

**Arlyn Varss****CL4**

Medium Human jedi 4

Force 7

Init +8; Senses Perception +10

Languages Basic, Sullustese

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

hp 60; Threshold 15

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Speed 6 squares

Melee lightsaber +6 (2d8+4)

Ranged by weapon +5

Base Atk +4; Grp +5

Force Powers Known (Use the Force +15) Force Disarm, Force Shield, Force Slam (2), Force Whirlwind (3), Kinetic Combat, Move Object (3), Negate Energy, Pushing Slash, Rebuke, Repulse

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

Special Qualities Bonus Trained Skill, Bonus Feat

Talents Telekinetic Savant, Telekinetic Prodigy (Force slam, Force whirlwind, pushing slash)

Feats Force Sensitive, Force Training (3), Skill Focus (Use the Force), Weapon Finesse, Weapon Proficiency (lightsabers), Weapon Proficiency (simple)

Skills Acrobatics +8, Initiative +8, Perception +10, Use the Force +15

Possessions lightsaber, Clothes, 2780 credits

**HanK****CL4**

Medium Droid soldier 3/scoundrel 1

Force 7

Init +12; Senses Perception +7

Languages Basic, Binary, Zabrak

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Defenses Ref 21 (16 flat-footed), Fort 17, Will 15

hp 56; Threshold 17

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Speed 6 squares (walking); Running Attack

Melee unarmed +4 (1d3+3)

Ranged blaster rifle +10 (3d8+4)

Base Atk +3; Grp +8

Atk Options Point Blank Shot, Precise Shot

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Abilities Str 12, Dex 21, Con —, Int 12, Wis 10, Cha 9

Special Qualities Droid Traits

Talents Personalized Modifications, Devastating Attack (rifles), Weapon

Specialization (rifles)

Feats Armor Proficiency (light), Armor Proficiency (medium), Point Blank Shot,

Precise Shot, Running Attack, Weapon Focus (rifles), Weapon Proficiency (pistols),

Weapon Proficiency (rifles), Weapon Proficiency (simple)

Skills Initiative +12, Mechanics +8, Perception +7, Use Computer +8

Systems walking locomotion, 2 hand appendages, vocabulator, diagnostics

package, locked access, heuristic processor, backup processor, secondary battery,

improved sensor package, darkvision

Possessions blaster rifle

**Kalwarr****CL5**

Medium Wookiee scoundrel 1/soldier 3/scout 1

Force 7

Init +9; Senses Perception +2

Languages Shyriiwook, Basic (understand only), Ryl, Duresse, Zabrak

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Defenses Ref 19 (17 flat-footed), Fort 19, Will 16

hp 66; Threshold 19

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Speed 6 squares

Melee sword, dire +5 (1d10+6)

Ranged bowcaster +7 (3d10+4)

Base Atk +3; Grp +5

Atk Options Point Blank Shot

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

Special Qualities Rage, Expert Climber, Intimidating

Talents Hyperdriven, Evasion, Devastating Attack (Bowcaster), Weapon

Specialization (Bowcaster)

Feats Exotic Weapon Proficiency (Bowcaster), Point Blank Shot, Shake it Off,

Skill Focus (Mechanics), Tech Specialist, Weapon Focus (Bowcaster), Weapon

Proficiency (pistols), Weapon Proficiency (rifles), Weapon Proficiency (simple)

Skills Endurance +9, Initiative +9, Knowledge (Galactic Lore) +10, Knowledge

(Technology) +10, Mechanics +15, Pilot +9, Use Computer +10

Possessions bowcaster, dire sword, bandolier, 3 bowcaster quivers, datapad,

electrobinoculars, 12 rolls of mesh tape, tool kit, 1780 credits

**Koth Drii****CL5**

Medium Kel Dor jedi 5

Force 6

Init +9; Senses low-light vision, Perception +6

Languages Basic, Kel Dor, Ryl

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

hp 70; Threshold 16

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Speed 6 squares

Melee lightsaber +8 (2d8+5)

Ranged by weapon +7

Base Atk +5; Grp +7

Force Powers Known (Use the Force +13) Battle Strike, Mind Shard (2),

Mind Trick (2), Negate Energy, Obscure, Surge, Thought Bomb (2)

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Abilities Str 12, Dex 15, Con 10, Int 12, Wis 18, Cha 12

Special Qualities Keen Force Sense, Low-Light Vision, Special Equipment

Talents Influence Savant, Suppress Force, Beast Trick

Feats Force Sensitive, Force Training (2), Skill Focus (Use the Force),

Weapon Finesse, Weapon Proficiency (lightsabers), Weapon Proficiency (simple)

Skills Acrobatics +9, Initiative +9, Use the Force +13

Possessions lightsaber, Jedi Robe, 2 breath masks, 12 atmosphere canisters, 2050 credits

## **Zeven Thanas**

**CL4**

Medium Human jedi 3/soldier 1

Force 7

Init Use the Force +11; Senses Perception +3

Languages Basic, Zabrak

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Defenses Ref 19 (19 flat-footed), Fort 18, Will 16

hp 68; Threshold 18

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Speed 4 squares

Melee lightsaber +9 (2d8+8)

Ranged by weapon +4

Base Atk +4; Grp +8

Force Powers Known (Use the Force +11) Battle Strike, Surge

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Abilities Str 18, Dex 11, Con 14, Int 12, Wis 12, Cha 12

Special Qualities Bonus Trained Skill, Bonus Feat

Talents Force Intuition, Weapon Specialization (lightsabers), Armored Defense

Feats Armor Proficiency (light), Armor Proficiency (medium), Force Sensitive, Force

Training, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon

Proficiency (lightsabers), Weapon Proficiency (simple)

Skills Acrobatics +7, Initiative (Use the Force) +11, Mechanics +8, Use Computer +8,

Use the Force +11

Possessions lightsaber, Corellian powersuit (Tech Specialist: ProtectiveArmor),

cybernetic prosthesis (Secret Compartment), cybernetic prosthesis, 930 credits