederate defenses and made their way planetside. The renegade Jedi learned that Grievous had taken a group of younglings captive, so Flynn and his allies revised their objectives to make rescuing the Padawans a priority in their hunt

FLYNN KYBO



for Grievous. Unfortunately, the Kaleesh cyborg was more than the Jedi could handle and it was all Flynn could do to keep Grievous busy while Codi Ty escaped with the younglings. In a selfless act of heroism, Flynn realized he would not survive the encounter, and changed tactics in hope of taking Grievous down with him. Unfortunately, Grievous survived Kybo's attempt to drown them both in Gentes' lava floe, while Kybo was destroyed in the effort.

Flynn Kybo (Battle of Gentes)

CL 7

Medium Human Male Jedi 3/Soldier 4

Force 4; Dark Side 2

Init +5; Senses Perception +9

Languages Basic, Military SignDefenses Ref 20 (flat-footed 18), Fort 20, Will 19; Block, Deflect Hp 79; Threshold 20

Speed 6 squares, Running Attack

Melee lightsaber +11* (2d8+7) or

Melee lightsaber +6/+6* (2d8+5) with Double Attack or

Melee unarmed +9 (1d4+5) or

Ranged by weapon +9

FATES UNKNOWN - JEDI PADAWANS

Many Padawans have no clear reports as to whether they survived the Clone Wars or Order 66 that followed. Their whereabouts are completely unknown. Whether they survived or not is a mystery.

Aris-Del Wari: Infant Jedi youngling brought to the Jedi Temple months before the Clone Wars.

Atresh Pikil: Apprentice in the Jedi Temple during the Clone Wars.

Bagar Nei-Leit: Jedi Padawan at the Jedi Temple on Coruscant during the Clone Wars. Bagar was a curious student of philosophy and the meaning behind the tenants of the Jedi Code.

Bargu: Member of a chameleon-like race, Bargu took part in the Apprentice Tournament and was defeated by Lena Missa.

Enver Hoxha: Apprentice at the Jedi Temple. Enver was disarmed and soundly defeated by Pirt Neer in the Apprentice Lightsaber Tournament.

Forzi Ghul: Apprentice who took part in the Apprentice Lightsaber Tournament at the Jedi Temple during the Clone Wars. Ghul was defeated by Sesseri Dio in the tournament.

Gumbrak Hoxz: Mon Calamarian apprentice at the Jedi Temple on Coruscant during the Clone Wars.

Hera Tuix: Apprentice at the Jedi Temple who participated in the Apprentice Lightsaber Tournament during the Clone Wars. Hera was defeated in the tournament by Whie Malreaux.

Jaylen Kos: Iridonian Zabrak that was friends with Jedi Padawan Rian Bruksah during the Clone Wars.

Noira Na: Human girl apprenticed to Master Simms on Toola when Order 66 was declared. She accompanied Jedi Master Kai Hudorra to Coruscant and witnessed the carnage wrought on the Jedi. She parted ways with Master Hudorra and disappeared into the crowds of the galactic capital.

Nuru Kungurama: Originally the apprentice of Jedi Master Skaa, Chiss Padawan Nuru Kungurama was ordered to stay behind at the Jedi Temple when his master accompanied the Jedi task force to Geonosis. Unfortunately, Nuru's master did not return, and Nuru was reassigned to Master Ring-Sol Ambase. Nuru commanded Breakout Squad during the Clone Wars.

Pirt Neer: Apprentice who participated in the Apprentice Lightsaber Tournament in the Jedi Temple on Coruscant during the Clone Wars. She was defeated by Lena Missa.

Simi Noor: Jedi Padawan who served during the Clone Wars.

Trilinae Untaire: A Corellian Padawan at the Almas Academy. Shortly before the Clone Wars ended, Trilinae was onboard the shuttle Squall when it was commandeered by ARC troopers. It is unknown, however likely, whether she died during Order 66.

Base Atk +7; Grp +9

Atk Options Assured Attack, Double Attack

Special Actions Body Control

Force Powers Known (Use the Force +10): battle strike, falling avalanche, fluid riposte, mind trick, move object, surge

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

Talents Block, Body Control, Deflect, Weapon Specialization (lightsabers)

Feats Assured Attack, Armor Proficiency (light), Double Attack (lightsabers), Force Sensitivity, Force Training (3), Running Attack, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +10, Knowledge (tactics) +9, Perception +9,

Use the Force +10

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

HANNA DING

Hanna was one of the few Padawans among the thirty-two entrants to the Apprentice Lightsaber Tournament that took place at the Coruscant Jedi Temple six months before the end of the Clone Wars. Hanna was a typically arrogant Arkanian that had a particular disdain for Scout, a girl her age with a poor connection to the Force by Jedi standards. She felt Scout had no business training to be a Jedi, and for her own safety should be sent to the



HANNA DING

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AgriCorps immediately.

Disgusted by Scout's unconventional tactics during the tournament, Hanna showed no mercy when she was pitted against the girl. The fight took place in the dark, putting Hanna at a distinct advantage. She dominated the fight, and demanded Scout's surrender. However, Hanna's opponent outsmarted her by grabbing the glowing blade of Ding's training saber and wrestling her to the ground to secure a victory.

It is unknown if Hanna Ding was at the Jedi Temple during Darth Vader's raid with the 501st clonetrooper legion or if the clone troopers cut her down when Order 66 was given.

Hanna Ding (Apprentice Lightsaber Tournament)

CL 1

Medium Young Adult Arkanian Female Jedi 1

Force 5

Init +7; Senses Darkvision, Perception +1

Languages Arkanian, Basic, High Galactic

Defenses Ref 14 (flat-footed 12), Fort 12, Will 13; Block

Hp 30; Threshold 12

Speed 6 squares

Melee lightsaber +2 (2d8+1) or

Melee unarmed +2 (1d4+1) or

Ranged by weapon +3

Base Atk +1; Grp +3

Special Actions Flash of Genius

Force Powers Known (Use the Force +5): battle strike, surge

Abilities Str 12, Dex 14, Con 11, Int 13, Wis 12, Cha 10

Special Qualities Intellectual Reputation

Talents Block

Feats Force Sensitivity, Force Training, Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +7, Initiative +7, Use the Force +5

Possessions Jedi robes, lightsaber

Organization Score (Jedi Order) – 2

JIN-LO RAYCE

Jin-Lo Rayce was a young human boy living in the Jedi Temple during the Clone Wars. His passion for knowledge caught the attention of Jedi Master Jocasta Nu and she agreed to take Rayce as her Padawan Learner. Shortly after beginning his apprenticeship, Order 66 was declared and the Dark Lord of the Sith, Darth Vader, stormed the Jedi Temple with an entire legion of clone troopers to slaughter the Jedi. Jin-Lo's was instructed by his master to flee the Jedi Temple and was given a datapad filled with detailed maps of Coruscant's undercity to help him disappear.

Rayce was forced to live in the lower levels of Coruscant for months in order to avoid capture at the hands of the Empire. Eventually, he was able to sneak aboard a transport headed for Chandrilla, after which he traveled the galaxy in search of survivors of the Jedi holocaust. After coming to terms with the fact that the Jedi Order was no more, Rayce began tracking down Force-sensitive beings to train them in the ways of the Force. Over time,



Jin-Lo Rayce's teachings became a tradition apart from those of the Jedi Order and its practitioners began calling themselves the Agents of Ossus. The members of this Force-using tradition soon became targets of the Imperial Inquisitorius, but the Agents of Ossus teachings focused on concealing their connection to the

Force and otherwise avoiding detection, making them exceedingly difficult to track. Jin-Lo Rayce's whereabouts remained unknown, but it is likely he survived well into the era marked by the reign of the Empire.

ORDER 66 SURVIVORS - JEDI PADAWANS

The following is a list of Padawans who are known to have survived the Great Jedi Purge, but their whereabouts following the mayhem of Order 66 is unknown.

Chase Piru: A young human Padawan under the tutelage of Jedi Master Du Mahn during the Clone Wars. Chase Piru was stationed on Bogden 3 watching over the Soaring Hawkbat Clan when Order 66 was issued. She and several members of the Hawkbat clan managed to escape execution thanks to Jedi Masters K'Kruhk and Sian Jiesel.

Deran Nalual: Padawan who survived the initial Jedi Purge during Order 66 and rendezvoused with the Drunk Dancer. After escaping the occupation of Kashyyyk by the Empire, Nalual enrolled in the Empire as either an Agricultural or Construction Engineer to sow seeds of dissent for the Emperor from within.

Ephaan Kenzon: Padawan to Master E'koth Tassjun. Kenzon was sent to the Zeemacht Cluster with his master, and after disobeying Tassjun's orders, Kenzon fled back to his homeworld of Baltimn to avoid expulsion from the Jedi Order. He later established a dueling academy on Baltimn where he produced many students that would go on to be accepted into Luke Skywalker's Jedi Praxeum.

Gilflyn: Apprentice who escaped Order 66 and the Jedi Purge by going into hiding on Corellia.

Gruu Dunrik: Apprentice at the Jedi Temple during the Clone Wars.

Jedgar: A youngling who abandoned the Jedi Order shortly before the Clone Wars began after being assigned to the AgriCorps. Jedgar went on to become one of the Prophets of the Dark Side.

Klossi Anno: A Chalactan Padawan during the Clone Wars. Klossi was among the group of Jedi that survived Order 66 and met with Roan Shryne and the crew of the Drunk Dancer. She traveled with Olee Starstone and the other survivors to Kashyyyk in search of many prominent Jedi known to be on the battlefield. She was forced to face off against Darth Vader in what would become the occupation of Kashyyyk. Anno escaped and joined the Empire as an agriculturalist or construction engineer to rally discontent with Palpatine's New Order with Imperials.

Maris Brood: A young Zabrak Padawan Learner who escaped the slaughter of Order 66 following the Clone Wars. Brood was discovered by Jedi Master Shaak Ti and was taken as her apprentice. The two went into hiding on the planet Felucia, where they were discovered by Vader's secret apprentice nearly two decades later.

Roganda Ismaren: This human girl escaped execution by being smuggled to Belsavis to hide with Master Plett. Ismaren later fell to the Dark Side and became one of the Emperor's Hands.

Wee Dunn: An infant Rodian taken in by the Jedi Temple during the Clone Wars after he was kidnapped by Cad Bane at the behest of Darth Sidious to use for an experiment.

Zinn Toa: Baby Zinn was rescued by Anakin Skywalker and Ahsoka Tano after Darth Sidious attempted to perform gross Sith alchemy on the Nautolan in a secret laboratory on Mustafar.

Jin-Lo Rayce (Order 66)

Medium Young Adult Human Male Jedi 3

Destiny 2; Force 4, Strong in the Force

Init +8; Senses Perception +3

Languages Basic, Cerean, Durese, High Galactic

Defenses Ref 16 (flat-footed 14), Fort 14, Will 16

Hp 48; Threshold 14

Speed 6 squares

CL 3

Melee unarmed +3 (1d4+1) or

Ranged by weapon +5

Base Atk +3; Grp +5

Special Actions Clear Mind

Force Powers Known (Use the Force +9): cloak, Force thrust, mind trick, move object, obscure, surge

Abilities Str 11, Dex 14, Con 10, Int 16, Wis 15, Cha 17

Special Qualities destiny (champion)

Talents Clear Mind, Force Haze

Feats Force Sensitivity, Force Training (2), Skill Focus (Knowledge [galactic lore]), Strong in the Force, Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +8, Initiative +8, Knowledge (bureaucracy) +9, Knowledge (galactic lore) +14, Knowledge (social sciences) +9, Use the Force +9

Possessions Datapad, Jedi robes

Organization Score (Jedi Order) – 4

Destiny (champion) – It is Jin-Lo Rayce's destiny to found the Agents of Ossus – a Force-using tradition born from the ashes of the Jedi Order that survives the murderous acts of the Imperial Inquisitorius.

JOC SAH

Joc Sah was a Padawan Learner training under Master Sev, a Weequay taskmaster, during the Clone Wars. Toward the end of the Outer Rim Sieges near the finale of the Clone Wars, Joc Sah was ordered to accompany his master to help secure Ragmar V, a planet in the Outer Rim. The Republic hoped to use the desert planet as a staging ground for a massive attack on a Separatist base nearby. Joc Sah was sent planetside with a squad of clone troopers led by clone sergeant Remy. Sah and his team were expected to reconnoiter the area and make certain the planet was free of Separatists or sympathizers. Before he could begin his mission, a local group calling itself the Outcasts fired a missile at Joc's gunship, destroying it. Joc was undeterred, however, and ordered Sergeant Remy to prepare his men for combat.

The Padawan-led squad stormed the small outpost, and Joc soon found himself face to face with the leader of the Outcasts. He was just beginning negotiations with the man when Order 66 was issued to Sergeant Remy's squad, and they fired upon Padawan Sah. Joc managed to leap through a window to cover, and the other Outcasts assumed their leader had been fired upon, causing them to fire upon the clones. Meanwhile, Joc tried to contact his master, who was already killed as a result of Order 66. Confused, Joc joined forces with the Outcast leader, and together they destroyed Sergeant Remy's squad. The leader invited Joc to stay, and Joc accepted after warning the leader that more clones



would soon come. Padawan Sah was last seen charging a platoon of clones alongside the Outcasts. His fate is unknown, but it is likely he died in the suicidal charge.

Joc Sah (Order 66)

CL 5

Medium Human Male Jedi 5

Force 5

Init +4; Senses Perception +3

Languages Basic, High Galactic, Sriluurian

Defenses Ref 19 (flat-footed 16), Fort 17, Will 17; Deflect, Grenade Defense, Lightsaber Defense

Hp 61; **Threshold** 17

Speed 6 squares

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

Melee unarmed +6 (1d4+3) or

Ranged by weapon +7

Base Atk +5; Grp +7

Special Actions Grenade Defense

Force Powers Known (Use the Force +8): battle strike, circle of shelter, move object, surge

Abilities Str 13, Dex 15, Con 12, Int 14, Wis 12, Cha 12

Special Qualities occupation (law enforcement)

Talents Deflect, Grenade Defense, Lightsaber Defense

Feats Combat Reflexes, Dodge, Force Sensitivity, Force Training (2), Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)

Skills Gather Information +8, Knowledge (bureaucracy) +9, Knowledge (galactic lore) +9, Persuasion +8, Use the Force +8

Possessions Blast pauldron, Jedi robes, lightsaber (self-built*), wrist comlink

Organization Score (Jedi Order) – 7

KASS TOD

Kass Tod was one of the many Padawans to lose her master during the Clone Wars. During the Battle of Jabiim, in the second month of the war, she continued to do her duty and became the de facto leader of the Padawan Pack. Tod did her best to provide focus and guidance to her fellow Padawans, and led them through several skirmishes against the forces of Alto Stratus. Unfortunately, a group of unsupervised Padawans is often a recipe for disaster, and Kass fell in love with a fellow Padawan named Mak Lotor. The two carried on a relationship for over a month as the Battle of Jabiim stretched on. Tod did her best to keep the affair from interfering with her duty, but when the Republic forces were given the order to evacuate, she stayed behind with Mak to defend the retreat, knowing she would spend the last hours of her life with her lover.

On the fourth day in the defense of Cobalt Station, Kass Tod and Mak Lotor squared off with Alto Stratus himself, but were outmatched. Though Kass managed to maim the warlord and forced him into a temporary retreat, Stratus mortally wounded Lotor. Kass cradled Mak as he lay dying when Stratus ordered a Hailfire droid to bombard the pair with a barrage of missiles. Though Lotor managed to use the Force to keep the missiles at

KASS TOD



bay, Kass convinced him to allow the projectiles to incinerate them both, so that they could become one with the Force together.

Kass Tod (Battle of Jabiim)

CL 6

Medium Zabrak Female Jedi 6

Force 1

Init +11; Senses Heightened Awareness, Perception +4

Languages Basic, Huttese, Zabrak

Defenses Ref 22 (flat-footed 18), Fort 19, Will 19; Deflect, Superior Defenses

Hp 74; Threshold 19

Speed 6 squares

Melee lightsaber +10* (2d8+4) or

Melee unarmed +7 (1d6+4) or

Ranged by weapon +9

Base Atk +6; Grp +9

Special Actions Combat Reflexes, Redirect Shot

Force Powers Known (Use the Force +11): battle strike, Force slam, inspire (2), move object, surge

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

Talents Deflect, Hold the Line, Redirect Shot

Feats Combat Reflexes, Force Sensitivity, Force Training (3), Martial Arts, Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)

Skills Initiative +11, Knowledge (tactics) +9, Use the Force +11

Possessions Jedi robes, lightsaber (self-built*)

Organization Score (Jedi Order) – 5

LENA MISSA

Lena Missa was one of many Padawans who lost their masters during the Clone Wars. Because Lena was still relatively young, she was sent back to the temple on Coruscant to be chosen by a new master. It was widely known that many Jedi Masters were eager to take Lena as their Padawan Learner, but they wanted to give the girl time to grieve over her fallen master. Padawan Missa was present at the Jedi Temple in the thirtieth month of the Clone Wars during the Apprentice Lightsaber Tournament.

Though Lena had no interest in participating in the tournament, she was asked to enter because the roster was one being short of an even thirty-two. Missa obliged Jedi Master Xan and enrolled in the tournament as a last-minute entry. Lena won both of her matches and advanced to the free-for-all final. Lena had practiced her grappling techniques like her friend Scout, and used her arm bar to take Bargu and Pirt Neer out of the competition. Even though she paired up with Scout to defeat Whie Malreaux, she was unable to withstand his skill in martial combat.

Lena Missa was chosen by another Jedi Master some time following the tournament, but it is unknown as to whether she and her new master were able to survive Order 66.

Lena Missa (Apprentice Lightsaber Tournament)

CL 2

Small Child Chagrian Female Jedi 2

Force 5

Init +6; Senses Low-Light Vision, Perception +8

Languages Basic, Chagri, High Galactic, Huttese

Defenses Ref 15 (flat-footed 14), Fort 14, Will 15; Block, Radiation Resistance

Hp 38; Threshold 14

Speed 6 squares

Melee lightsaber +4 (2d8+3) or

Melee unarmed +4 (1d6+3) or

Ranged by weapon +2

Base Atk +2; Grp +4



LENA MISSA

Force Powers Known (Use the Force +9): farseeing, rebuke, surge

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

Special Qualities Breathe Underwater

Talents Block

Feats Force Sensitivity, Force Training, Martial Arts I, Weapon Proficiency (lightsabers, simple weapons)

Skills Initiative +6, Knowledge (galactic lore) +8, Perception +8, Use the Force +9

Possessions Jedi robes, lightsaber

Organization Score (Jedi Order) – 4

MAK LOTOR

Mak Lotor was one of the stronger Force users in the Padawan Pack amidst the Battle of Jabiim in the early months of the Clone Wars. His telekinetic ability was on par with that of Anakin Skywalker. Mak fell in love with the leader of the Padawan Pack, Kass Tod, and the two carried on a relationship for over a month that the Jedi Council would have deemed inappropriate. Had the Council known of their major indiscretion, Lotor most likely would not have been considered for knighthood.

During the assault on Cobalt Station on the final days of the conflict on Jabiim, Mak was stabbed by the warlord Alto Stratus. When Kass Tod raced to his side, a Hailfire droid fired a volley of missiles at the pair. Mak was able to hold the missiles at bay, but lacked the strength to divert their course. Tod convinced him to let the missiles go, and the two Padawans died in each others' arms from the resulting explosion.

Mak Lotor (Battle of Jabiim)

CL 7

Medium Human Male Jedi 4/Noble 3

Force 2, Strong in the Force

Init +9; Senses Perception +5

Languages Basic, Bocce, Durese, High Galactic, Sullustese

Defenses Ref 19 (flat-footed 18), Fort 19, Will 21; Grenade Defense

Hp 71; **Threshold** 19

Speed 6 squares

Melee lightsaber +9* (2d8+5) or



Melee unarmed +8 (1d4+5) or

Ranged by weapon +7

Base Atk +6; **Grp** +8

Special Actions Combat Reflexes, Grenade Defense, Telekinetic Savant

Force Powers Known (Use the Force +15): Force disarm, Force slam, Force thrust, move object (3), mind trick, surge (2)

Force Regimens sparring practice, telekinetic practice, training remote

Abilities Str 15, Dex 13, Con 12, Int 12, Wis 15, Cha 14

Talents Grenade Defense, Telekinetic Natural, Telekinetic Prodigy, Telekinetic Savant

Feats Combat Reflexes, Force Regimen Mastery, Force Sensitivity, Force Training (2), Linguist, Skill Focus (Use the Force), Skill Training (Persuasion), Strong in the Force, Weapon Proficiency (lightsabers, simple weapons)

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

Possessions Jedi robes, lightsaber (self-built*)

Organization Score (Jedi Order) – 11

NAAT REATH

Naat Reath was one of many Padawans that lost their masters during the early stages of the Clone Wars. Naat was one of the few, however, to have a brother in the Order. Stam Reath died at the hands of Sev'Rance Tann on Geonosis, along with Naat's master. The young girl suddenly found herself completely lost and unable to find her center. Her brother's former master, Echuu Shen-Jon, took her in and she started working through her grief alongside the bereaved Jedi Master.

Their first mission together sent them to the volcanic world of Sarapin to reclaim the key energy production facilities to the Core Worlds from the Confederacy. Naat and her master were able to re-secure the priority world for the Republic and take Zian Finnis, a lieutenant to Sev'Rance Tann, into custody. Acting on Finnis' confessions during interrogation, Naat and her master headed to Tatooine to barter information on Tann's whereabouts with Jabba the Hutt. In exchange for eliminating the Hutt's rival, Naat learned from Jabba that Sev'Rance Tann was located on Krant, having overtaken the Republic Decimator tank production facility.

After a short mission dismantling a Confederate mining facility and setting up an observation post on Aereen, Reath and Shen-Jon made their way to Krant for a showdown with the Confederate Supreme Commander. Naat Reath and her master successfully led their forces and destroyed the Decimator tank factories, but the Padawan was captured by Sev'Rance Tann and placed in a stasis field deep within the Krantian forest. Though her new master was able to free her and defeat Tann, Naat Reath was forced to report back to Coruscant alone, where she delivered the saddening news of Echuu Shen-Jon's brush with the Dark Side and self-imposed exile. Naat continued to serve the Republic during the Clone Wars, but her fate is unknown.

Naat Reath (Battle of Krant)
Medium Human Female Jedi 5
Force 4; Dark Side 2
Init +8; Senses Perception +8

CL 5

NAAT REATH



Languages Basic, Huttese, Shryiiwook

Defenses Ref 18 (flat-footed 17), Fort 18, Will 18; Lightsaber Defense, Unwavering Resolve

Hp 64; Threshold 18

Speed 6 squares

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

Melee unarmed +6 (1d4+3) or

Ranged by weapon +6

Base Atk +5; Grp +6

Special Actions Adept Negotiator, Lightsaber Defense
Force Powers Known (Use the Force +9): Force slam, mind trick, surge, swift flank

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

Talents Adept Negotiator, Force Persuasion, Lightsaber Defense

Feats Force Sensitivity, Force Training (2), Improved Defenses, Unwavering Resolve, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +8, Initiative +8, Knowledge (galactic lore) +9, Perception +8, Use the Force +9 (may substitute for Persuasion checks)

Possessions Jedi robes, lightsaber (self-built*)

Organization Score (Jedi Order) – 10

OBS KAJ

Obs was one of many Jedi during the Clone Wars that grew to doubt her role in the Order. Like many of the disaffected youth of the time, she did not see why Jedi were leading an army. She did not think it was their place to lead others into battle. Because she had memories of her life before the Jedi Temple, Kaj felt cheated, having had no say or choice in if she wanted to be a Jedi or not.



OBS KAJ

During the fifteenth month of the Clone Wars, Obs Kaj went with Master Lunis to Katanos VII to meet with Stiv Kram, foreman of the Katanos VII mining operation. The Jedi were to secure the mining of cortosis ore for the Republic and investigate allegations that the miners were running an illegal cloning business. Kaj had planned to abandon the Jedi Order following the mission, and so her mind was not focused on her objectives. Upon their arrival, Kaj and her master learned the cortosis mines had long-since dried up, but the accusations regarding cloning were indeed true. The miners tipped off Republic intelligence concerning the cloning endeavor as a means to lure Jedi to their planet, hoping to slaughter them for a bounty offered by the Confederacy.

Obs walked right into the trap with her master and the colonists unleashed genetically modified gundarks coated in cortosis-weave armor against the unsuspecting Jedi. Obs Kaj's master was slain in the ambush, but the Padawan managed to escape in one of the miner's short-range vehicles and sent out a subspace communication in an attempt to alert any nearby Jedi of what had transpired. Unfortunately, her message was only received by Count Dooku in a nearby ship before blasting her out of orbit, killing the Padawan.

Obs Kaj (Ambush at Katanos VII)

CL 4

Medium Falleen Female Jedi 4

Force 5; Dark Side 1

Init +4; Senses Perception +3

Languages Basic, Falleen

Defenses Ref 17 (flat-footed 15), Fort 17, Will 16; Lightsaber Defense, Pheromone Acclimation

Hp 59; **Threshold** 17

Speed 6 squares

Melee lightsaber +7 (2d8+4) or

Melee unarmed +6 (1d4+4) or

Ranged by weapon +7

Base Atk +4; **Grp** +7

Atk Options Power Attack

Special Actions Link, Pheromones

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

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

Special Qualities Hold Breath

Talents Lightsaber Defense, Link

Feats Force Sensitivity, Force Training (2), Power Attack, Weapon Focus (lightsaber), Weapon Proficiency (lightsabers, simple weapons)

Skills Pilot +10, Use the Force +9

Possessions Jedi robes, lightsaber

Organization Score (Jedi Order) – 7

OLEE STARSTONE

Olee Starstone was a Jedi Padawan apprenticed to Jocasta Nu and was in line to become a part of the archives team in the years preceding the Clone Wars. Shortly before the galaxy-spanning conflict began, Olee asked for the opportunity to perform field work, and during a mission on Eriadu, caught the eye of Jedi Master Bol Chatak. Two years into the Clone Wars, Olee Starstone agreed to transfer her apprenticeship from Jocasta Nu to Master Chatak. Starstone and her new master took part in many battles together during the final year of the war.

Padawan Starstone and her master's final mission took place on the Corporate Alliance purse world of Murkhana. Accompanying Jedi Master Roan Shryne and several other Jedi, Olee and Master Chatak led an assault on the capital to disable the city's protective shield. The Jedi and their commando team were successful in their mission and were returning to rendezvous with the clone trooper command staff when Order 66 was given. The commandos were more independent than their foot soldier brethren and disobeyed the order, giving the Jedi the opportunity to escape assassination. Olee and her Jedi companions donned the attire of CIS mercenaries, but were captured trying to steal a starfighter to make their escape. After a month in captivity, Darth Vader arrived on Murkhana to root out any Jedi refugees and to punish the clone commandos that facilitated their escape. Olee's master broke cover and engaged the Dark Lord, but sadly was no match for Vader and was slain.

Although grief-stricken, Olee managed to make it off world with Master Shryne, who took refuge with his pirating biological mother. Starstone set off on her own, determined to find other Jedi survivors and band together to strike back at Palpatine. The

OLEE STARSTONE



Padawan managed to track down six Jedi drifters before attracting unwanted attention and becoming trapped on Kashyyyk by an Imperial invasion force. Olee and the other Jedi immediately pledged their assistance to Chewbacca and Tarfful in beating back Imperial occupation. During the chaos, Olee Starstone immediately recognized Darth Vader's private shuttle as it made its descent, and rallied the Jedi to confront the Sith Lord. Even though they outnumbered Vader seven to one, the emissary to the Emperor was far too powerful, and soon Olee found herself facing the Dark Lord of the Sith alone. Jedi Master Roan Shryne stepped in and saved the young Padawan; trading his life for hers, and engaged Vader while Olee and Chewbacca oversaw the evacuation of wounded Jedi and Wookiees. Starstone and her companions reactivated a derelict *Recusant*-class Destroyer in

orbit above Kashyyyk to disable the Imperial Interdictor cruiser, which was preventing any hyperspace jumps from the planet, before making their escape.

Olee felt responsible for what had transpired, resulting in her disbanding her team of Jedi to work independently against the Empire. Starstone stayed on with Jula Shryne, Roan's mother, and pledged to assist Chewbacca in discovering the whereabouts of the tens of thousands of Wookiee prisoners taken during the invasion of Kashyyyk. Starstone and Jula also made preparations to seek out and aide former members of the Jedi Order and see them to safety. Olee Starstone's whereabouts are unknown.

Olee Starstone (Battle of Murkhana) CL 6

Medium Human Female Jedi 3/Noble 3

Force 6

Init +5; Senses Use the Force +12

Languages Basic, Bocce, High Galactic, Ithorese, Shryiiwook, Zabrak

Defenses Ref 19 (flat-footed 17), Fort 17, Will 19; Unwavering Resolve

Hp 70; Threshold 17

Speed 6 squares

Melee lightsaber +6* (2d8+3) or

Melee unarmed +5 (1d4+3) or

Ranged by weapon +7

Base Atk +5; Grp +7

Special Actions Indomitable Will, Inspire Confidence, Recall

Force Powers Known (Use the Force +12): battle strike, Force track, inspire, mind trick, move object, surge

Abilities Str 11, Dex 15, Con 10, Int 18, Wis 14, Cha 14

Special Qualities occupation (academic)

Talents Educated, Force Perception, Indomitable Will, Inspire Confidence

Feats Force Sensitivity, Force Training (2), Linguist, Recall, Skill Focus (Knowledge [galactic lore]), Unwavering Resolve, Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +10, Knowledge (galactic lore) +17, Knowledge (life sciences) +12, Knowledge (technology) +12, Persuasion +10, Use Computer +12, Use the Force +12

Possessions Jedi robes, lightsaber (self-built*)

Organization Score (Jedi Order) – 12

Occupation (academic) – As a member of the Jedi Order, Olee Starstone has access to virtually any of study. As such, Padawan Starstone opted to pursue the academic occupation.

PIX

In the sixth month of the war, Jedi Padawan Pix was sent to Thustra with her mentor, Jedi Master Tyr, and a pair of other Jedi to help stop the influential planet from seceding from the Republic. When a native Sephi showed the strength of Thustra's resolve by suicide bombing the command tent with masters Tyr and Tyffix still inside, Pix and her fellow Padawan Cal found themselves in command of the Republic forces and in over their heads. Pix sent a communication to Coruscant requesting assistance, and Jedi Master Yoda was dispatched to take charge.

Pix was placed in command of the Republic army while Yoda and Cal traveled to the royal palace to negotiate with King Alaric. As Pix and Commander Clutch waited anxiously, they were approached by the corrupt Senator Navi, who convinced the Padawan that Cal and Yoda had both been executed. Unable to see the Sephi Senator's lie for what it was, Pix ordered a full attack on the Sephi capital. The attack made any chance of a diplomatic solution impossible, and so the Republic evacuated their forces from the planet after Yoda was forced to kill the king. Due to Navi's deception and the death of the king, the Republic lost Thustra and the entire sector to the Confederacy. Pix returned to the Jedi Temple, though it is unknown if she was assigned to another master or if she died when the temple was attacked by Darth Vader and the 501st clone trooper legion.

Pix (Battle of Thustra)

CL 2

Medium Young Adult Human Female Jedi 2

Force 5

Init +3; Senses Perception +2

Languages Basic, (1 unselected)

Defenses Ref 15 (flat-footed 13), Fort 13, Will 14; Deflect

Hp 36; Threshold 13

Speed 6 squares

Melee lightsaber +4 (2d8+1) or

Pix



Melee unarmed +2 (1d4+1) or
 Ranged by weapon +4
 Base Atk +2; Grp +4
 Force Powers Known (Use the Force +8): Force slam, move
 object, surge (2)

Abilities Str 11, Dex 14, Con 10, Int 13, Wis 12, Cha 14

Talents Deflect

Feats Force Sensitivity, Force Training (2), Weapon Finesse,
 Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +8, Knowledge (galactic lore) +7, Knowledge
 (tactics) +7, Use the Force +8

Possessions Comlink, Jedi robes, lightsaber

Organization Score (Jedi Order) – 4

RIAN BRUKSAH

As a young boy growing up in the Jedi Temple on Coruscant, twelve year old Rian Bruksah was eager to be chosen as a Padawan Learner. He and his best friend, the Zabrak boy Jaylen

ALLIES OF THE JEDI

Before the Clone Wars, those who were accepted into the Jedi Order that failed to become Jedi Knights were transferred to various organizations that assisted the galaxy in other ways. When the Clone Wars began, these groups answered the Republic's call and joined the fight against the Confederacy. Below is information on the individual organizations.

AgriCorps: Members of the agricultural corpse provided relief efforts for refugees of the war, as well as for worlds reclaimed in the name of the Republic.

Antarian Rangers: Although not directly affiliated with the Jedi Order or the Republic, the Antarian Rangers sided with the Republic during the Clone Wars and fought against the Separatists on their own.

ExplorCorps: Accustomed to pioneering the vast regions of space, the ExplorCorps became a deep space reconnaissance unit. Attached to the Senate Bureau of Intelligence, they poked and prodded at Confederate borders, collecting information on the enemy.

MediCorps: Naturally, the MediCorps became a wartime medical unit. Most of the MediCorps were stationed at New Holstice, healing wounded soldiers. Other key medical facilities such as the Kaliida Shoals Medical Center in the Ryndellia system saw heavy traffic in the Republic's defense of the Mid Rim from the Separatists.

Kos, often dreamed about being apprenticed to great Jedi Knights and Masters of their era. During the seventh month of the Clone Wars, just a week after their good friend Ahsoka Tano was apprenticed to Anakin Skywalker; Rian was summoned by Jedi Master Yoda and appointed the Padawan of the Mon Calamari Jedi Knight Bant Eerin. Bruksah quickly prepared to meet his new master in the field, and boarded his Delta-7B starfighter with his appointed astromech droid, R3-G0 "Argo", heading to the Wookiee homeworld of Kashyyyk.

After arriving in the Kashyyyk system, Rian realized that his friend Jaylen had stowed away onboard his ship. Happy to have his friend by his side, but worried what his new master

might think, Bruksah was tight-lipped about Jaylen's presence when Bant Eerin contacted the Padawan and instructed him to head to the Trandoshan moon of Akoshissss, where a Separatist laboratory had been discovered. When Rian and Jaylen arrived at their destination they were ambushed by a flight of tri-fighters. The Padawan and his stowaway would have surely perished had it not have been for the arrival of Master Eerin's 18th Battalion led by Captain Herc.

With a squadron of fighters to escort them, Bruksah and Kos made their way to the Forward Command Center and received their orders. While Bant Eerin led an assault on the compound's shield generator, the Padawan and a strike team comprised of Jaylen Kos, Argo and clone Sergeant Lex infiltrated the Separatist facility to detain the Muun scientist, Bitt Panith. Rian and his companions quickly discovered the Muun scientist and moved to disable his transport to prevent Panith and the experiments from the doctor's Project Kossen from escaping. Their presence was detected by Panith's MagnaGuards, however, who tried to eliminate Bruksah and his allies with a deadly poison gas. Fortunately, Argo was one step ahead of the guard droids and led Rian and the others into the shuttle before the gas could cause any harm. Rian used the starship to eliminate the MagnaGuards while Lex wired the ship with explosives. With Panith's options limited, Bruksah confronted the mad Separatist scientist. Bitt Panith got the drop on Rian Bruksah and almost killed the young Padawan with a blaster, but Jaylen Kos intervened and disarmed their adversary. Rian and the others quickly placed Panith under arrest and delivered him to Master Eerin, who ferried him to Coruscant.

Several weeks later, in the eighth month of the war, Rian and Bant were assigned to aide the Twi'leks of Ryloth in their increasingly tense struggle with the Confederacy. Jaylen Kos, who had been promoted to Padawan and assigned to his own master, accompanied them to assist with their mission, though it is unknown if the group participated in the Battle of Ryloth that followed. Whether Bruksah and his master survived the carnage of Order 66 following the Clone Wars is also a mystery.

Rian Bruksah (Battle of Akoshissss)

CL 2

Medium Young Adult Human Male Jedi 2

Force 3

Init Use the Force +8; Senses Perception +8

Languages Basic, Shryiiwook, (1 unselected)

Defenses Ref 15 (flat-footed 13), Fort 13, Will 15

Hp 37; Threshold 13

Speed 6 squares

Melee lightsaber +2 (2d8+1) or

Melee unarmed +2 (1d4+1) or

Ranged by weapon +4

Base Atk +2; Grp +4

Force Powers Known (Use the Force +8): farseeing, Force slam, inspire, move object, prescience, surge

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

Talents Force Intuition

Feats Force Sensitivity, Force Training (2), Skill Focus (Mechanics), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +8, Knowledge (galactic lore) +8, Perception +8, Mechanics +13, Use the Force +8 (may substitute for Initiative checks)

Possessions Astromech droid (R3-G0, "Argo"), comlink, Jedi robes, lightsaber, utility belt

Organization Score (Jedi Order) – 4

SHA'A GI

The second Padawan of Master Daakman Barrek, Sha'a Gi was discovered by Barrek on the planet of Ord Biniir. Gi's parents allowed Daakman to take him to the Jedi temple to be trained as a Jedi. Sha'a Gi grew in the Order lacking many of the qualities that most Jedi take for granted: courage, self-esteem and a sense of belonging. Despite his shortcomings, Master Barrek took Sha'a Gi as his Padawan Learner. When Sha'a Gi fought alongside Barrek, Gi was inspired by his master and was filled with bravery and confidence.



Sha'a Gi intended to use his superb knowledge of computer systems to work in the Jedi Archives at the Jedi Temple on Coruscant upon completing his training. Utilizing these skills to gather intelligence on ship movements, Gi and his master spent months foiling the plans of various groups of opportunistic space pirates all along the Outer Rim. When Master Barrek learned of the death of his first student at the Battle of Geonosis, Gi and Barrek abandoned their work in the Outer Rim to begin gathering intelligence for the Republic's war effort. Late in the fourth month of the war, Sha'a Gi and his master discovered a massive droid foundry on the planet of Hypori. Master Barrek headed an elite task force to lay siege to the Confederate factory. However, Gi and his Jedi companions were outwitted by the CIS supreme commander, General Grievous. Predicting their arrival, the droid general planted a dense field of heavy proximity space mines around the planet, which nearly destroyed the entire fleet upon reversion.

The survivors crash-landed on the surface and were swarmed by thousands of battle droids until only the Jedi remained. Master Barrek was among those killed by General Grievous and his droid army, and without his master's guidance, Gi began to lose his composure, which was compounded by the shock of his master's death. Gi and the other survivors took refuge in the wreckage of their mangled warships, but Sha'a Gi panicked and fled the safety of his cover and was quickly slain by the cybernetic general.

Sha'a Gi (Battle of Hypori)

CL 5

Medium Human Male Jedi 1/Noble 1/Scoundrel 3

Force 3; Dark Side 1

Init +3; Senses Perception +3

Languages Basic, Binary, Bocce, Bothese, Duresse, Sy Bysti

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

Hp 56; Threshold 16

Speed 6 squares

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

Melee unarmed +4 (1d4+2) or

Ranged by weapon +4

Base Atk +3; Grp +4

Force Powers Known (Use the Force +8): move object, rebuke, surge, technometry

Abilities Str 11, Dex 13, Con 11, Int 15, Wis 12, Cha 13

Special Qualities occupation (academic)

Talents Educated, Security Slicer, Telepathic Link, Trace

Feats Force Sensitivity, Force Training (2), Linguist, Skill

Focus (Knowledge [galactic lore], Use Computer), Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Knowledge (galactic lore) +14, Knowledge (technology)

+9, Mechanics +9, Use Computer +14, Use the Force +8

Possessions Jedi robes, lightsaber (self-built*)

Organization Score (Jedi Order) – 9

Occupation (academic) – As a member of the Jedi Order, Sha'a Gi has access to virtually any of study. As such, Padawan Gi opted to pursue the academic occupation.

TAE DIATH

Tae Diath was a part of one of the longest generational traditions in the Jedi Order. The Diath family could trace their history as members of the order back to 4000 years before the Clone Wars with Master Sidrona Diath. Tae Diath was the most recent in this four millennia long tradition, and was being trained by his uncle, Nico Diath. Unfortunately, Nico Diath was called away to a mission on Queyta, where he perished. Tae was reassigned to the Padawan Pack, where he was reunited with Elora Sund, a Sullustan who had been a part of his training clan at the Jedi Temple on Coruscant. The two grew much closer as the war progressed, and the Pack was assigned to Jabiim. Tae struggled with controlling his considerably powerful telepathy, and was accustomed to focusing on Nico's mind to help him calm the ability. Elora volunteered her own calm to act as a center for Tae to focus to keep him from going insane.

Tae was with the Pack during the defense of Cobalt Station to buy Anakin Skywalker the time to evacuate the Republic and Jabiimite loyalist forces. While beating back the waves of battle droids and Separatist-allied Jabiimite forces, Tae Diath melded his mind with Elora Sund, allowing the pair to fight more effectively. Unfortunately, the telepathic link with his Sullustan friend gave him an air of overconfidence and Diath was flanked by several assassin droids who cut the Padawan down mercilessly. Diath's raging telepathic power created a psychic backlash that struck down Elora Sund when Tae became one with the Force.

NEW LEGACY DESTINY: DIATH LEGACY

You are a descendant of Sidronna Diath, a powerful Jedi Master and Supreme Chancellor of the Republic during the Great Sith War. Your family is known for its expressiveness and strength of character.

Prerequisite: Human or Near-Human

Legacy Destiny: If you have the Legacy destiny, you can spend a Destiny Point as a free action to double any insight, morale, or competence bonus you grant as a part of a talent or other special ability.



Tae Diath (Battle of Jabiim)

CL 5

Medium Human Male Jedi 5

Destiny 2; Force 5; Dark Side 1

Init +3; Senses Perception +4

Languages Basic

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

Hp 60; Threshold 17

Speed 6 squares

Melee lightsaber +8* (2d8+4) or

Melee unarmed +7 (1d4+4) or

Ranged by weapon +6

Base Atk +5; Grp +7

Special Actions Battle Meditation, Force Meld, Link

Force Powers Known (Use the Force +14): enlighten (2), mind trick (2), move object, obscure, rebuke, surge (2)

NEW FORCE TALENT

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

Force Meld: Using a meditative battle trance, Force-users are able to join their minds together, collectively becoming stronger. However, a masterful degree of will is required to prevent the participants from sharing their weaknesses as well as their strengths.

As a full-round action, you can designate a number of willing allies equal to your Charisma modifier within 12 squares of you. These allies must be trained in the Use the Force skill. As long as you remain within 12 squares of each other, you can aid each other on attack rolls and skill checks as a reaction. However, the characters using the aid another reaction takes a -5 penalty on all Use the Force checks until the end of his next turn. Additionally, when any character participating in the Force Meld takes damage that exceeds their Will Defense; all other participants take damage equal to the original damage minus their own Will Defense.

Prerequisites: Battle Meditation, Link, trained in Use the Force

Abilities Str 14, Dex 12, Con 13, Int 11, Wis 15, Cha 14

Special Qualities destiny (Diath legacy)

Talents Battle Meditation, Force Meld, Link

Feats Force Sensitivity, Force Training (3), Skill Focus (Use the Force), Strong in the Force, Weapon Proficiency (lightsabers, simple weapons)

Skills Knowledge (galactic lore) +7, Pilot +8, Use the Force +14

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

Organization Score (Jedi Order) – 10

Destiny (Diath legacy) – Tae Diath is descended from a long line of prominent Jedi reaching back over 4,000 years. Tae Diath may spend a Destiny Point as a free action to double any insight, morale, or competence bonus he grants as a part of a talent or other special ability.

TALLISIBETH “SCOUT”

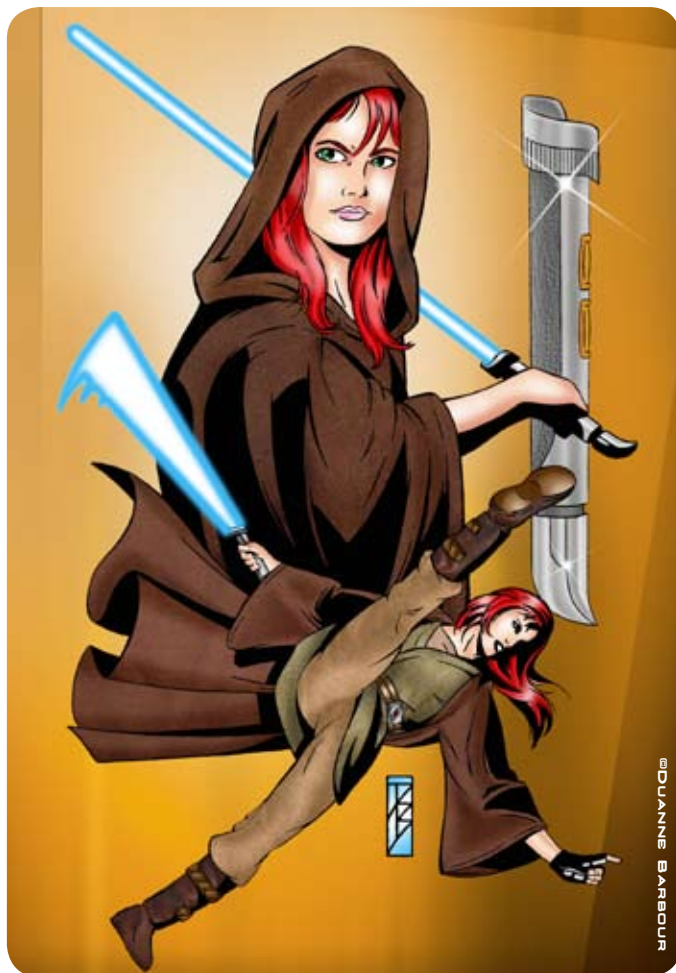
ENWANDUNG-ESTERHAZY

In the years preceding the Clone Wars, Scout was one of the Jedi initiates with the lowest midichlorian count in the entire temple. She trained hard and tried to make up for her weak connection with the Force by excelling at unarmed combat. Scout felt doomed to a life in the Agricultural Corps until Jedi Master Chankar Kim, the same Jedi who brought her to the Jedi Temple for training, chose the youngling as her Padawan Learner. Unfortunately, three months later, Master Kim was cut down in the Petranaki arena at the Battle of Geonosis. Scout was sent back to the Jedi Temple and once again feared she would be sidelined to the AgriCorps, however, she remained in the temple for the majority of the Clone Wars.

Six months before the Clone Wars came to an end, Scout participated in the Apprentice Lightsaber Tournament. She tested her mettle against the likable Pax Chizzik and the inversely unlikable Hanna Ding, using unorthodox methods to defeat them each in turn to earn a place in the finals. Scout managed to survive the initial chaos of the massive free-for-all to face Whie Malreaux, widely regarded as the most powerful Padawan in the tournament. Tallisibeth was certain she would be sent to the AgriCorps unless she won the entire tournament, motivation that gave her a resolve and determination unique among others in the contest. Using her talent at unarmed combat, Scout placed Whie Malreaux in an indefensible situation, winning the tournament. Due to a bet between Yoda and Jedi Master Jai Maruk, Scout became Padawan Learner to Master Maruk.

Scout's first mission with her new master was to escort Master Yoda to a meeting with Count Dooku on Vjun. The Separatist figurehead implied he wished to put an end to the conflict, but the Jedi were cautious as to the Count's true motives, and so Scout, Maruk and Jedi Master Maks Leem and her Padawan Whie Malreaux were sent as backup to Yoda. Scout and her companions left Coruscant undercover, but during a layover at Jovan Station, they were assaulted by Asajj Ventress and a squad of assassin droids. Scout and Whie were left to face Ventress on their own after the Rattataki Dark Jedi separated Yoda from the group and

TALLISIBETH ENWANDUNG-ESTERHAZY



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slaughtered both their masters. However, Ventress felt the two Padawans would pose to her skill no challenge and spared their lives.

Scout and Whie were instructed to wait in the warrens beneath the Malreaux Estate where Yoda's meeting with Dooku was to take place. Unfortunately, the two Padawans were hunted down by assassin droids and the pair escaped the caves only to find themselves again face to face with Asajj Ventress. Scout was resourceful enough to outwit Ventress and the two Jedi fled to

regroup with Yoda, Obi-Wan Kenobi and Anakin Skywalker before fleeing the planet.

Another master dead, Scout was brought back to the Jedi Temple for the remainder of the Clone Wars. When Order 66 was enacted, Tallisibeth managed to escape the carnage at the Jedi Temple. Soon afterward, Scout was discovered by the freighter pilot Nyreen Vollen and spirited to Mandalore where she hid in relative safety. On the warrior-cultured world, Scout became the assistant of Dr. Ovolot Qail Uthan, and the two worked to find the means to reverse the accelerated aging of the Kamino-created clones. Eventually, Scout became something of an adoptive daughter to Uthan during her budding romance with Mij Gilamar.

Tallisibeth "Scout" Enwandung-Esterhazy
(Mission to Vjun)

CL 3

Medium Young Adult Human Female Jedi 1/Scout 2

Force 3

Init +9; Senses Perception +11

Languages Basic, (3 unselected)

Defenses Ref 19 (flat-footed 15), Fort 16, Will 14; Block

Hp 52; Threshold 16

Speed 6 squares

Melee lightsaber +4 (2d8+3) or

Melee unarmed +4 (1d6+3) or

Ranged by weapon +5

Base Atk +2; Grp +5

Atk Options Pin

Special Actions Shake It Off

Force Powers Known (Use the Force +5): prescience

Abilities Str 14, Dex 16, Con 15, Int 16, Wis 10, Cha 8

Talents Acute Senses, Block

Feats Force Sensitivity, Force Training, Martial Arts I, Pin,

Shake It Off, Skill Focus (Perception), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +9, Endurance +8, Initiative +9, Knowledge (tactics) +9, Perception +11 (may reroll, keeping second result), Use the Force +5

Possessions Jedi robes, lightsaber

Organization Score (Jedi Order) – 4

TAP-NAR-PAL

Cerean Padawan Learner Tap-Nar-Pal was apprenticed to Jedi Master Ronhar Kim during the Separatist crisis. Both he and his master responded to the Council's call for all Jedi to return to the temple to lend assistance in the Clone Wars. Tap-Nar-Pal and his master served with distinction during the first six months of the war, and were given a few weeks of rest on Coruscant before being sent to their next assignment. During the small respite, Tap posed a suggestion to his master that the Jedi perform a midichlorian count on all of the beings in the Senate in an effort to rule out the possibility of Count Dooku's accusation to Obi-Wan Kenobi on Geonosis that a Sith Lord controlled the governing body. Jedi Master Kim was good friends with the Supreme Chancellor and gained audience with Palpatine to recommend Tap's plan be implemented.

Before Tap's idea could be executed, Palpatine ordered the Padawan and his master to Merson to establish a staging area for sector patrols to combat pirate activity. Expecting little-to-no resistance, Tap-Nar-Pal and his master led a small contingent to Merson to make planet-fall. Tap's master and troops were ambushed by an overwhelming Separatist force shortly after their arrival. Hopelessly outnumbered, Captain Gilad Pellaeon, who led the naval forces above Merson, issued a full retreat and stranded Ronhar Kim and his troops on the ground. In a panic, Tap-Nar abandoned his post on the bridge of the *RAS Leveler*, manned his Jedi starfighter, and sped to the surface to his master's aide. He was unable to reach Master Kim, however, as Tap-Nar-Pal was blown out of the sky when three vulture droids dropped in behind him and opened fire.

Tap-Nar-Pal (Battle of Merson)

Medium Cerean Male Jedi 5

Force 3

Init +3; Senses Use the Force +9

Languages Basic, Cerean, High Galactic, (1 unselected)

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

Hp 64; Threshold 17

CL 5

TAP-NAR-PAL



Speed 6 squares

Melee lightsaber +7* (2d8+3) or

Melee unarmed +6 (1d4+3) or

Ranged by weapon +6

Base Atk +5; Grp +6

Special Actions Adept Negotiator, Skilled Advisor

Force Powers Known (Use the Force +9): enlighten, farseeing, mind trick, move object, surge, vital transfer

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

Special Qualities Intuitive Initiative, occupation (politics)

Talents Adept Negotiator, Force Perception, Skilled Advisor

Feats Force Sensitivity, Force Training (2), Skill Training (Pilot), Unwavering Resolve, Weapon Proficiency (lightsabers, simple weapons)

Skills Gather Information +9, Knowledge (bureaucracy) +9, Persuasion +9, Pilot +8, Use the Force +9 (may substitute for Perception checks)

Possessions Delta-7 *Aethersprite* light interceptor, Jedi robes, lightsaber (self-built*)

Organization Score (Jedi Order) – 10

Occupation (politics) – As a member of the Jedi Order, Tap-Nar-Pal has access to virtually any of study. As such, Padawan Nar-Pal opted to pursue the political occupation.

TYZEN XEBEC

Tyzen Xebec was a young Zabrak Jedi Padawan who served the Jedi Order during the Clone Wars. In the few short years Tyzen studied under Jedi Master Bolla Ropal, he learned to work well with his master. The young Zabrak was quite capable of coordination and planning, skills that Ropal often relied upon. In the eighth month of the Clone Wars, Tyzen oversaw the construction of a dam on Devaron with his master to repopulate a valley that had been lost to massive flooding. The project was nearing completion when the Confederacy launched a surprise assault on the site. The Republic gunships were the first target objective by the Separatists and Tyzen and his men were cut off from escape. Inexperienced when it came to combat, Tyzen was almost killed by an enemy tank blast, but with the help of Clone Commander Ganch, Tyzen regained his footing and the two formulated a strategy to fend off their adversaries. Xebec ordered his clones to destroy the dam, which flooded the valley and wiped out the approaching droid forces. Unfortunately, the attack on the dam outpost was merely a diversion to keep reinforcements from coming to Master Ropal's aid and Xebec's master was kidnapped by the Separatists.

Tyzen Xebec (Battle of Devaron)

CL 2

Medium Young Adult Zabrak Male Jedi 1/Noble 1

Force 6

Init +2; Senses Perception +3

Languages Basic, Bocce, Devaronian, High Galactic, Huttese, Rodian, Zabrak

Defenses Ref 15 (flat-footed 14), Fort 16, Will 17

Hp 40; Threshold 16

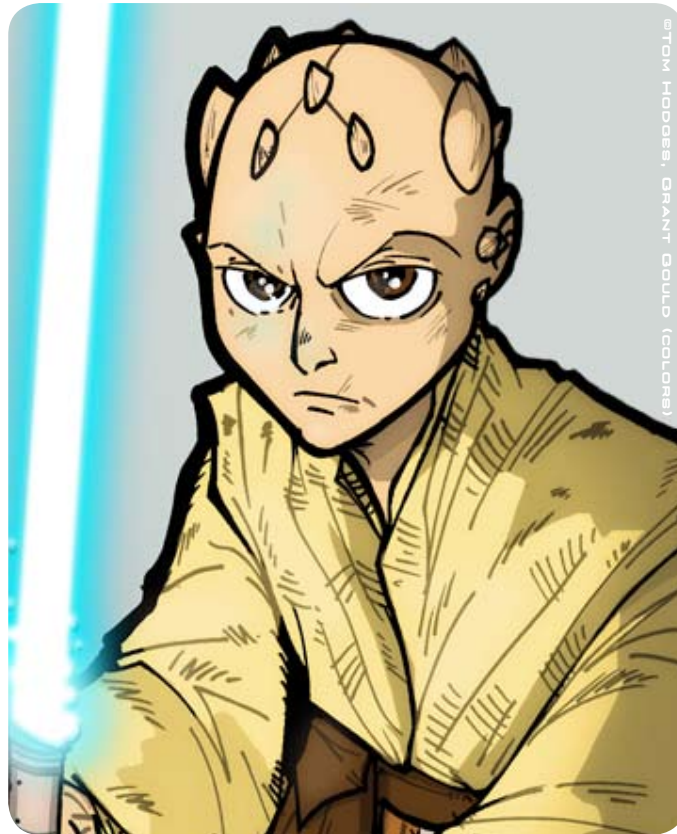
Speed 6 squares

Melee lightsaber +1 (2d8+1) or

Melee unarmed +1 (1d4+1) or

Ranged by weapon +2

TYZEN XEBEC



STAM HODDER, GRANT GOULD (COLORS)

Base Atk +1; Grp +2

Special Actions Coordinate, Skilled Advisor

Force Powers Known (Use the Force +8): enlighten, farseeing, inspire

Abilities Str 11, Dex 12, Con 15, Int 15, Wis 15, Cha 15

Talents Coordinate, Skilled Advisor

Feats Force Sensitivity, Force Training, Linguist, Weapon Proficiency (lightsabers, simple weapons)

Skills Knowledge (galactic lore) +8, Knowledge (physical sciences) +8, Knowledge (tactics) +8, Use the Force +8

Possessions Comlink, Jedi robes, lightsaber

Organization Score (Jedi Order) – 5

ULU ULIX

Jedi Padawan Ulu Ulix was apprentice to the Bothan Jedi Master, Glynn-Beti. Ulix was apprenticed during a time of galactic conflict, and was cast into the middle of the Clone Wars at a time when Padawans of prior generations would have been mentored in less war-like ways of the Jedi. Ulix and his master were stationed onboard the *Acclamator*-class ship *Candasseri* and participated in campaigns at Excarga and Raxus Prime in the first month of the war. Amidst the struggle at Raxus Prime, Ulu Ulix was placed in charge of watching over several children orphaned by the war, one of which was a young human boy named Teff. The two became friends during Teff's short stay onboard the *Candasseri*.

During the thirtieth month of the Clone Wars, Ulu Ulix and his master were sent to lay siege to Xagobah, stronghold to Emir Wat Tambor of the Techno Union. During the second battle, acting against orders, Ulu piloted his swoop in an attempt to lure a Separatist ramship to crash into Tambor's citadel, but was shot down. The fall would have surely killed the Gran Padawan, but an armored Boba Fett intervened and rescued Ulix. Although grateful, Ulu was unaware that Fett was the same boy he knew as Teff years earlier.

Ulu Ulix was presumably still stationed with Glynn-Beti and their clone trooper unit aboard the *Candasseri* when Order 66 was issued. It is believed he and his master both perished at the hands of their own troops.

Ulu Ulix (Battle of Xagobah)

Medium Gran Male Jedi 4

Force 6

Init +3; Senses Darkvision, Perception +8, Target Awareness

Languages Basic, Bothan, Gran

Defenses Ref 16 (flat-footed 15), Fort 16, Will 16; Wary Defender

Hp 58; Threshold 16

Speed 6 squares

Melee lightsaber +6 (2d8+4) or

Melee unarmed +6 (1d4+4) or

Ranged by weapon +5

Base Atk +4; Grp +6

Special Actions Entreat Aid, Link, Melee Defense, Triple Vision

CL 4

ULU ULIX



Force Powers Known (Use the Force +10): inspire, move object, surge, vital transfer

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

Talents Entreat Aid, Link

Feats Force Sensitivity, Force Training (2), Melee Defense, Wary Defender, Weapon Proficiency (lightsabers, simple weapons)

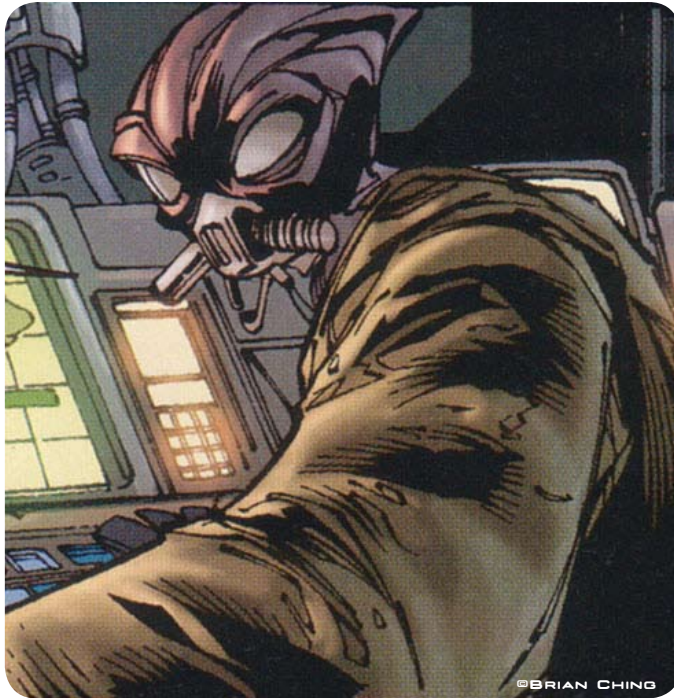
Skills Perception +8, Pilot +8, Use the Force +10

Possessions Jedi robes, lightsaber, utility belt

Organization Score (Jedi Order) – 6

VAABESH

Like most apprentices of the era, Vaabesh lost his master to the bloodshed of the Clone Wars. Because Padawans were losing their mentors faster than the Jedi Council could reassign them, many young Jedi were placed in temporary groups of apprentices



known as Padawan Packs. The Gand apprentice was a member of the Padawan Pack posted on the torrential planet of Jabiim in the second month of the Clone Wars. Vaabesh quickly made friends with an Aqualish Padawan Learner named Windo Nend, nicknamed Warble. They shared an easy friendship, with Warble constantly talking while Vaabesh remained stoically silent. It

NEW PLANET OF ORIGIN: GAND

You are from Gand, home to the species of the same name. Gand's atmosphere is ammonia-based, and is thus toxic to most intelligent species of the galaxy. Gand is also home to the Findsman, a religious tradition who utilized the Force to locate nearly anything from anywhere. Hunting is a common trade amongst the inhabitants of Gand.

Relevant Skills: Gather Information, Perception, Survival

Bonus Language: Gand

was this calm pensiveness that allowed the troubled Padawan Zule Xiss to confide in Vaabesh as the two formed a bond of friendship.

After the conflict on Jabiim had stretched on for a month, Vaabesh and his fellow Padawans were ordered to escort a convoy to Cobalt Station. When the convoy was ambushed by the Jabiimite warlord Alto Stratus and his Nimbus commandos, Vaabesh jumped into the fray, taking down several of the elite enemy troops and rescuing Anakin Skywalker from a mine blast. Once the Padawans arrived at Cobalt Station several days later, Vaabesh spotted a Trade Federation armada landing reinforcements the instant the violent storms subsided. Soon after, Cobalt Station was hit with everything Alto Stratus could bring to bear. Vaabesh and his allies were able to withstand the onslaught for three days while Anakin Skywalker evacuated as many Republic forces as possible. During the intense battle, a stray blaster bolt struck Vaabesh and breached his containment suit, flooding oxygen, poisonous to Gand, into the Padawan's lungs. Vaabesh gave his lightsaber to Jedi Padawan Aubrie Wyn moments before becoming one with the Force.

Vaabesh (Battle of Jabiim)

CL 4

Medium Gand Male Jedi 4

Force 4

Init +4; Senses Darkvision, Perception +17

Languages Basic, Gand

Defenses Ref 17 (flat-footed 15), Fort 17, Will 19

Hp 64; Threshold 17; Hardy, Limb Regeneration

Weakness Ammonia breather

Speed 6 squares

Melee lightsaber +5 (2d8+3) or

Melee unarmed +5 (1d4+3) or

Ranged by weapon +6

Base Atk +4; Grp +6

Special Actions Force of Will, Skilled Advisor

Force Powers Known (Use the Force +7): battle strike, move object, surge

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

Special Qualities planet of origin (Gand)

Talents Force of Will, Skilled Advisor

Feats Bad Feeling, Force Sensitivity, Force Training, Skill Focus (Perception), Wary Sentries, Weapon Proficiency (lightsabers, simple weapons)

Skills Gather Information +7, Perception +17 (may take 10 even when threatened or rushed), Use the Force +7

Possessions Breathing apparatus, Jedi robes, lightsaber

Organization Score (Jedi Order) – 7

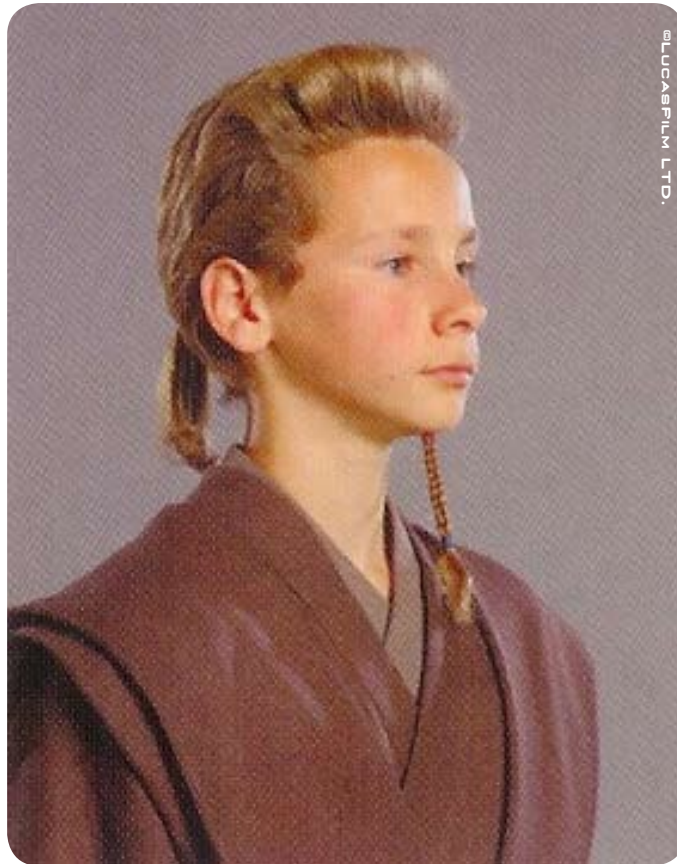
Planet of Origin (Ando) – Vaabesh is a member of the Gand species, native to the planet Gand.

WHIE MALREAU

When the human boy Whie Malreaux was an infant he was given to the Jedi Order by his mother, Whirry Malreaux, a viscountess from the planet Vjun. Whie became a model student with a strong moral compass, but as he grew older, he was plagued by nightmarish visions through the Force. One vision saw him confronting Asajj Ventress and another showed his death at the hands of a Jedi blade. Whie put the disturbing imagery out of his mind and entered the Apprentice Lightsaber Tournament six months before the Clone Wars came to a close. His exceptional skill with the Jedi weapon took him to the finals of the competition. Malreaux defeated several opponents until he faced his friend Scout, a girl to which he held a certain fascination. Unfortunately, Scout used Whie's compassion against him and secured a victory over the boy.

Following the tournament, Malreaux, his mentor, Gran Jedi Master Maks Leem, Scout and her new master, Jai Maruk, escorted Master Yoda to a secret meeting on the planet Vjun. The group took public transportation to keep a low profile, but during their journey, a servant droid approached Whie and informed the young Jedi of his heritage and wished to spirit him to Vjun to see his mother. Before Malreaux could question the droid further, however, Whie and his companions were ambushed by Asajj Ventress and a squad of assassin droids during a layover at Jovan Station. Both Jedi Master Jai Maruk and Maks Leem were killed in the fight, and Whie and Scout would have met their end if Ventress wished to properly engage them. However, the Separatist commander chose to spare the inexperienced Jedi, feeling they were beneath her talent. Whie and Scout were given little time to mourn the deaths of their masters as they hurried

WHIE MALREAU



on to Vjun to arrive in time for Yoda's secret meeting with Count Dooku.

The Dark Side permeated Vjun and Whie quickly realized why all Force-sensitive beings on Vjun were slowly driven mad. Malreaux teetered on the edge of the Dark Side when the Padawans were again confronted by Asajj Ventress. Fortunately, Scout reminded him of his duty and helped bring Whie back from the precipice.

Whie and his allies managed to escape Vjun to return to the safety of the Jedi Temple. Once again without a master, the Jedi Temple's lightsaber instructor, Cin Drallig, took young Malreaux under his wing as he did with many displaced Padawans. When the Clone Wars came to an end and Order 66 was issued, Whie was

in the Temple's Room of a Thousand Fountains having a sparring lesson with Padawan Bene and Master Drallig. Anakin Skywalker, now Darth Vader, entered the room and struck Malreaux down, exactly as Whie had envisioned it in his nightmares.

Whie Malreaux (Order 66)

CL 2

Medium Young Adult Human Male Jedi 2

Force 2; Dark Side 1

Init +9; Senses Use the Force +8

Languages Basic

Defenses Ref 16 (flat-footed 13), Fort 14, Will 16

Hp 40; Threshold 14

Speed 6 squares

Melee lightsaber +5 (2d8+1) or

Melee unarmed +2 (1d4+1) or

Ranged by weapon +5

Base Atk +2; Grp +5

Force Powers Known (Use the Force +8): disarming slash, farseeing, Force slam, mind trick, move object, plant surge, sarlacc sweep, surge

Abilities Str 11, Dex 16, Con 12, Int 11, Wis 16, Cha 16

Talents Force Perception

Feats Force Sensitivity, Force Training (2), Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +9, Initiative +9, Knowledge (galactic lore) +6, Use the Force +8 (may substitute for Perception checks)

Possessions Jedi robes, lightsaber

Organization Score (Jedi Order) – 4

WINDO "WARBLE" NEND

Windo Nend, referred to as Warble by his comrades, was one of the least powerful Padawans assigned to the Padawan Pack on Jabiim in the second month of the Clone Wars. He was close friends with the meditative Gand Jedi Padawan, Vaabesh. The two would spend much of their free time together, with Warble generally barraging Vaabesh with dozens of random questions. Other Padawans, such as the brooding Zule Xiss, found his inquisitive nature both intrusive and obnoxious.

A month into the Battle of Jabiim, Warble and his companions escorted a supply convoy to Cobalt Station shortly before it was

WINDO NEND



besieged by the Separatist-allied Jabiimite despot, Alto Stratus. When a full evacuation of Republic and Jabiimite loyalist forces was ordered, Warble volunteered to stay and defend Cobalt Station to cover the retreat. On the third day of the blitz on Cobalt Station, Warble was caught in an explosion that sent him flying and put him in a daze. When he regained consciousness, he realized he his legs had been paralyzed and he was directly in the path of a charging Hailfire droid. Knowing his life ware at an end, Warble armed a pair of thermal detonators that exploded just as the Separatist droid rolled over the Padawan.

Windo "Warble" Nend (Battle of Jabiim)

CL 3

Medium Quara Aqualish Male Jedi 3

Force 3

Init +2; Senses Perception +1

Languages Aqualish, Basic

Defenses Ref 15 (flat-footed 14), Fort 17, Will 14

Hp 59; Threshold 17

NEW PLANET OF ORIGIN: ANDO

Your home is the oceanic world of Ando. The native Aqualish have adapted to the sparse amount of landmass on the planet by constructing large sail ships that also function as homes to many of the planet's inhabitants. All three subspecies of the Aqualish are often violent and combative, so they have learned to come up with creative methods of survival. The bounty hunting and smuggling trades are popular among Ando natives.

Relevant Skills: Gather Information, Survival, Swim
Bonus Language: Aqualish

Speed 6 squares

Melee lightsaber +6 (2d8+4) or

Melee unarmed +6 (1d4+4) or

Ranged by weapon +4

Base Atk +3; Grp +6

Special Actions Equilibrium, Never Surrender

Force Powers Known (Use the Force +6): surge

Abilities Str 16, Dex 12, Con 16, Int 12, Wis 10, Cha 11

Special Qualities Breathe underwater, expert swimmer, planet of origin (Ando)

Talents Equilibrium, Hold the Line

Feats Force Sensitivity, Force Training, Never Surrender, Toughness, Weapon Proficiency (lightsabers, rifles, simple weapons)

Skills Endurance +9, Gather Information +6, Use the Force +6

Possessions Blaster rifle, Jedi robes, lightsaber

Organization Score (Jedi Order) – 4

Planet of Origin (Ando) – Windo Nend is a Quara subspecies of the Aqualish race, native to Ando.

YDRA KILWALLEN

Ydra spent most of her time as a Padawan attached to the archives division at the Jedi Temple under Jocasta Nu. The young girl was a military historian before the Clone Wars began, and spent much of her time researching battles fought long ago, dating back to Xim the Despot's reign.



When the Clone Wars engulfed the galaxy, Ydra's knowledge and research skills were called upon to provide military intelligence analysis. She liaised with Republic Intelligence to step in as a troubleshooter for some of the more baffling intelligence reports they'd received. Ydra was in the Outer Rim examining the remains of an ancient base recently taken from the Separatists that was thought to have once been used by the Sith, when Order 66 was executed. Because she had no clones with her, Ydra was able to avoid extermination.

When the beacon alerted all Jedi to immediately return to Coruscant, Ydra ceased her study of the site and made her way to the nearest starport. Before she could obtain transport, however, another beacon transmission came in ordering all Jedi to go into hiding. Obeying her latest order, Ydra covertly made her way to Chandrilla, the planet of her birth. When she arrived, the Padawan discovered the events that had transpired and quickly created a

new identity. She married a local man named Sibwarra, and nine years after the Clone Wars had concluded, she bore a son named Dev. Eighteen months before the Battle of Yavin, Chandrilla was no longer safe, and Ydra abandoned her home and fled with her son to G'rho – a Chandrillan colony in the Outer Rim near Bakura. Six months later, Ydra was entched and killed by a Ssi-Ruuvi invasion force.

Ydra Kilwallen (Order 66)

CL 3

Medium Human Female Jedi 2/Noble 1

Destiny 1; Force 5

Init +3; Senses Perception +13

Languages Basic, Bocce, Durese, High Galactic, Old Corellian, Sy Bysti

Defenses Ref 16 (flat-footed 14), Fort 14, Will 16

Hp 44; Threshold 14

Speed 6 squares

Melee lightsaber +2 (2d8+1) or

Melee unarmed +2 (1d4+1) or

Ranged by weapon +4

Base Atk +2; Grp +4

Force Powers Known (Use the Force +7): farseeing, move object, prescience

Abilities Str 11, Dex 14, Con 10, Int 15, Wis 14, Cha 12

Special Qualities destiny (education)

Talents Clear Mind, Educated

Feats Force Sensitivity, Force Training, Linguist, Skill Focus (Gather Information, Perception), Skill Training (Gather Information), Weapon Proficiency (lightsabers, simple weapons)

Skills Gather Information +12, Knowledge (bureaucracy) +8, Knowledge (galactic lore) +8, Knowledge (life sciences) +8, Perception +13, Use the Force +7

Possessions Jedi robes, lightsaber

Organization Score (Jedi Order) – 4

Destiny (education) – It is Ydra Kilwallen's destiny to train her son, Dev Sibwarra, in the ways of the Force.

ZEPHATA'RU'TOR

Zephata'ru'tor was one of the only Duinuogwuin counted among the Jedi ranks during the Clone Wars. At only 28 standard years of age, Zephata'ru'tor was very young, as his species typically lived for thousands of years. The star dragon was inducted into the Jedi Order before reaching a standard year of age, and as he physically outgrew the accommodations of the Jedi Temple, he was taken as a Padawan Learner by Jedi Master B'dard Tone. The pair fought gallantly through the first three months of the Clone Wars, and Zephata'ru'tor's immense size made him a great asset on the battlefield. His ability to take flight and pursue airborne targets and easily switch between ground and air superiority were instrumental in the battles to which he participated.

In the fourth month of the Clone Wars, Zephata'ru'tor and his master volunteered for a mission to sabotage General Grievous' flagship during the Battle of Nadiem. The Padawan performed his role admirably by forcing his way inside the main hangar to create a distraction, while his master snuck onboard to impair the vessel's hyperdrive. Unfortunately, General Grievous saw through the ruse and confronted Zephata'ru'tor's master, seriously injuring Master Tone. When Grievous decided that discretion was the better part of valor and made an attempt to escape in his Bellbubab-22 starfighter, *Soulless One*, Zephata'ru'tor hopped into space and gave chase. The droid general was too fast for the young Duinuogwuin, however, as Zephata'ru'tor was blasted to atoms.

Zephata'ru'tor (Battle of Nadiem)

CL 7

Huge Young Adult Duinuogwuin Male Jedi 7

Force 2

Init +5; Senses Perception +5

Languages Basic, Coway, Duinuogwuin

Defenses Ref 18 (flat-footed 16), Fort 24, Will 20; Dodge,

Lightsaber Defense, Moving Target

Hp 121; Threshold 34

Immune vacuum

Speed 9 squares, fly 12 squares, fly 2 squares (starship scale)



Melee lightsaber +14* (2d8+10) or
 Melee unarmed +12 (1d8+10) or
 Melee bite +12 (1d8+10) or
 Ranged fire breath +9 (4d6+3) or
 Ranged by weapon +9
 Base Atk +7; Grp +12
 Special Actions Damage Reduction 10, Feat of Strength, Mobile
 Combatant
 Force Powers Known (Use the Force +10): battle strike (2),
 move object, surge (2), vital transfer

Abilities Str 20, Dex 14, Con 22, Int 14, Wis 15, Cha 14
 Talents Damage Reduction 10, Lightsaber Defense, Mobile
 Combatant, Weapon Specialization (lightsabers)
 Feats Dodge, Feat of Strength, Force Sensitivity, Force Training
 (2), Moving Target, Weapon Focus (lightsaber), Weapon

Proficiency (lightsabers, simple weapons)
 Skills Acrobatics +10, Endurance +14, Knowledge (physical
 sciences) +10, Use the Force +10
Possessions Hands-free comlink, lightsaber (self-built*)
 Organization Score (Jedi Order) – 12

ZETT JUKASSA

As a young boy, Zett Jukassa showed impressive precognitive abilities during his years in the Jedi Temple on Coruscant. When Zett was seven years old, he began having vividly detailed visions of a double homicide on the Outer Rim world of Mon Gazza. A Jedi Knight named Mierme Unill was investigating the murders and after receiving approval from both Madame Jocasta Nu and the Jedi Council, Zett was informed of his past before being brought to the Jedi Temple. He was born Warpoc Skamini, son of small prospecting outpost owners Sembric and Ashielle Skamini, who were the two murder victims on Mon Gazza. Unill utilized the boy's insight throughout her case and upon its completion, accepted Zett Jukassa as her Padawan Learner just a few short months before the Clone Wars began.

Jukassa's apprenticeship under Mierme Unill was short-lived, however, as she was killed in battle during the war when Zett was ten years old. The Padawan returned to the Jedi Temple with the other orphaned apprentices and began furthering his studies under Jedi Master Cin Drallig's tutelage. With Drallig's guidance, Zett excelled in lightsaber proficiency. Unfortunately, Jukassa's skill would not be enough to save him, as the boy was gunned down on the landing platform outside the Jedi Temple while trying to escape the carnage brought by Order 66.

Zett Jukassa (Order 66)

CL 3

Small Child Human Male Jedi 3
 Force 1

Init +7; Senses Use the Force +7

Languages Basic

Defenses Ref 16 (flat-footed 15), Fort 14, Will 15

Hp 40; Threshold 14

Speed 4 squares

Melee lightsaber +5 (2d8+1) or

Melee unarmed +3 (1d4+1) or

ZETT JUKASSA



Ranged by weapon +4

Base Atk +3; Grp +4

Force Powers Known (Use the Force +7): barrier of blades, disarming slash, farseeing, surge

Abilities Str 10, Dex 13, Con 11, Int 11, Wis 12, Cha 13

Talents Force Perception, Visions

Feats Force Sensitivity, Force Training (2), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +7, Initiative +7, Use the Force +7

Possessions Jedi robes, lightsaber

Organization Score (Jedi Order) – 4

ZONDER

Zonder was one of the many Padawans to lose his master during the Clone Wars. The Jedi Council felt Zonder would be able to complete his apprenticeship under the recently-knighted Barriss Offee. Zonder and his master were stationed on Felucia, homeworld to President Shu Mai of the Commerce Guild, where the Separatists managed to repel the Republic siege. With their clone forces decimated, the Jedi performed reconnaissance and guerilla actions on Felucia until they could be reinforced. During a scouting mission, Zonder and his master located Shu Mai and attempted to contact the Jedi Council to provide them with Mai's whereabouts. Their signal was promptly detected, however, and the Jedi were run down by droidekas and vulture droids. Without their lightsabers, Zonder and Offee were forced to surrender and were thrown into Nigkoe Detention Facility.

Fortunately for the Selonian Padawan and his master, the Jedi Knight Aayla Secura and her forces arrived to rescue the two Jedi. Zonder and Barriss accompanied the rest of the Jedi to Shu Mai's personal compound in hopes of apprehending the Commerce Guild President. Unfortunately, Mai was long gone and Zonder and his companions accidentally triggered a booby trap within the compound that would poison the entire planet's water supply.

Zonder and the others quickly devised a scheme to contain the contamination of Felucia's water supply by cutting off the supply lines at several water treatment plants. Zonder was sent with Ekria and Padawan Drake Lo'ogan to one processing center while Aayla, Barriss and a clone contingent headed to other facilities. Zonder and his allies easily gained access to the treatment plant and prevented the poison from spreading any further. After realizing they had lost communications with the other Jedi, Zonder sensed his master's death through the Force when the Republic clones turned on the Jedi.

Grief-stricken, Zonder, Drake and Ekria managed to escape Felucia and make their way to Coruscant. In the capital they kept a low-profile and each former Padawan contributed to the group's

ZONDER



survival in their own way. Zonder applied for a construction position to help with the rebuilding effort following the Second Battle of Coruscant. The Selonian was unaware, however, that the construction ships were in fact death barges carting non-humans off to be slaughtered to perpetuate the Emperor's human supremacy agenda. Luckily, Drake uncovered the insidious plot and came to Zonder's rescue. Together with Drake and Ekria, Zonder was able to liberate the other aliens onboard the ship and escape to relative safety.

Zonder, Drake and Ekria remained in Coruscant's Undercity, acting as vigilantes for a short time. Their brand of street justice put them at odds with the immensely powerful criminal organization, Black Sun. The vile agents of Black Sun managed to kidnap Zonder and turned him in to the Imperial Inquisitorious. Zonder suffered intense torture at the hands of Inquisitor Tremayne before the Dark Lord, Darth Vader, took a personal interest. Vader returned Zonder's lightsaber to him and activated the Selonian's communicator to allow Drake and Ekria to watch in horror as the Dark Lord engaged Zonder in a duel and then mercilessly slaughtered him. Zonder's body was later recovered by Drake and Ekria and was given a proper burial.

Zonder (Order 66)

CL 4

Medium Selonian Male Jedi 4

Force 5

Init +5; Senses Darkvision, Perception +3

Languages Basic, Bocce, Selonian

Defenses Ref 19 (flat-footed 15), Fort 16, Will 16

Hp 64; Threshold 16

Weakness Agoraphobic

Speed 6 squares; Run on All Fours

Melee lightsaber +8 (2d8+6) or

Melee unarmed +8 (1d6+6) or

Ranged by weapon +7

Base Atk +4; Grp +8

Force Powers Known (Use the Force +8): Force thrust, Force slam, move object, surge

Abilities Str 18, Dex 16, Con 13, Int 12, Wis 12, Cha 12

Special Qualities Expert Swimmer

Talents Telekinetic Power, Telekinetic Savant

Feats Force Sensitivity, Force Training (2), Martial Arts I, Skill Training (Acrobatics), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +10, Climb +11, Jump +11, Use the Force +8

Possessions Comlink, Jedi robes, lightsaber

Organization Score (Jedi Order) – 7

ZULE XISS

Zule was the Padawan to the harsh taskmaster, Jedi Master Glaive. She and her master accompanied Obi-Wan Kenobi and Anakin Skywalker to investigate the loss of communications with a Gungan colony on the Naboo moon of Ohma-D'un in the second month of the Clone Wars. Zule and her companions quickly discovered the Separatists had slaughtered the Gungans with an experimental biological weapon, and were assaulted by two Confederate commanders, Asajj Ventress and Durge. Zule's master was beheaded during the battle and Padawan Xiss lost her left arm to Ventress' lightsaber.



After recovering from her wounds and being fitted with a cybernetic arm, Xiss was assigned to the Padawan Pack and dispatched to Jabiim. The Falleen Padawan tried to hide her anger and fear over the loss of her master with an icy exterior. Xiss had always toed the line between the Light and Dark sides of the Force. Without a master to guide her; Zule eventually slipped into darkness during the battle at Cobalt Station on Jabiim in the fourth month of the Clone Wars. The Padawan went on a rampage, killing several Nimbus commandos before a Republic AT-AT was struck by a barrage of missiles and came crashing down on top of the wayward apprentice.

Zule Xiss (Battle of Jabiim)

CL 5

Medium Falleen Female Jedi 5

Force 3; Dark Side 5

Init +4; Senses Perception +3

Languages Basic, Falleen

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

Hp 66; Threshold 18

Speed 6 squares

Melee lightsaber +10* (2d8+7) or

Melee unarmed +8 (1d4+5) or

Ranged by weapon +7

Base Atk +5; Grp +8

Atk Options Power Attack

Special Actions Pheromones, Redirect Shot

Force Powers Known (Use the Force +7): battle strike, Force slam, move object, surge

Abilities Str 16, Dex 15, Con 14, Int 11, Wis 12, Cha 13

Special Qualities Hold Breath

Talents Deflect, Redirect Shot, Weapon Specialization (lightsabers)

Feats Force Sensitivity, Force Training (2), Power Attack, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +9, Use the Force +7

Possessions Jedi robes, lightsaber (self-built*), prosthetic arm

Organization Score (Jedi Order) – 6

YOUNGLINGS

PAX CHIZZIK

Pax Chizzik was one of many younglings at the Jedi Temple during the Clone Wars. Six months before the Clone Wars ended, Pax participated in the Apprentice Lightsaber Tournament held at the temple. Chizzik's first opponent was a girl known as Scout, and he dominated their match with his superior lightsaber skills. After a particularly impressive combination, Scout backed away from Pax and dropped her lightsaber. Pax failed to realize, however, that Scout hadn't officially surrendered the contest. Youngling Chizzik



was caught in a quick submission hold by Scout and forced to surrender. It is unknown as to whether or not Pax Chizzik was still at the Jedi Temple six months later when Darth Vader led the 501st clone trooper legion on its murderous rampage.

Pax Chizzik (Apprentice Lightsaber Tournament)

CL 1

Medium Young Adult Human Male Jedi 1

Force 5

Init +1; Senses Perception +1

Languages Basic

Defenses Ref 13 (flat-footed 12), Fort 12, Will 12; Block

Hp 30; Threshold 12

Speed 6 squares

Melee lightsaber +4 (2d8+2) or

Melee unarmed +3 (1d4+2) or

Ranged by weapon +2

Base Atk +1; Grp +3

Force Powers Known (Use the Force +8): Sarlacc sweep, surge

Abilities Str 14, Dex 13, Con 11, Int 11, Wis 12, Cha 16

Talents Block

Feats Force Sensitivity, Force Training, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +6, Jump +7, Use the Force +8

Possessions Jedi robes, lightsaber (Bondar crystal – stun damage only)

Organization Score (Jedi Order) – 3

SESSERI DIO

Sesseri Dio was one of thirty-two younglings aged ten to fourteen that participated in the Apprentice Lightsaber Tournament six months before the end of the Clone Wars. In his second match, he defeated Forzi Ghul with a powerful roundhouse kick. In the finals, Sesseri was set upon by Scout, who tossed a cup of Muja Juice in his face. Dio swung his lightsaber wildly as he was temporarily blinded, but Scout caught Sesseri in a choke hold. Dio surrendered before being choked into unconsciousness. It is unknown if a master chose Sesseri Dio as his Padawan Learner or if the boy was still at the Jedi Temple when it was stormed by Darth Vader and his legion of clone troopers.

Sesseri Dio (Apprentice Lightsaber Tournament) CL 1

Medium Young Adult Near-human (Firrerreo) Male Jedi 1

Force 5

Init +1; Senses Perception +1

Languages Basic, Firrerrese, High Galactic

Defenses Ref 13 (flat-footed 12), Fort 14, Will 12; Lightsaber Defense

Hp 32; Threshold 14

Speed 6 squares

Melee lightsaber +3 (2d8+2) or

Melee unarmed +3 (1d4+2) or

Ranged by weapon +2

Base Atk +1; Grp +3

Special Actions Extra Second Wind

Force Powers Known (Use the Force +6): surge

Abilities Str 15, Dex 13, Con 14, Int 14, Wis 11, Cha 12

Talents Lightsaber Defense

Feats Extra Second Wind, Force Sensitivity, Force Training, Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +6, Endurance +7, Use the Force +6

Possessions Jedi robes, lightsaber (Bondar crystal – stun damage only)

Organization Score (Jedi Order) – 3

VEDA

Veda was one of the many younglings in the Jedi Temple on Coruscant during the time of the Clone Wars. She had an odd interest in escaping the nursery area where younglings play and live so she could find members of the Jedi's High Council, in order to "ask them a question." On one such occasion, six months before the Clone Wars came to a close, she ran into Mace Windu while being chased by a Jedi instructor. Her inquisitive nature distracted Mace Windu from his suspicion of Boba Fett's presence inside the Jedi Temple. Veda is believed to have been slain when Anakin and the 501st stormed the Jedi Temple.

Veda (Battle of Xagobah)

Small Child Human Female Jedi 1

Force 5

Init +1; Senses Perception +6

CL 1

Languages Basic

Defenses Ref 13 (flat-footed 12), Fort 12, Will 13

Hp 30; Threshold 12

Speed 4 squares

Melee by weapon +0 or

Melee unarmed +0 (1d4-1) or

Ranged by weapon +2

Base Atk +1; Grp +2

Force Powers Known (Use the Force +7): inspire, surge

Abilities Str 8, Dex 13, Con 10, Int 10, Wis 12, Cha 14

Special Qualities Jedi training clan (Wolf)

Talents Clear Mind

Feats Force Sensitivity, Force Training, Skill Focus (Stealth),
Weapon Proficiency (lightsabers, simple weapons)
Skills Perception +6, Stealth +16, Use the Force +7 (may reroll
when avoiding detection by other Force-users, keeping
second result)

Possessions Jedi robes

Organization Score (Jedi Order) – 2

BEAR TRAINING CLAN

The Bear Clan of the Jedi Order during the Clone Wars was taught by the great Jedi Master Yoda. It consisted of six bright young Jedi hopefuls, each who excelled in various aspects of the Jedi teachings. However, each member of the Bear Clan shared an impressive skill with the lightsaber. It was the Bear Clan that helped Obi-Wan Kenobi solve the mystery of the missing planet, Kamino, shortly before the Clone Wars began.

Several talented pupils comprised the Bear Clan. The young Togruta girl named Ashla showed great promise in nearly all of the most powerful Jedi abilities and was expected to one day become a influential member of the Jedi Council. Chian, a young Kajain'sa'Nikto was praised for his remarkable natural abilities as a hunter. A human youngling named J.K. Burtola had a fondness for puzzles and was quite adept at solving riddles. Jempa, a male

Whiphid, was considered to embody the namesake of the Bear Clan in that he was a formidable duelist with a lightsaber. The human boy Liam's lightsaber style was often compared to the late Qui-Gon Jinn, and possessed considerable skill with telekinetic manipulation. The soft-spoken human girl, Mari Amithest, was close friends with her fellow Bear Clan member J.K. Burtola, and incorporated an extraordinary acrobatic prowess in her lightsaber fighting style.

The entirety of the Bear Clan was present in the Jedi Temple on Coruscant when the Clone Wars ended. It is unknown as to whether any of its members survived the slaughter of Jedi at the temple when Palpatine issued Order 66 and had the members of the Jedi Order exterminated for treason.

Bear Training Clan (Battle of Geonosis)

CL 7

Medium squad Jedi 5

Force 5

Init +4; Senses Perception +9

Languages Basic, Huttese, Nikto, Whiphid, Togruti

Defenses Ref 18 (flat-footed 16), Fort 16, Will 18; Block, Deflect,
Jedi training clan (Bear)

Hp 112; Threshold 26

Speed 4 squares



SOME MEMBERS OF THE BEAR TRAINING CLAN

NOTES ON MIXED SPECIES SQUADS

When members of a squad belong to several different species, the squad does not gain any Species Traits from its members unless more than half of the squad possesses those traits. Additionally, squads collectively gain the languages used by each of its members.

Melee lightsaber +12 (2d8+2) or

Melee unarmed +9 (1d4+2) or

Ranged by weapon +11

Base Atk +5; Grp +11

Special Actions Redirect Shot

Force Powers Known (Use the Force +12): circle of shelter, farseeing, mind trick, move object, saber swarm, surge

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

Special Qualities Jedi training clan (Bear)

Talents Block, Deflect, Redirect Shot

Feats Force Sensitivity, Force Training (2), Skill Focus (Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Knowledge (galactic lore) +7, Perception +9, Use the Force +12

Possessions Jedi robes

Organization Score (Jedi Order) – 3

Squad Traits – The melee attack of a squad is an area attack that affects all squares within reach. The ranged attacks of a

NEW BACKGROUND: JEDI TRAINING CLAN (BEAR)

Younglings of the Bear Clan typically show an advanced degree of skill with a lightsaber during the clan placement process. Once per encounter, existing or former members of the Bear Clan may choose to reroll any Use the Force check used to negate an attack using the Block or Deflect talents, but must keep the second result, even if it is worse.

Relevant Skills: Deception, Persuasion, Treat Injury

squad are considered to have a 1-square splash. Area attacks deal an extra 2 dice of damage against a squad. A squad cannot be grabbed or grappled.

BERGRUUTFA TRAINING CLAN

During the Clone Wars, the Bergruutfa Training Clan was taken under the wing of the Abyssian maverick Jedi Master Quarmall, who adopted all six of the clan members as his Padawan Learners. The clan upheld a strong sense of duty to their Jedi vows and a valor uncommon to most beings their age. During the twentieth month of the Clone Wars, the Jedi were ambushed by General Grievous while on their way back to base. The droid general managed to kill Quarmall and take the Bergruutfa training clan prisoner in order, intending to use the young ones for cybernetic experimentation.

The oldest of the group, a human female named Allara, became the de facto leader of the Padawans during their captivity due to her courage and strength of personality. Banz, a human male, was not as adept at decision-making and leadership as Allara, but possessed a natural connection to the Force, making him one of the most powerful of the Bergruutfa clan. The young Whiphid Tak-Tak was also a member of the clan, who had a developed sense of skepticism and often used it to temper Allara's sometimes rash decisions. Bergruutfa clan was rounded off with the inclusion of an unnamed Duro, Nautolan and Zabrak youngling.

The five younglings were briefly released from their cell by Ugnought refugees before they were tracked and confronted by General Grievous. Their bravery and skill enabled them to survive long enough to be rescued by Jedi Padawan Codi Ty, who had traveled to Gentes to assassinate Grievous. Bergruutfa clan was delivered safely to the Jedi Temple on Coruscant in light of Quarmall's demise. It is believed that the younglings were present at the Temple when it was stormed by Darth Vader and the 501st clonetrooper legion following the end of the Clone Wars.

Bergruutfa Training Clan (Battle of Gentes)

CL 4

Medium squad Jedi 2

Force 3

Init +7; Senses Perception +2

Languages Basic, Duresse, Nautolan, Whiphid, Zabrak

BERGRUUTFA TRAINING CLAN



Defenses Ref 14 (flat-footed 13), Fort 13, Will 14
 Hp 76; Threshold 23

Speed 4 squares

Melee lightsaber +6 (2d8+1) or

Melee unarmed +6 (1d4+1) or

Ranged by weapon +7

Base Atk +2; Grp +7

Special Actions Indomitable Will

Force Powers Known (Use the Force +11): move object, Sarlacc sweep

Abilities Str 10, Dex 13, Con 10, Int 10, Wis 12, Cha 11

Special Qualities Jedi training clan (Bergruutfa)

Talents Indomitable Will

Feats Force Sensitivity, Force Training, Skill Focus (Use the Force), Weapon Proficiency (lightsabers, simple weapons)

Skills Initiative +7, Use the Force +11

Possessions Jedi robes

Organization Score (Jedi Order) – 2

Squad Traits – The melee attack of a squad is an area attack that affects all squares within reach. The ranged attacks of a

NEW BACKGROUND: JEDI TRAINING CLAN (BERGRUUTFA)

Younglings are often placed in the Bergruutfa Jedi training clan when they possess a great degree of bravery and place emphasis on upholding their Jedi vows during the placement process. Jedi who currently or previously belonged to the Bergruutfa training clan receive a +5 bonus to their Will Defense to resist coercion and intimidation.

Relevant Skills: Gather Information, Persuasion, Use Computer

squad are considered to have a 1-square splash. Area attacks deal an extra 2 dice of damage against a squad. A squad cannot be grabbed or grappled.

KATARN TRAINING CLAN

The Katarn training clan was one of the ten groups of younglings in the Jedi Temple during the final days of the Clone Wars. The Katarn clan was made up of seven human children when Order 66 was declared. The outspoken boy named Sors Bandeam was the de facto leader of the group. The girls Shia Letap and Jeswi Ele were two of the more talented initiates of the bunch. The students that made up the Katarn clan exhibited patience and great presence of mind during the placement process.

Directly following the closure of the Clone Wars, the Katarn clan was present at the Jedi Temple when Darth Vader led an entire legion of elite clone troopers and marched on the Temple. Knowing they were outgunned, outmatched, and unable to escape the Jedi Temple, the younglings retreated to the Jedi High Council convention chamber. When Anakin Skywalker entered the room, the clan thought they'd been saved. Sors Bandeam looked to his superior for guidance, but was unaware of Skywalker's transformation to the Dark Lord of the Sith, Darth Vader. Cornered in the Jedi Council chamber, Vader struck down the members of the Katarn clan in cold blood.

Katarn Training Clan (Order 66)
 Medium squad Jedi 1

CL 3



Force 2

Init +6; Senses Perception +6

Languages Basic

Defenses Ref 13 (flat-footed 12), Fort 12, Will 13

Hp 60; Threshold 22

Speed 4 squares

Melee unarmed +5 (1d4) or

Melee by weapon +5 or

Ranged by weapon +6

Base Atk +1; Grp +6

Force Powers Known (Use the Force +6): move object, surge

Abilities Str 10, Dex 12, Con 10, Int 11, Wis 12, Cha 12

Special Qualities Jedi training clan (Katarn)

Talents Sentinel's Observation

Feats Force Sensitivity, Force Training, Skill Training (Perception),

Weapon Proficiency (lightsabers, simple weapons)

Skills Initiative +6, Perception +6, Stealth +6, Use the Force +6

Possessions Jedi robes

Organization Score (Jedi Order) – 2

NEW BACKGROUND: JEDI TRAINING CLAN (KATARN)

The Katarn Clan is generally comprised of younglings who are calculating and patient. Jedi who currently or previously belonged to the Katarn training clan may take 10 on all Stealth checks, even when distracted or threatened.

Relevant Skills: Climb, Deception, Stealth

Squad Traits – The melee attack of a squad is an area attack that affects all squares within reach. The ranged attacks of a squad are considered to have a 1-square splash. Area attacks deal an extra 2 dice of damage against a squad. A squad cannot be grabbed or grappled.

SOARING HAWKBAT TRAINING CLAN

The group of younglings that made up the Soaring Hawkbat training clan was stationed on Bogden 3 during the final month of the Clone Wars. The Hawkbats were entrusted to the care of Jedi Master Du Mahn and Padawan Chase Piru while they awaited relocation to Coruscant. Days after the Second Battle of Coruscant, Jedi Masters K'Kruhk and Sian Jeisel arrived to make repairs to their shuttle following a Separatist ambush. During their stay, Order 66 was declared and K'Kruhk's clone troopers fired on the helpless younglings. Several of the Hawkbat clan and Du Mahn were killed, but Sian Jeisel made the ultimate sacrifice by setting off a thermal detonator in the midst of the clone troopers so that K'Kruhk and the Hawkbat clan could escape the slaughter.

The surviving members of the Soaring Hawkbat clan crash-landed on an uncharted moon where they lived happily for the next two months. Unfortunately, they were discovered by a group of pirates led by the Gotal Lumbra and captured. Before they could be ferried off world and handed over to the Empire for a bounty, K'Kruhk and Chase Piru were able to rescue the younglings at the expense of the pirates' lives. After being freed, the younglings were taken by Chase Piru in the pirates' ship and went into hiding.

The surviving members of the Soaring Hawkbat Training Clan were made up of the human boy Kennan Taanzer, the Twi'lek girl Seddwia, a young Zabrak named Jiro, and an unnamed Duro, two human boys, a human girl, a Mon Calamari, a Qwohog, and a Togorian.

Soaring Hawkbat Training Clan (Order 66)

CL 3

Medium squad Jedi 1

Force 2

Init +1; Senses Perception +1

SOARING HAWKBAT CLAN



Languages Basic, Duresse, Mon Calamarian, Qwohog, Ryl,
Togorian, Zabrak

Defenses Ref 13 (flat-footed 12), Fort 12, Will 12

Hp 60; Threshold 22

Speed 4 squares

Melee unarmed +5 (1d4) or

Ranged by weapon +6

Base Atk +1; Grp +6

Special Actions Entreat Aid

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

Special Qualities Jedi training clan (Soaring Hawkbat)

Talents Entreat Aid

Feats Force Sensitivity, Skill Training (Survival), Weapon

NEW BACKGROUND: JEDI TRAINING CLAN (SOARING HAWKBAT)

Younglings of the Soaring Hawkbat Clan are a tight-knit group, showing great loyalty and cooperation during the clan placement process. Current or former members of the Hawkbat clan provide an additional +1 competence bonus when they assist their allies using the Aid Another standard action.

Relevant Skills: Climb, Survival, Treat Injury

Proficiency (lightsabers, simple weapons)

Skills Knowledge (galactic lore) +5, Survival +5, Use the Force +5

Possessions Jedi robes

Organization Score (Jedi Order) – 1

Squad Traits – The melee attack of a squad is an area attack that affects all squares within reach. The ranged attacks of a squad are considered to have a 1-square splash. Area attacks deal an extra 2 dice of damage against a squad. A squad cannot be grabbed or grappled.

NEW BACKGROUND: JEDI TRAINING CLAN (CLAM)

Members of the Clam Training Clan are often placed when they regularly exhibit persistence in achieving their goals or in the defense of others. Jedi who currently or previously belonged to the Clam training clan receive an additional +1 bonus to their Reflex Defense when using the Fight Defensively action.

Relevant Skills: Persuasion, Survival, Treat Injury

NEW BACKGROUND: JEDI TRAINING CLAN (WOLF)

Younglings of the Wolf clan show resourcefulness when facing their foes. Once per encounter, Jedi who currently or previously belonged to the Wolf training clan may move diagonally without doubling the movement cost.

Relevant Skills: Deception, Stealth, Survival