

Gault Rennow [Rival]

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

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

Skills: Charm 2 (●●), Cool 2 (●●●●), Deception 3 (●●●●), Knowledge (Underworld) 1 (●●), Ranged (Heavy) 3 (●●●), Streetwise 2 (●●)

Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once)
Soft Spot (On a successful attack, spend 1 Destiny Point to add damage equal to Cunning)
True Aim (Perform a Maneuver to gain the benefits of aiming and upgrade the combat check once)

Abilities: None

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

Tyresius Lokai has been a long-time grafter and Outer Rim wandering swindler, specializing in separating the wealthy and powerful with their credits and cargo. He was able to amass a considerable fortune, but he also made many enemies across the galaxy. This quickly made him one of the most wanted men in the galaxy, and a target during one of the last Great Hunts

As his bounties mounted, so did his paranoia. Constantly having to look over his shoulder to make sure he wasn't met with the barrel of a blaster pistol, Lokai began to look for a way

out of his predicament while not having to give up his lifestyle. When the Bounty Hunter who would eventually be known as the Master of the Great Hunt caught up with him, Lokai was able to talk the Hunter into faking Lokai's death in exchange for joining the Hunter's team. Thus "Tyresius Lokai" was no more – and "Gault Rennow" was born.



Gault has continued to flex his con-artist muscles whenever the opportunity arises. He's become something of the face-man for the team, and often conducts negotiations when his boss is unavailable (or unwilling to get dragged into one of Gault's schemes).

Huttball Tactics: Gault has no desire to play Huttball, but does like the fact that the game has no rule he has to follow. Gault will skirt the edge of the arena taking potshots at the opposition as the opportunity arises, not really caring about scoring the Huttball. If by some chance he does find himself with the ball, he will pass it off to someone else as soon as he can. Gault wears a face-concealing helmet during the match, lest any of his former victims recognize him and place another bounty on his head.

Initiative Roll: (●●) ☆☆☆

Torian Cadera [Rival]

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

Soak Value	Wound Threshold	M/R Defense
7	17	0/0

Skills: Athletics 2 (●●●◆◆), Discipline 1 (●◆◆), Knowledge (Warfare) 1 (●◆), Melee 3 (●●●◆◆), Resilience 1 (●◆◆◆◆), Survival 1 (●◆)

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

Deadly Accuracy (Add 3 to the damage of all Melee skill checks)

Disorient (on a successful Melee combat check may spend ☹☹ to disorient target for 1 round)

Abilities: None

Equipment: Force Pike (Melee, Damage 10*, Range [Engaged], Crit 2, Pierce 2, Stun Setting), Laminate Armor (+3 Soak, Superior), Arm-mounted Flame Thrower (Ranged (heavy), Damage 8, Range [Short], Crit 2, Burn 1, Blast 5) Stimpack

Torian Cadera has devoted his life to following Mandalorian traditions, honoring the codes of honor and discipline with an unwavering dedication. This devotion does not come merely from a sense of commitment to the Mandalorian way; Torian is attempting to atone for his father's dishonor.

As a child, Torian's father was the leader of a respected Mandalorian clan. When the title of Mandalore was passed to a new warrior, the clans were called on to unite and fight for the Sith Empire. When Torian's father refused,



this caused a schism which divided the clans. Many rallied to Cadera's cause, seeing servitude to the Empire as the opposite of what their honor demanded of them, while others swore

allegiance to their Mandalore out of tradition.

Mandalore was ultimately victorious over the elder Cadera and his rebels, and Torian's father hid out for decades on the ruined world of Taris. The Master of the Hunt and Torian scoured the planet and eventually took down Torian's father. His family's honor restored, Torian was accepted fully into Mandalorian society once more. Since then he has stayed with the Hunt Master and continued to carve a legend in the galaxy.

Huttball Tactics: Torian looks at Huttball like he does any other conflict, a chance to gain honor. He has studied the game and determined that the most honorable tactic in the game is to score and take out as many foes as he can along the way. Torian will move to take and carry the ball to the endzone, or move to be in a position to catch the ball.

Initiative Roll: (◆◆◆) ★☹☹

Mako [Rival]

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

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

Skills: Athletics 1 (●●◆), Computers 4 (●●●●◆), Medicine 3 (●●●●), Negotiation 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

Nobody on Nar Shaddaa knows quite where Mako came from but everyone agrees she was born to be a slicer. By the time she was seven it was clear she had an unnatural affinity for all things computer-related and she quickly taught herself all known programming languages. At eight, Mako crashed the accounts of a Red Light Sector orphanage that was attempting to sell her to the highest bidder. With credits in hand and marketable skills she soon found herself running with some of the more notorious slicer gangs on Nar Shaddaa.



Years later Mako was found wounded in an alley by an aging bounty hunter named Braden. He needed a tech specialist for his crew and she needed to get off the moon until

the job her "friends" had so spectacularly blown faded a bit from memory. With Braden and his crew, Mako discovered a love of underground bounty hunter culture, a code of honor that gave her life structure and most importantly, her first real family.

Having joined up with the Master of The Hunt from the beginning, Mako has served as a loyal confidant and an adept contract manager. When the negotiations need to be legitimate, the Master of the Hunt sends in Mako. This often puts her at odds with Gault, who usually wants to employ some scheme to net the most money for the crew.

Huttball Tactics: Mako is more interested in playing the scoring aspects of the game rather than the bloodsport aspects. Knowing she doesn't match up well in direct combat, she will aid allies, hinder opponents, and help move the huttball to the endzone.

Initiative Roll: (●●◆) ✱🌀

Blizz [Rival]

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

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

Skills: Gunnery 1 (●◆◆), Knowledge (Lore) 1 (●◆◆), Mechanics 2 (●●◆), Ranged (Light) 3 (●●●), Survival 2 (●●), Vigilance 1 (●◆◆)

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

Burly 3 (Reduce the Cumbersome and Encumbrance rating of any weapon by 3 to a minimum of 1)

Quick Draw (May draw or stow one item per turn as an incidental action)

Contraption (once per session make a Hard (◆◆◆) Mechanics Check to fashion a device to solve a current problem)

Abilities: Silhouette 0

Equipment: Heavy Blaster Pistol (Ranged [Light]; Damage 7, Range [Medium], Crit 3, Stun Setting), Missile Tube w/ Fragmentation Missiles (Gunnery, Damage 12, Range [Extreme], Crit 4, Blast 12, Cumbersome 3, Guided 3, Prepare 1, Limited Ammo 6) Padded Armor (+3 Soak, Superior Mod), Stimpack

Blizz is one of only a small number of Jawas to ever explore beyond his homeworld of Tatooine. A mechanical genius with an infinite curiosity about the universe around him, Blizz is a consummate (and constant) tinkerer, trying to take apart most everything



he can get his hands on to try and put it back together in a more extraordinary way.

Blizz spent many years working throughout the Outer Rim as a salvager, exploring countless worlds and having the opportunity to

play with new technologies that he had never seen while on Tatooine. Blizz is eager to use whatever is at hand to impress his companions with his ingenuity and help them in whatever task they are involved in.

Huttball Tactics: At the beginning of the match, Blizz couldn't be happier playing in the Huttball match. It's exciting, the roar of the crowd is exhilarating, and he enjoys being the center of attention. If he sees any displays of excessive violence, he will become disturbed by it and start to realize the bloodsport for what it is. At that point he will try to end the game as quickly as possible by helping his allies score as often as they can.

Consider using his Contraption talent to turn his Missile Tube into a Hutt-ball launching cannon! (Tube would no longer fire Missiles after that...)

Initiative Roll: (●◆◆) ☆○○○

Skadge [Rival]

5	2	1	2	3	1
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Soak Value	Wound Threshold	M/R Defense
10	21	2/1



He fled to Coruscant, continuing his streak of mayhem and destruction across the undercity of Coruscant (this time for Black Sun) until a combined force of Coruscant, Republic and SIS forces brought him down and shipped him off to Belsavis. He spent the next three years in solitary confinement until the Master of the Hunt freed him while on a mission for the Empire.

Now a member of the Hunt Master's crew, Skadge's brutality has been curbed slightly (or perhaps better directed). He's the first into a fight and almost always the last one standing. He still hates the Hutts, and has never forgiven (nor forgotten) those who have crossed him.

Huttbball Tactics: Skadge revels in the brutality of Huttbball. He has no interest in scoring, all he will want to do is wade into the opposition and crush them. Every round he will move towards the weakest for in range and engage them in melee. Only if there's no other option will he engage in opponents closer to his prowess (tanks).

Initiative Roll: (●●●●) ☆☆☆

Skills: Brawn 2 (●●●●●), Coerce 2 (●●●●), Melee 2 (●●●●●), Knowledge (Underworld) 2 (●●●), Streetwise 2 (●●●), Vigilance 2 (●●●●)

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: None

Equipment: Vibro-sword (Melee, Damage 10, Range [Engaged], Crit 2, Defensive 1, Pierce 2, Vicious 1), Heavy Battle Armor (+3 Soak, Defense 1 Superior Mod), Stimpack

Skadge is your stereotypical Houk; big, a little thick headed, and ruthless to the core. He's worked for the Hutts as an enforcer until his brutality started to cut into the cartel's bottom line. The Hutts tried to end their contract with Skadge by killing him; they failed. When he found out who was responsible for the attempt on his life, Skadge left a path of death and destruction throughout the Hutt Cartel on his way off-world.

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: (◆◆◆) 00000

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.

Master of the Hunt [Enhanced Nemesis]

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

Soak Value	Wound Threshold	Strain Threshold	M/R Defense
7	25	17	2/1

Skills: Brawl 4 (●●●●), Coercion 2 (●●●), Knowledge [Outer Rim] 2 (●●), Knowledge [Underworld] 3 (●●●), Medicine 2 (●●), Ranged (Light) 4 (●●●●), Ranged [Heavy] 2 (●●◆◆), Piloting [Space] 3 (●●●◆), Survival 2 (●●◆)

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

Soft Spot: (On a successful attack, spend 1 Destiny Point to add damage equal to Cunning)

Abilities: None

Equipment: 2 Heavy Blaster Pistols (Ranged [Light]; Damage 7, Range [Medium], Crit 3, Stun Setting), Heavy Battle Armor (+2 Soak, Defense 1, Cortosis, 2 Weapon Mounts [Flame Projector, Grenade Launcher]) Flame Projector (Ranged [Heavy], Damage 8, Range [Short], Crit 2, Burn 3, Blast 8), Grenade Launcher (Gunnery, Damage 8, Range [Medium], Crit 4, Blast 6, Limited Ammo 6)

The Master of the Hunt has had enough adventure for three lifetimes, and things have just gotten started. After winning the most recent Great Hunt, this bounty hunter has gone on to forge newfound glory by hunting targets on the exclusive "Black List" and even causing the downfall of Supreme Chancellor

Janarus after he declared the Hunter "Public Enemy Number One".

Serving the Sith Empire in their efforts against the Republic, the Master of the Hunt is a consummate professional. It's never personal when someone is hunted by this expert, it's only business. Having joined the Mandalorians, the Hunt Master lives by a code of Honor that dictates how they treat their opponents in warfare and in the course of collecting a bounty.

The Master of the Hunt is impressed by worthy opponents, having taken down several of the galaxy's most notorious and lethal figures. Every battle is a chance to prove that their winning the Great Hunt was not a fluke, but a sign of destiny.

