

Andronikos Revel [Rival]

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

Soak Value	Wound Threshold	M/R Defense
5	16	1/1

Skills: Athletics 2 (●●), Computers 2 (●●), Cool 2 (●●◆), Ranged (Light) 2 (●●◆◆), 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 [Medium], Crit 3, Stun Setting), Armored Clothing (+1 Soak, Defense 1, Superior Mod), Stimpack

At one time Andronikos Revel was considered to be a rising star in the Republic navy. An upstanding officer, Revel served with honor and distinction, quickly rising to the rank of Captain becoming one of the youngest Republic officers to command a starship. But Andronikos Revel's military career would be short-lived.

After being led into an Imperial ambush, Revel turned his back on the Republic and slipped into a life of piracy. Andronikos would spend the next several years terrorizing both the Republic and Empire, and quickly gained notoriety for his both exceptional



piloting skills and his ruthlessness in executing those whose ships were captured. Eventually Revel's brashness would catch up to him. After a raid on a ship carrying valuable Imperial artifacts, Revel and his crew were hunted by the Empire. To stop the Imperial hunt, and to keep the artifacts for themselves, Revel's crew

mutinied and left him to his Imperial captors.

Revel sat in an Imperial prison for a year, swearing to take his revenge on his former crew. Darth Nox freed him, and helped Revel track down his former shipmates and took revenge upon them. Revel now serves as Darth Nox's pilot and enforcer.

Huttball Tactics: Andronikos will enjoy the game, but will fight dirty. Any opportunity to take a shot at another player will be taken, moving the ball to scoring position is his second goal.

Initiative Roll: (●●◆) ✨🌀🌀🌀

Ashara Zavros [Rival]

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

Soak Value	Wound Threshold	M/R Defense
5	16	2/1



These tales were an inspiration to her, and Ashara devoted herself to the study of the Force and the Jedi Code, determined to be among the greatest Jedi that the Order had ever seen.

Skills: Athletics 1 (●◆◆), Coordination 2 (●●◆), Discipline 2 (●●◆), Knowledge (Lore) 1 (●◆), Lightsaber 3 (●●●), Vigilance 1 (●◆◆)

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)

Force Rating 2

Abilities: Pack Instincts (When using the assist maneuver, grant target ■■), Force Power Enhance (1, Gain ✨ or 🌀 on an Athletics, Coordination, or Piloting (Planetary or Space) check, 1: take a Force Leap action to jump horizontally or vertically to any location in short range, Commit ◻: Increase Agility by 1), Force Power Move (1: Move one object Silhouette 1 at short range, Spend 1 to increase Silhouette by 1)

Equipment: Two Lightsabers (Lightsaber; Damage 6, Range [Engaged], Crit 2, Breach 1, Sunder), Armored Clothing (+2 Soak, Defense 1, Superior Mod), Stimpack

Intelligent and eager to prove herself, the Jedi Padawan Ashara Zavros is the latest in a long and storied family lineage of Force-adepts. Throughout her childhood Ashara heard stories of her ancestors' adventures.

Her knowledge of the Jedi Code, along with her prowess with a lightsaber and command of the Force, quickly catapulted Ashara to be among the top pupils. But while she was undoubtedly gifted, Ashara was also headstrong and proud. This pride can often lead to insecurity, and Ashara is quick to frustration and will sometimes question her abilities in the face of adversity. But even in the face of the most difficult obstacles, a steadfast devotion to the Jedi Code has kept Ashara on the path of light.

Darth Nox was able to corrupt and tempt Zavros with the power of the Dark Side. Now serving as one of Darth Nox's apprentices, Zavros still struggles with her Jedi teachings and those of Darth Nox.

Huttball Tactics: Ashara is more interested in playing the game (and winning) than hurting the opposition. She will use her Force powers to move her or the Huttball to score, but is more than willing to use her lightsabers to carve up anyone between her and the goal line.

Initiative Roll: (●◆◆) ✨

Talos Drellik [Rival]

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

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

Skills: Knowledge (Lore) 3 (●●●◆), Knowledge (Warfare) 2 (●●◆◆), Medicine 3 (●●●◆), Ranged (Light) 2 (●●)

Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once) Intense Focus (Maneuver and suffer 1 strain to upgrade next skill check once)

Abilities: None

Equipment: Blaster Pistol (Ranged [Light]; Damage 6, Range [Medium], 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

The Drellik lineage has produced numerous decorated soldiers throughout the Empire's history. Talos Drellik was not one of them. While Drellik was far from incompetent as a soldier, his heart was never committed to serving the Empire on the battlefield.

When he was a youth, he would hear the tales of his family's many conquests and heroic deeds. Though he was proud of his family's history defending the Empire, Talos found himself more interested in the history of the Sith and the Empire that was once theirs. He would spend days in seclusion, studying the ancient history of the Empire,



from the first humans to discover Korriban to the war between Naga Sadow and Ludo Kressh.

Rather than serve the Empire on the battlefield as his forefathers had, Talos followed his passion for Imperial history and enlisted with the Imperial Reclamation Service. Before long, he was in charge of one of the most esteemed archaeological teams in the service, but his meticulousness and caution with the artifacts that were uncovered were seen as drawbacks by his superiors.

Talos is driven by a deep-seeded need for knowledge, and to understand the history of the artifacts that he uncovers. He's willing to go to great lengths to make discoveries and learn the lost knowledge of the Empire's past.

Huttball Tactics: Talos doesn't quite get the game he's forced to participate in, but he will do his best and support his team. He will make Knowledge checks to advise his allies on the game's tactics and heal his allies. Only if he has no better option available (or in defense) will he shoot any opposing players.

Initiative Roll: (◆◆◆) ☆☆☆

Xalek [Rival]

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

Soak Value	Wound Threshold	M/R Defense
8	19	2/0

Skills: Athletics 2 (●●◆◆), Brawl 2 (●●◆◆), Discipline 1 (●◆◆), Lightsaber 1 (●◆◆◆), Resilience 1 (●◆◆), Vigilance 2 (●●◆◆)

Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once)

Defensive Training 2 (When wielding a lightsaber, melee, or brawling weapon, weapon gains Defensive 2 quality)

Niman (When making Lightsaber skill checks, use Willpower instead of Brawn)

Force Rating 2

Abilities: Force Power Enhance (I, Gain ✨ or 🌀 on an Athletics, Brawl, or Resilience check, I: take a Force Leap action to jump horizontally or vertically to any location in short range, Commit ◻: Increase Brawn by 1), Force Power Unleash (II: make an **Average** (◆◆) Discipline check against a target at Short range dealing 8 damage; I to add 2 damage to attack.)

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

A man of few words and swift action, Xalek has come to be one of the most promising and dangerous Acolytes of the Sith. Born on the Kaleesh homeworld, Xalek was raised in the traditional Kalee manner, coming to believe



that war was an important part of Kaleesh culture, and valued honor above all else.

During a battle along the coastline of the Jenuwaa Sea, Xalek was captured by the Sith. But before he could be sent off to one of the Sith Empire's many labor camps, it was discovered that Xalek possessed a strong connection to the Force. Knowing that he could be turned into a powerful Sith, Xalek was sent to the Sith Academy on Korriban to undergo training.

Xalek was eager to prove himself, and bided his time while at the academy. One-by-one, Xalek's rivals would fall by the wayside, either through accident or through failing the trials. Now Xalek stands as Darth Nox's apprentice, ready to strike down his enemies and prove himself worthy.

Huttball Tactics: Xalek has little interest in playing Huttball. He will move to engage the strongest opposing players and attack them with lightning and his lightsaber. He will carry the Huttball because it focuses the opposition to attack him, and pass it only begrudgingly at the pleading of his teammates.

Initiative Roll: (●●◆◆) ✨🌀🌀🌀

Khem Val [Rival]

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

Soak Value	Wound Threshold	M/R Defense
9	21	1/0

Skills: Brawl 1 (●◆◆◆), Coerce 2 (●●◆◆), Discipline 3 (●●●●), Melee 2 (●●◆◆), Resilience 2 (●●◆◆)

Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once)
Knockdown (Spend ☼ on a successful melee attack to knock target prone)

Abilities: Consume Essence (Take 2 strain and roll ☐☐: deal 1 damage per ● to every living creature at Engaged range and heal the same amount to self, this damage ignores soak).

Equipment: Vibro-sword [Melee, Damage 7, Range [Engaged], Crit 2, Defensive 1, Pierce 2, Vicious 1), Padded Armor (+3 Soak, Superior Mod)

Centuries ago, Khem Val was the proud servant of Tulak Hord, one of the greatest Dark Lords of the Sith to ever live. His people, the Dashade, thrived. A powerful species of Force-resistant killers, they drew strength from feeding on Jedi and Sith alike. Khem Val was called Shadow Killer and Devourer. As his master conquered, he feasted, and the unusual bond between the Sith Lord and the Shadow Killer grew stronger.

But that was centuries ago. The Dashade have all but disappeared from the galaxy, and the details of Khem Val's legend have faded to formless, creeping fear. Deep in the tomb of Naga Sadow on Korriban, Khem Val slept



until freed by Darth Nox. Now he serves Nox, as he did his former master, and Darth Nox obliges his hunger by frequently facing Jedi (and rival Sith) that he may consume.

Huttball Tactics:
Khem Val will refuse

to play the game. His sole objective will be to destroy the opposition, especially enemy Force Users. If he is passed the ball or obtains the Huttball, he will discard it.

Initiative Roll: (◆◆◆) ✨ ✨ ✨ ✨

Treek [Rival]

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

Soak Value	Wound Threshold	M/R Defense
7	16	0/0

Skills: Athletics 1 (●◆◆), 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



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.

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: Blaster Rifle (Ranged [Heavy], Damage 9, Crit 3, Range [Long], Stun Setting), Blaster Carbine with Spread Barrel (Ranged [Heavy], Damage 9, Crit 3, Range [Short], Blast 6, Stun Setting), 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

Darth Nox [Enhanced Nemesis]

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

Soak Value	Wound Threshold	Strain Threshold	M/R Defense
5	20	18	1/2

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

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

Uncanny Senses 1 (add ■ to all Perception checks)

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

Force Rating 5

Abilities: Force Power Unleash (//: make an Average (◆◆) Discipline check against a target at Short range dealing 10 damage; / to add 2 damage to attack, spend / to increase range band by one, spend / to cause any ☹ scored to deal 1 Strain damage to target.)

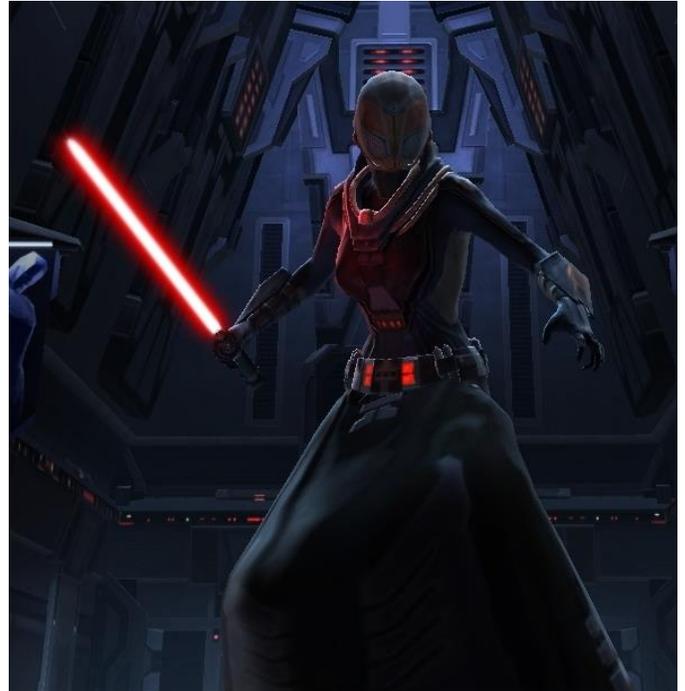
Force Power Enhance (●, Gain ✨ or ☹ on an Athletics, Coordination, or Piloting (Planetary or Space) check, ●: take a Force Leap action to jump horizontally or vertically to any location in short range,

Commit(○): Increase Agility by 1)

Force Power Move(●: Move one object Silhouette 1 at Short range, Spend ● to increase Silhouette by 1, Spend ● to affect an additional target at Short range)

Force Power Sith Healing(//: heal 5 wounds living target at Engaged range, Spend / to increase range by 1, if no ○ is rolled, heal Strain equal to Wounds healed.)

Equipment: Lightsaber (Lightsaber; Damage 7, Range [Engaged], Crit 1, Breach 1, Sunder, Vicious 1), Sith Robes (+1 Soak, Cortosis Mod), two Stimpacks



Rising from the ranks of slavery to become a member of the Dark Council, Darth Nox's path has been fraught with death and adversity. Nox survived the trials on Korriban to become Lord Zash's apprentice, only to kill her when she attempted to use Nox's body as her new vessel. Nox then had to survive the machinations of Darth Thanaton in a brutal and deadly duel, each side pitting all of their resources against the other. At the end of the conflict, Nox prevailed and Thanaton lay dead. Darth Nox was then awarded Thanaton's place on the Dark Council.

Darth Nox is a ruthless Dark-Sider, wholly embracing the Sith Code and the belief that the power of the Dark Side is superior. Through their rise to power, Nox has employed manipulation, cunning, ambition, and treachery to claim the seat on the Dark Council. Quick to use Force Lightning to coerce information from opponents or simply kill them outright, Nox is a fearsome Sith sorcerer who uses trickery and ruthless brutality to bring down any who stand in opposition.