

Vette [Rival]

| | | | | | |
|-------|---------|-----------|---------|-----------|----------|
| 2 | 4 | 2 | 3 | 2 | 2 |
| Brawn | Agility | Intellect | Cunning | Willpower | Presence |

| Soak Value | Wound Threshold | M/R Defense |
|------------|-----------------|-------------|
| 4 | 15 | 1/1 |

Skills: Athletics 1 (●◆), Cool 2 (●●), Knowledge (Underworld) 1 (●◆), Ranged (Light) 3 (●●●◆), Streetwise 2 (●●)

Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once) Sniper Shot (perform a Maneuver to increase the weapon's range by 1 range band, upgrade the difficulty of the attack by 1)

True Aim (Perform a Maneuver to gain the benefits of aiming and upgrade the combat check once)

Abilities: None

Equipment: Two Heavy Blaster Pistols (Ranged [Light]; Damage 7, Range [Long], Crit 3, Stun Setting), 2 Frag Grenades (Ranged [Light], Damage 8, Ranged [Short], Crit 4, Blast 6, Limited Ammo 1), Armored Clothing (+2 Soak, Defense 1, Superior Mod), Stimpack



Few people have seen as much of the galaxy as Vette and few have had as little control of their destiny. Vette was separated from her

family at an early age and sold to a series of minor crime lords. When a legendary pirate lord utterly destroyed her latest owner's holdings, Vette and the other slaves were given their choice of freedom or joining up to become a pirate, travelling the known worlds and learning to get in and out of places she wasn't allowed.

Years later the pirate mysteriously and suddenly released all of his people from service. Vette was left on Nar Shaddaa where she joined up with other young, idealistic Twi'leks and used her criminal abilities to rob and ruin those who exploited Ryloth's cultural artifacts and people. An unquenchable spark, Vette is older than her years but far from mature, delighting in silly pranks and always ready to laugh at people who think too much of themselves.

Since joining up with the Emperor's Wrath, Vette serves as a tension-beaker and a brake to the Wrath's extreme behavior. Vette serves the Wrath somewhat willingly, even though the Wrath has yet to remove her shock collar,

Huttball Tactics: Vette is really into playing Huttball. She'll throw herself into the game with wild abandon. Not afraid to blast someone in her way, Vette will be a team-player; passing, catching, running, or clearing the way for her team to score.

Initiative Roll: (●●●◆) ★★☆☆

Jaesa Willsam [Rival]

| | | | | | |
|-------|---------|-----------|---------|-----------|----------|
| 3 | 3 | 2 | 2 | 3 | 2 |
| Brawn | Agility | Intellect | Cunning | Willpower | Presence |

| Soak Value | Wound Threshold | M/R Defense |
|------------|-----------------|-------------|
| 5 | 15 | 1/2 |

Skills: Coordination 2 (●●◆), Discipline 2 (●●◆), Lightsaber 3 (●●●), Vigilance 2 (●●◆)

Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once)
Ataru Technique (When making Lightsaber skill checks, use Agility instead of Brawl)
Unrelenting Skeptic: When targeted by a Deception check, automatically add ▼▼ to the check.

Force Rating 2

Abilities: Force Power Enhance (●, Gain ✨ or ☪ on an Athletics, Coordination, or Piloting (Planetary or Space) check, ●: take a Force Leap action to jump horizontally or vertically to any location in short range,

Commit (□: Increase Agility by 1)

Force Power Unleash (||: make an **Average** (◆◆) Discipline check against a target at Short range dealing 4 damage; | to add 2 damage to attack.)

Equipment: Saberstaff (Lightsaber; Damage 6, Range [Engaged], Crit 2, Breach, Linked 1, Sunder, Unwieldy 3), Robes (+2 Soak, Superior), Stimpack

Born on the idyllic planet of Alderaan to servants of House Organa, Jaesa Willsam was raised in a life of relative privilege. As she got older, Jaesa discovered that she possessed a gift; she could see the true nature of anyone,



and learn of their true intentions. When Jaesa was chosen to be the personal handmaiden to an ambitious, yet deceitful aristocrat, she

discovered the lies and hypocrisy that tainted Alderaan politics.

Disgusted with the deception, Jaesa grew tired of Alderaan politics and began to question her future. She met a Jedi Master who sensed in Jaesa a strong connection to the Force, and believed that with the proper training she could become a powerful Jedi. Jaesa leapt at the opportunity to see the galaxy and put her faith in something that represented everything Alderaan's high society was not.

Jaesa initially held to the ideals of the Jedi with complete conviction, and had dedicated herself fully to the Jedi code. All that changed when she met the Sith who would eventually become the Emperor's Wrath. Jaesa discovered that lies and treachery are everywhere, and that the Sith wielded these tools openly. It was refreshing, and since then Jaesa has dedicated herself to the Dark Side, serving as the Wrath's apprentice.

Huttball Tactics: A little less enthusiastic to play than Vetter, Jaesa none the less plays the game to win. She takes the role of a blocker or interceptor; clearing the path for others and blasting opponents when the opportunity allows.

Initiative Roll: (●◆◆) ✨ ✨ ☪ ☪ ☪ ☪

Malavai Quinn [Rival]

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|-------|---------|-----------|---------|-----------|----------|
| 2 | 3 | 3 | 2 | 3 | 2 |
| Brawn | Agility | Intellect | Cunning | Willpower | Presence |

| Soak Value | Wound Threshold | M/R Defense |
|------------|-----------------|-------------|
| 4 | 16 | 1/1 |

Skills: Athletics 1 (●◆), Discipline 1 (●◆◆), Leadership 2 (●●◆), Medicine 3 (●●●), Ranged (Light) 2 (●●◆), Vigilance 1 (●◆◆)

Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once)
Stimpack Specialization 2 (Stimpacks heal an extra 2 points of damage)

Abilities: None

Equipment: Blaster Pistol (Ranged [Light]; Damage 6, Range [Long], Crit 3, Stun Setting), Carbonite Thrower (Ranged [Light], Damage 5, Range [Short], Crit 4, Stun Damage, Ensnare 2, Limited Ammo 5, spend Ⓢ to Stagger target for 1 round), Armored Clothing (+2 Soak, Defense 1, Superior Mod), 3 Stimpacks, Medical Kit

Intelligent, distinguished and competent, Malavai Quinn is the epitome of professionalism within the Imperial military. A career soldier, Quinn has always held the Sith ideals of order and stability in high regards, and views the Republic as a chaotic and unstable threat. From his first day as a cadet, Quinn has been driven by a steadfast belief that he could help lift the Empire to greatness, and he is willing to go to great lengths to see that the Empire's enemies are crushed.



Quinn prides himself on absolute precision in carrying out his orders, and is quick to thrust blame on himself for even the most minor error. However, while other Officers are concerned only with climbing through the ranks of the Imperial military, Quinn's first and only desire is the success of the mission. Yet for all the victories that he has orchestrated for the Empire, Quinn remains a lowly Lieutenant who continues to serve the greater good of the Empire.

Huttball Tactics: Quinn has very little desire to play Huttball and have the success of his mission hang in its outcome. Regardless, he will play to win, using his healing skill and carbonite thrower to keep his allies up and moving and his opponents down and frozen.

Initiative Roll: (●◆◆) ✨☆☆☆☆Ⓢ (Quinn will spend the Triumph to upgrade his first skill check in the match)

Lt. Pierce [Rival]

| | | | | | |
|-------|---------|-----------|---------|-----------|----------|
| 3 | 3 | 2 | 2 | 3 | 2 |
| Brawn | Agility | Intellect | Cunning | Willpower | Presence |

| Soak Value | Wound Threshold | M/R Defense |
|------------|-----------------|-------------|
| 8 | 19 | 1/1 |



Skills: Athletics 2 (●●◆), Brawl 2 (●●◆), Cool 1 (●◆), Knowledge (Warfare) 2 (●●), Ranged (Heavy) 3 (●●●), Resilience 1 (●◆◆), Vigilance 1 (●◆◆)

Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once) Improved Inspiring Rhetoric (as an action, may make an **Average** (◆◆) **Leadership Check**. Each ✨ removes 1 strain or one wound from one ally at Short Range. Each 🗣️ removes an additional strain or wound from an affected ally. All affected allies add ■ to all checks for 2 rounds).

Point Blank 2 (add 2 damage to one hit of successful Ranged (Heavy) skill check at Engaged or Short range)

Abilities: None

Equipment: Blaster Rifle (Ranged [Heavy]; Damage 9, Range [Long], Crit 3, Stun Setting), Heavy Battle Armor (+2 Soak, Defense 1, Superior Mod), Stimpack

Ambitious, ruthless, and utterly loyal to the Empire, Lieutenant Pierce has garnered a reputation among his fellow soldiers as both a fearless warrior and an ambitious profligate. A child of the Imperial world of Zios, Pierce always envisioned himself as a decorated hero to the Empire who would walk onto the most violently dangerous battlefields in the galaxy and lay waste to the opposition.

Pierce's military career is marked by commendations of bravery, as well as reprimands for acts of recklessness. Pierce's success rate remains among the highest in the Imperial military, though he is known for often ignoring orders and taking reckless risks to complete his mission. Although Pierce possesses a blatant disregard for the chain of command, his effectiveness has ultimately landed him the command of a small group of elite Black Ops specialists.

While his recklessness has stunted his climb up the Imperial chain of command, Pierce is often called on to take on the most dangerous missions and wreak the most destruction on the enemy. For Lieutenant Pierce, that works out for him just fine – for now.

Huttball Tactics: Pierce is all over the Huttball match and is excited to play it. He'll play up the scoring aspect, the tactical challenge, and the vicious brutality of the game. He will punch, kick, shoot, stab, and burn his way into the endzone to score for his team, using his Inspiring Rhetoric to push his teammates to win.

Initiative Roll: (●◆◆)

✨✨🗣️

Broonmark [Rival]



| | | | | | |
|-------|---------|-----------|---------|-----------|----------|
| 4 | 2 | 2 | 2 | 3 | 2 |
| Brawn | Agility | Intellect | Cunning | Willpower | Presence |

| Soak Value | Wound Threshold | M/R Defense |
|------------|-----------------|-------------|
| 8 | 21 | 1/0 |

Skills: Brawn 2 (●●◆◆), Coerce 2 (●●◆◆), Melee 2 (●●◆◆), Knowledge (Xenology) 2 (●●), Perception 2 (●●), Vigilance 1 (●◆◆)

Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once) Feral Strength 3 (Add 3 to one hit of successful attacks made using Brawl or Melee) Knockdown (Spend Ⓢ on a successful melee combat check to knock the target prone)

Abilities:

Equipment: Vibro-sword (Melee, Damage 9, Range [Engaged], Crit 2, Defensive 1, Pierce 2, Vicious 1), Padded Armor (+3 Soak, Superior Mod), Stimpack

Although they are rarely seen away from their homeworld, the Talz are generally recognized throughout the galaxy as kind-hearted and gentle creatures. Broonmark is nothing like your typical Talz. Early in his childhood, Broonmark witnessed his father be mauled by one of Alzoc III's many predators. But rather than grieve at the loss of his father, Broonmark was ashamed at his father for being too weak to fend off the creature. As he grew, so did his need for violence. Soon Broonmark began to hunt in secret, savoring the rush he felt from each kill.

As his need to commit violence grew, so did his proficiency. When representatives of the Republic military came to recruit Talz to join their elite commandos, Broonmark was the

first to volunteer. He quickly became an important asset to the Republic, and rose to become the leader of the Republic's Talz Commando unit on the back of his decisive victories. But the more he fought, the more his desire to kill grew: His orders became more ruthless, and soon the Talz under his command rose up against him, narrowly escaping arrest. Now wanted by the Republic, Broonmark hunts down the Talz that he once commanded, demanding they pay for their betrayal.

Huttball Tactics: Broonmark doesn't understand Huttball. He likes that the game allows him to hurt the opposing players, but doesn't grasp the point to the game beyond that. He may even get confused if he gets the ball and throw it to an opposing player, because he thinks his team gets more points that way.

Initiative Roll: (●◆◆) * * * * *

Treek [Rival]

| | | | | | |
|-------|---------|-----------|---------|-----------|----------|
| 3 | 3 | 2 | 3 | 3 | 1 |
| Brawn | Agility | Intellect | Cunning | Willpower | Presence |

| Soak Value | Wound Threshold | M/R Defense |
|------------|-----------------|-------------|
| 7 | 14 | 0/0 |

Skills: Coerce 2 (●●●◆), Cool 2 (●●●◆), Perception 1 (●◆◆), Ranged (Heavy) 3 (●●●)

Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once)
Stimpack Specialist 2 (When using a stimpack heal 2 extra wounds)

Abilities: Silhouette 0, Remove ■ from all Perception checks

Equipment: Bowcaster (Ranged [Heavy]; Damage 11, Range [Medium], Crit 3, Knockdown, Pierce 2) with Auto-Recocker Mod and Accelerator Enhancement (+1 damage, 2 Pierce mods), Padded Armor (+2 Soak), 4 Stimpacks

Treek is an enthusiastic warrior who defied her primitive tribe's rigid customs to seek adventure among the stars. Dissatisfied with the peaceful and quiet ways of her people, Treek is determined to achieve great things with her life. She travels the galaxy as a mercenary soldier, always on the hunt for new horizons and epic challenges to conquer. Despite hailing from a technologically-archaic planet and species, Treek has adapted quickly to civilized space. Treek is unconcerned with material possessions or personal power. Her only goal is to forge a legacy that will outlive her. In Treek's mind,

the greatest defeat is to be forgotten. She will do whatever it takes to ensure her name and deeds will be celebrated long after she is gone.



Huttball Tactics: Treek doesn't quite get the game, but she gets into it as the game progresses. She'll start out really enjoying the ability to blast opponents, but when she notices that the scoring is the way to win, she will gravitate towards helping her team score.

Initiative Roll: (◆◆◆) ○○○○

HK-51 [Nemesis]

| | | | | | |
|-------|---------|-----------|---------|-----------|----------|
| 4 | 3 | 2 | 3 | 1 | 2 |
| Brawn | Agility | Intellect | Cunning | Willpower | Presence |

| Soak Value | Wound Threshold | Strain Threshold | M/R Defense |
|------------|-----------------|------------------|-------------|
| 8 | 18 | 14 | 1/1 |

Skills: Brawl 3 (●●●◆), Coercion 3 (●◆◆), Computers 3 (●●◆), Gunnery 3 (●●●), Mechanics 3 (●●◆), Ranged (Light) 5 (●●●◆◆), Ranged (Heavy) 4 (●●●◆), Stealth 2 (●●◆), Vigilance 2 (●◆)

Talents: Adversary 2 (upgrade the difficulty of all combat checks against this target twice), Barrage 3 (add 3 to the damage of all Gunnery or Ranged attacks at Long or Extreme range)

Point Blank 3 (add 3 damage to all Ranged (heavy) or Ranged (Light) attacks made at Short or Engaged range)

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater. Immune to poisons and toxins.

Equipment: Sniper Blaster Rifle (Ranged [Heavy]; Damage 10, Range [Extreme], Crit 3, Accurate 2, Stun-setting, Cumbersome 2) with Marksman Barrel (2 Accurate Mods), Left arm mounted Heavy Blaster pistol (Ranged [Light]; Damage 7, Range [Medium], Crit 3, Stun Setting), Mounted Heavy Battle Armor (+2 Soak, Defense 1, Superior Mod)

Imperial assassins spend years training to develop the steel nerves required for their work, but HK-51 comes with such features pre-installed. Like the previous models in the HK line, including the legendary HK-47 of



the Jedi Civil War, the latest model is hard-wired for hunting and killing. HK-51 turns the work of elimination into an art form. He performs his tasks with ruthless efficiency, with no

thought for earning credits or achieving fame and glory. To HK-51, organics are primarily targets; there is no value in courting their approval. The only exception to this rule is for the lucky man or woman who he calls 'Master'. HK-51 is programmed with complex fail-safes that place loyalty to his Master at much higher priority even than self-preservation.

Emperor's Wrath [Enhanced Nemesis]

| | | | | | |
|-------|---------|-----------|---------|-----------|----------|
| 3 | 5 | 2 | 3 | 3 | 2 |
| Brawn | Agility | Intellect | Cunning | Willpower | Presence |

| Soak Value | Wound Threshold | Strain Threshold | M/R Defense |
|------------|-----------------|------------------|-------------|
| 7 | 25 | 17 | 1/1 |

Skills: Athletics 1 (●●●◆◆◆), Coercion 2 (●●●◆), Cool 2 (●●●◆), Coordination 1 (●◆◆◆◆◆), Discipline 3 (●●●●), Knowledge (Lore) 3 (●●●◆), Lightsaber 4 (●●●●●◆), Perception 2 (●●●◆), Piloting (Space) 2 (●●●◆◆◆), Resilience 2 (●●●◆), Vigilance 2 (●●●◆)

Talents: Adversary 2 (upgrade the difficulty of all combat checks against this target twice)

Ataru Technique (When making Lightsaber skill checks, use Agility instead of Brawl)

Hawk Bat Swoop: Lightsaber combat check against target within Short range, adding ◻ no greater than Force Rating. Spend 1 to engage target and spend 1 to add a to the check.

Saber Throw: (make a Lightsaber combat check as a ranged attack at a target within medium range, adding ◻ no greater than Force Rating. Must spend 1 to succeed to hit target, spend 1 to have weapon return to hand.)

Uncanny Reactions 2 (add ■■ to all Vigilance Checks)

Force Rating 4

Abilities: Force Power Bind (1: immobilize a target at short range until end of user's next turn. If user used any ● to generate 1, the target also suffers 1 wound per 1 spent ignoring soak,

Force Power Enhance (1, Gain ✨ or ☹ on an Athletics, Brawl, Coordination, Piloting (Planetary or Space), or Resilience checks, 1: take a Force Leap action to jump horizontally or vertically to any location in short range)

Commit ◻: Increase Brawn by 1,

Commit ◻: Increase Agility by 1

The Emperor's Wrath has risen through the ranks of the Sith Lords to serve as a direct expression of the Emperor's will. A combat monster, the Wrath darts in and attacks with vicious ferocity. A true servant of the Dark Side, the Wrath does not think twice about using the weak as distractions to manipulate the Jedi



Equipment: Two Lightsabers (Lightsaber; Damage 6, Range [Engaged], Crit 2, Breach 1, Sunder, Vicious 1), Sith Light Battle Armor (+2 Soak, Defense 1, Cortosis Mod), two Stimpacks, Cybernetic Arms (Mod VI), Implant Armor