

Kaliyo D'jannis [Rival]

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

Soak Value	Wound Threshold	M/R Defense
8	20	1/1

Skills: Athletics 1 (●◆◆), Brawl 1(●◆◆), Cool 1 (●◆◆), Coercion 2 (●●◆), Ranged (Light) 3 (●●●), Streetwise 2 (●●)

Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once) Point Blank 2 (add 2 damage to one hit of successful Ranged (Light) skill check at Engaged or Short range)

Abilities: None

Equipment: Heavy Blaster Pistol (Ranged [Light]; Damage 7, Range [Medium], Crit 3, Stun Setting), Vibroknife (Melee, Damage 4, Range [Engaged], Crit 2, Pierce 2, Vicious 1), 2 Frag Grenades (Ranged [Light], Damage 8, Ranged [Short], Crit 4, Blast 6, Limited Ammo 1), Heavy Battle Armor (+3 Soak, Defense 1, Superior Mod), Stimpack

Thanks to contradictory accounts, Kaliyo's personal history is murky at best. For at least a decade, she's worked as a freelance enforcer and assassin for a half-dozen criminal syndicates, served time in prison, and kept close ties to a violent anarchist cell. Whether she's genuinely political or just in it for the thrills, nobody seems to know.

Only when firepower fails Kaliyo does she fall back on her charm--and the underworld does seem to find her dangerously charming. Jilted associates describe her as manipulative,



while other colleagues remain infatuated long after her departure. Regardless, anyone working with or against Kaliyo should be extremely cautious--no one walks away from the Rattataki unscathed.

Huttball Tactics: Kaliyo will play the game, but will do everything she can to fight dirty. Any opportunity to take a shot at another player will be taken, but moving the ball to scoring position is her first goal.

Initiative Roll: (●◆) ☆☆

SCORPIO [Rival]

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

Soak Value	Wound Threshold	M/R Defense
8	22	2/2

Skills: Brawl 2 (●●◆◆), Computers 3 (●●◆◆), Mechanics 1 (●◆), Melee 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: Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater. Immune to poisons and toxins.)

Equipment: Electro-staff (Melee, Damage 7, Range [Engaged], Crit 4, Stun Setting, Disorient 2, Defensive 1, Pierce 1), Brass Knuckle Implants (Brawl; Damage 8, Range [Engaged], Crit 4, Disorient 3), Implanted Heavy Battle armor (+2 Soak, Defense 1), Shield Generator (Ranged Defense 2), 4 Emergency Repair Patches, Rocket Boosters (Maneuver to any point horizontally or vertically within Medium Range)

Over the centuries that have passed since "she" was first activated, SCORPIO has evolved well beyond her initial programming. Designed with the ability to learn and adapt through experience, SCORPIO has amassed several lifetimes' worth of knowledge. Much of what SCORPIO has learned pertains to security and



combat, though her upgraded chassis shows that she is a competent engineer, as well.

Her multiple lifetimes of memories have allowed her programming to construct a uniquely narcissistic personality, in which SCORPIO's belief in her superiority and her disinterest in the survival of lesser life

forms overrides all else. When she has finished learning from her present situation, SCORPIO will continue on, following her primary programming of heuristically acquiring information.

Huttball Tactics: SCORPIO thinks the game is foolish and pointless, but plays because she can murder someone on a live broadcast holonet. During the match she will focus on the nearest opposing player and do her best to take them down. She will only participate in the match if she is thrown the ball, and even then she'll simply throw it to another player on her turn so she can go back to fighting. SCORPIO is most likely to kick the Huttball when possible.

Initiative Roll: (●◆◆) ☆☆☆

Doctor Eckard Lokin [Rival]

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

Soak Value	Wound Threshold	M/R Defense
5	15	0/0

Skills: Brawl 1 (●◆), Cool 1 (●◆◆), Discipline 1 (●◆), Knowledge (Education) 2 (●●◆◆◆), Knowledge (Xenology) 3 (●●●◆◆), Medicine 3 (●●●◆◆), Ranged [Light] 2 (●●)

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

Abilities: Rakghoul Transformation (Brawn 5, Intellect 1, Soak 8, Claws (Brawn, Damage 7, Range [Engaged], Crit 3, Pierce 1, Disorient 1), cannot make Knowledge, Ranged [Light] or Medicine checks)

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), Padded Armor (+3 Soak Value, Superior Mod), Medical Kit, 4 Stimpacks

A legend in the espionage trade, Doctor Lokin has been a faithful servant of the Empire for many decades. Believed to have been born on the Sith capital world of Dromund Kaas in the years leading up to the Galactic War, records noting Doctor Lokin's past are difficult

to come by, and the details given in those reports are scarce at best.



At some point in his career, Dr. Lokin experimented on himself with a mutated form of the Rakghoul virus. He is now able to transform into a brutal, vicious creature (somewhat at will). Dr. Lokin loses much of his intelligence, and self control, while in his altered state, and tries to refrain from transforming as much as possible.



Huttball Tactics: Dr. Lokin will play Huttball as best he is able, but mostly focuses on healing allies. If he takes more wounds than half his Wound Threshold, or suffers a critical injury, he will transform into his Rakghoul alter ego. The Rakghoul is mercilessly attack the nearest opposing player and ignore the huttball entirely. This lasts until Lokin is knocked unconscious, at which time he will revert to his human state.

Initiative Roll: (●◆◆) ★★○○○

Ensign Riana Temple [Rival]

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

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



Skills: Athletics 2 (●●), Discipline 2 (●●), Knowledge (Warfare) 2 (●●), Mechanics 2 (●●), Ranged (Light) 3 (●●●◆), Vigilance 2 (●●)

Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once), *Deadly Accuracy (Ranged [Light]; increase the damage of any one hit with a Ranged [Light] checks by 3),

Sniper Shot 2 (Perform a Maneuver to increase the range of a non-throwing ranged attack by up to 2 range bands, increase difficulty of check by 1 per range increase), Force Rating 2

Abilities: Force Power Move (I: Move one object Silhouette 1 at short range, may make ranged attacks with this power)

Equipment: Two Heavy Blaster Pistols [Ranged [Light]; Damage 7 [or 10*], Range [Medium], Crit 3, Stun Setting), Armored Clothing (+2 Soak, Defense 1, Superior Mod), Stimpack

The daughter of two Imperial agents, Raina was groomed in an environment that promoted patriotism and a deep, abiding respect for the ideology and philosophy of the Sith Empire. A staunch loyalist, Raina works to serve the interests of the Empire – even as she minimizes her direct contact with them.

Enlisting in the Imperial military when she was of age, Raina was granted a transfer to the Chiss Expansionary Defense Force; a rare occurrence, as neither the Chiss Ascendancy nor Sith Empire has any formal officer transfer program. Stationed at the fringes of the Empire's borders, it took Raina time to overcome the stigma and belief that she was an Imperial spy. As she served alongside the Chiss, however, those preconceptions eventually faded and she was accepted into their ranks.

Although Raina is proficient with both Imperial military and CEDF combat training and tactic, she is untested in the field and mentally unprepared for many of the tasks of an agent.

Huttball Tactics: Even though she finds the concept of playing a game for such high stakes deplorable, Ensign Temple actually enjoys the match. She will play the game first, and take pot-shots at opponents second. She will use her limited Force powers to knock opponents off ramps or to accurately move the ball to an ally at Short range.

Initiative Roll: (●●) ✨❌❌❌

Vector Hyllus [Rival]

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

Soak Value	Wound Threshold	M/R Defense
5	17	1/1

Skills: Cool 2 (●●), Charm 2 (●●◆), Discipline 1 (●◆), Leadership 2 (●●◆), Melee 3 (●●●), Negotiate 2 (●●◆), Vigilance 2 (●●)

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). Kill with Kindness Remove ■ from all Charm and Leadership checks)

Abilities: Joiner; upgrade the difficulty of the check by one when targeted by Charm, Coercion, Deception, or Negotiate)

Equipment: Force Pike (Melee, Damage 6, Range [Engaged], Crit 2, Pierce 2, Stun Setting), Armored Clothing (+2 Soak, Defense 1, Superior Mod), Stimpack

The son of an Imperial Captain, Vector Hyllus saw first-hand the Empire's ability to create civilization from the ashes of a ruined world. Seeing how the Empire operated and the good he saw in their order, Vector elected to enlist in the Imperial Diplomatic Service and help expand the Empire's might.



Vector thrived in the IDS, quickly becoming one of the most skilled diplomats in the service. It was not long before his superiors began to take notice. In looking for a charismatic and

effective diplomat, Vector was ultimately chosen to initiate talks with the mysterious Killiks, an insectoid species that once inhabited Alderaan, but were becoming increasingly rare. Although he recognized that this would be a difficult mission unlike any other he had been assigned, Vector could not bring himself to pass up the opportunity. However, Vector had no way to anticipate what would happen next.

After his first meeting with the Killiks, he was taken into the hive. His brain chemistry was altered, and the Killiks mutated his DNA so that he could become linked into the Killiks hive mind. While this would have frightened lesser men, Vector took great joy in seeing the world through these new eyes. Yet the individual traits that made Vector the man he was began to melt away, and though he has never truly forgotten the man that he was, he now serves a dual purpose as an agent of the Empire and the defender of his adoptive hive.

Huttball Tactics: Vector is also more interested in playing the game rather than attacking the opposition. While not the best athlete, Vector will use Inspiring Rhetoric to improve the performance of his allies. In a pinch he can make a good receiver or thrower if the throw is easy.

Initiative Roll: (🟡🟡🟢) ✨✨🌀 (Just before the match, spends the Triumph to make an Inspiring Rhetoric check for his team)

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: (◆◆◆) 0000

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: 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



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.

Cypher 9 [Enhanced Nemesis]

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

Soak Value	Wound Threshold	Strain Threshold	M/R Defense
5	16	14	1/1

Skills: Charm 2 (●●●◆), Coercion 2 (●●●◆), Deception 2 (●●●◆), Melee 2 (●●●◆), Ranged (Heavy) 4 (●●●●◆), Ranged (Light) 2 (●●●◆), Stealth 3 (●●●●), Streetwise 2 (●●●◆), Vigilance 2 (●●●◆)

Talents: Adversary 2 (upgrade the difficulty of all combat checks against this target twice), Improved Stunning Blow (When making Melee checks, may inflict damage as Strain instead of wounds, may spend ⌘ to stagger target for 1 round per ⌘),

Quick Draw (once per round may ready a weapon as an incidental action)

Abilities:

Equipment: Sniper Blaster Rifle (Ranged [Heavy]; Damage 10, Range [Extreme], Crit 3, Accurate 2, Stun-setting, Cumbersome 2) with Marksman Barrel (2 Accurate Mods), 3 Vibroknives (Melee, Damage 4, Crit 2, Range [Engaged], Pierce 2, Vicious 1), Personal Stealth Field, Armored Clothing (+2 soak, Defense 1, Superior Mod), 3 Stimpacks

Personal Stealth Field: (Maneuver to activate, when active cannot be detected visually, attempts to locate through other means requires a Formidable (◆◆◆◆) Perception check, Deactivates if character makes a combat check or suffers wound or strain damage),



Cypher-9 has been an effective and lethal agent for the Sith Empire, participating in a multitude of deep-cover (and classified) operations. A master of stealth, disguise, deception, and assassination, Cypher-9 is a loyal servant of the Empire. When paired with HK-51, he prefers to let the droid attract much of his opponent's attention while he stealths away to find perfect sniper positions from which to shoot.