## Jalaia Voss

**Background:**

Jalaia Voss is a seasoned scout with strong survival skills honed by years of navigating the treacherous jungles of Eriadu. Her agility and expertise with a heavy blaster pistol make her a formidable asset in any wilderness or combat situation. With her keen senses and quick reflexes, she's adept at evading danger and staying one step ahead of her adversaries. As a member of the team, her knowledge of the jungle and her proficiency with weaponry make her an invaluable ally in their mission to infiltrate the Imperial outpost.

A person in a long coat holding an object

Description automatically generatedSpecies: Human  
Class: Scout 3

HP: 27; Damage Threshold: 16  
Initiative Score: +6 (+3 Dex, +3 Improved Initiative)  
Speed: 6 sq  
Base Attack Bonus: +2  
Melee: Vibroblade +3 (2d6+1)  
Ranged: Heavy Blaster Pistol +5 (3d8+1)

**Attributes**:

Strength: 12 (+1), Dexterity: 16 (+3), Constitution: 14 (+2),   
Intelligence: 12 (+1), Wisdom: 14 (+2), Charisma: 10 (+0)

**Defenses**:

Reflex Defense: 19 (flat-footed: 16), Fortitude Defense: 17, Will Defense: 17

**Skills:**

Endurance +8, Initiative +6, Perception +9, Stealth +9, Survival +11, Treat Injury +7

**Feats:**

Improved Initiative, Weapon Proficiency (pistols, rifles, simple weapons), Point Blank Shot

**Talents**:

Acute Senses (+5 competence bonus to Perception)

**Equipment**:

Heavy Blaster Pistol, Vibroblade, Scout Camouflage Armor, Utility Belt, Survival Kit (adapted to Eridau), Personal Comlink

## Garrick Renth

**Background:**

Garrick Renth is the cunning and influential crime lord who controls much of the illicit activities in Verdant Vale. With his keen intellect, charming demeanor, and ruthless ambition, he has risen to power through manipulation and intimidation. Renth's expertise lies in leveraging his vast network of contacts and resources to further his own agenda, whether it be expanding his criminal empire or eliminating potential threats. As a formidable adversary, he poses a significant challenge to anyone who crosses his path.

Species: Chiss  
Class: Scoundrel 5 / Crime Lord 3

HP: 45; Damage Threshold: 16A cartoon of a person wearing a helmet

Description automatically generated  
Initiative Score: +8 (+2 Dex, +6 Improved Initiative)  
Speed: 6 sq  
Base Attack Bonus: +1  
Melee: Unarmed +3 (1d4)  
Ranged: Hold-out Blaster +5 (3d4+2)

**Attributes:**

Strength: 10 (+0), Dexterity: 14 (+2), Constitution: 12 (+1),   
Intelligence: 16 (+3), Wisdom: 12 (+1), Charisma: 18 (+4)

**Defenses:**

Reflex Defense: 21 (flat-footed: 19), Fortitude Defense: 18, Will Defense: 20

**Skills:**

Deception +14, Gather Information +14, Persuasion +14, Stealth +10, Use Computer +13

**Feats**:

Improved Initiative, Skill Focus (Deception), Skill Focus (Gather Information),   
Skill Focus (Persuasion), Weapon Proficiency (pistols, simple weapons)

**Talents**:

Fool's Luck (Once per encounter as a reaction, when the character is hit by an attack, they can use   
the Fool's Luck talent to gain a +5 luck bonus to their Reflex Defense against that attack).

Savvy Operator (reroll any Persuasion check they have just made, but they must keep the result   
of the reroll)

**Equipment**:

Hold-out Blaster, Concealed Vibro-knife, Stylish Clothing, Personal Datapad

**XP on Kill:**

500

## Gamorrean | Wookieepedia | FandomGarrick Renth’s Gamorrean Guards

Species: Gamorrean  
Class: Nonheroic 2 (Elite Trooper)  
HP: 18  
Damage Threshold: 12

Initiative Score: +5  
Speed: 8 sq  
Base Attack Bonus: +1  
Melee: Vibro-ax +5 (2d10+3)  
Ranged: Blaster Rifle +2 (3d8)

**Attributes**:

* Strength: 16 (+3)
* Dexterity: 12 (+1)
* Constitution: 14 (+2)
* Intelligence: 8 (-1)
* Wisdom: 10 (+0)
* Charisma: 8 (-1)

**Defenses**:

* Reflex Defense: 12 (flat-footed: 11)
* Fortitude Defense: 12
* Will Defense: 9

**Feats**:

* Armor Proficiency (light, medium)
* Weapon Proficiency (pistols, rifles, simple weapons)
* Weapon Focus (Vibro-ax)

**Abilities**:

Gamorrean Ferocity: Once per encounter, when reduced to 0 hit points, a Gamorrean Guard can spend a swift action to remain conscious and act normally until the end of their next turn, after which they fall unconscious if not healed.

**Equipment**:

* Gamorrean Battle Armor (Damage Reduction 2)

**XP on Kill:**

100

Guardian-09 "Vigil" (Garrick Renth’s Security Droid)

Class: Expert Droid 3 / Soldier 1  
Model: GXR-65 "Guardian"

A robot standing in a desert

Description automatically generatedHP: 28; Damage Threshold: 16  
Initiative Score: +1  
Speed: 8 sq

Base Attack Bonus: +2  
Melee: Vibro-ax +5 (2d10+3)  
Ranged: Blaster Rifle +2 (3d8)

**Attributes**:

Strength: 16 (+3), Dexterity: 12 (+1), Constitution: --,  
Intelligence: 14 (+2), Wisdom: 12 (+1), Charisma: 8 (-1)

**Defenses**:

Reflex Defense: 14 (flat-footed: 12), Fortitude Defense: 13, Will Defense: 10

**Special Actions**:

Guard: Sentinel-9 can designate an adjacent ally to protect, granting them   
a +2 equipment bonus to Reflex Defense against attacks from adjacent enemies   
until the start of Sentinel-9's next turn.

**Skills**:

Perception +6, Pilot +4, Stealth +4, Treat Injury +6

**Feats:**

Weapon Proficiency (advanced melee weapons, pistols), Armor Proficiency (light, medium), Toughness

**Abilities**:

Droid Traits: Sentinel-9 is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, and critical hits. He cannot heal damage naturally, but can be repaired through the use of Repair checks or by a droid technician.

**Equipment**:

Vibroblade, Blaster Pistol, Heavy Battle Armor Plating, Integrated Security Systems, Built-in Comm System, Utility Belt, Internal Repair Kit.

**XP on Kill:**

250

Krrsk "Bloodthorn"

Species: Trandoshan  
Class: Soldier 3

HP: 39; Damage Threshold: 18  
Initiative Score: +2  
Speed: 6 sq  
Base Attack Bonus: +3  
Melee: Vibrosword +7 (2d8+3)  
Ranged: Blaster Pistol +5 (3d6+2)

**Attributes**:

Strength: 16 (+3), Dexterity: 14 (+2), Constitution: 16 (+3)  
Intelligence: 10 (+0), Wisdom: 12 (+1), Charisma: 8 (-1)

**Defenses**:

Reflex Defense: 16 (flat-footed: 14), Fortitude Defense: 17, Will Defense: 13

**Skills**:

Endurance +10, Perception +5, Treat Injury +5

**Feats**:

Weapon Proficiency (advanced melee weapons, pistols, rifles), Armor Proficiency (light, medium), Toughness

**Abilities**:

Trandoshan Regeneration: Krrsk has the ability to regenerate lost limbs over time, giving him an edge in survival and endurance.  
Combat Training: Krrsk is proficient in the use of heavy armor and a variety of weapons, making him a formidable combatant in close-quarters and ranged engagements.  
Gladiator Training: Krrsk's experience as a gladiator has honed his combat skills, granting him a +1 bonus to attack rolls with melee weapons and a +2 bonus to damage rolls with melee weapons.  
Endurance: Krrsk gains a +2 bonus to Endurance checks and Fortitude Defense.

**Equipment**:

Vibrosword, Blaster Pistol, Heavy Battle Armor, Utility Belt, Medpac

**XP on Kill:**

300

Nexu Beast

Class: Medium Beast 4

HP: 32; Damage Threshold: 14  
Initiative Score: +6  
Speed: 8 sq  
Base Attack Bonus: +3, Grapple: + 6  
Melee: Claw +6 (1d6+3)  
Melee: Bite +6 (2d6+3)

**Attributes**:

Str 16, Dex 15, Con 14, Int 2, Wis 12, Cha 6

**Defenses**:

Reflex Defense: 15 (flat-footed: 14), Fortitude Defense: 14, Will Defense: 12

**Skills**:

Initiative +6, Perception +8, Stealth +11

**Feats**:

Improved Initiative, Skill Training (Perception), Weapon Focus (Claw)

**Abilities**:

Pounce: Once per round, if the Nexu moves at least 2 squares and then makes a melee attack with its claw, it can make an additional claw attack as a swift action against the same target. This additional attack is made at a -5 penalty to the attack roll.

**XP on Kill:**

350

Vornskr Beast

Class: Medium Beast 5

HP: 45; Threshold: 15  
Initiative Score: +7, Senses: Low-light vision, Scent  
Speed: 8 sq  
Base Attack Bonus: +3, Grapple: + 6  
Melee: Bite +8 (2d6+4)  
Melee: Tail +8 (1d4+6 plus Poison)

**Attributes**:

Str 18, Dex 14, Con 15, Int 2, Wis 12, Cha 6

**Defenses**:

Reflex Defense: 16 (flat-footed: 15), Fortitude Defense: 14, Will Defense: 13

**Skills**:

Perception +9, Stealth +10

**Feats**:

Improved Initiative, Skill Training (Perception), Weapon Focus (Bite)

**Abilities**:

Pack Tactics: The Vornskr gains a +1 bonus to attack rolls against any target that is adjacent to an ally Vornskr. This represents the Vornskr's ability to coordinate its attacks with its packmates, exploiting their presence to gain an advantage in combat.

**XP on Kill:**

500

# Sith Temple Guardian Droid

Class: Medium Droid Soldier 5

HP: 50; Threshold: 17  
Initiative Score: +8  
Speed: 6 sq  
Base Attack Bonus: +5; Grp: +7  
Ranged: Dual Blaster Rifles +7 (3d8)

**Attributes**:

Str 14, Dex 16, Con -, Int 12, Wis 12, Cha 8

**Defenses**:

Reflex Defense: 20 (flat-footed: 17), Fortitude Defense: 17, Will Defense: 13

**Skills**:

Perception +7, Pilot +8, Stealth +8

**Feats**:

Armor Proficiency (Light, Medium), Dual Weapon Mastery I, Improved Initiative, Skill Training (Perception), Weapon Proficiency (Pistols, Rifles, Simple Weapons)

**XP on Kill:**

300 per player.

# static.wikia.nocookie.net/starwars/images/b/b9/Sto...Stormtrooper

Species: Human  
Class: Nonheroic 4

HP: 18; Threshold: 13  
Initiative Score: +3  
Speed: 6 sq  
Base Attack Bonus: +3; Grp: +3  
Ranged: Blaster Rifle +5 (3d8)

**Attributes**:

Str 10, Dex 12, Con 11, Int 10, Wis 10, Cha 10

**Defenses**:

Reflex 13 (flat-footed 12), Fortitude 13, Will 10

**Skills**:

Endurance +7, Perception +5

**Feats**:

Armor Proficiency (Light), Weapon Proficiency (Advanced Melee, Pistols, Rifles, Simple Weapons),   
Multishot (Rifles), Weapon Proficiency (Heavy Weapons)

**Equipment**:

Stormtrooper Armor, Blaster Rifle, Blaster Pistol, Utility Belt

**XP on Kill:**

100 per player.

# static.wikia.nocookie.net/starwars/images/b/ba/Sid...Stormtrooper Captain

Species: Human  
Class: Elite Trooper 4

HP: 40; Threshold: 16  
Initiative Score: +6  
Speed: 6 sq  
Base Attack Bonus: +4; Grp: +6  
Ranged: Blaster Rifle +8 (3d8)

**Attributes**:

Str 12, Dex 14, Con 12, Int 12, Wis 14, Cha 10

**Defenses**:

Reflex 17 (flat-footed 16), Fortitude 15, Will 12

**Skills**:

Endurance +9, Perception +7

**Feats**:

Armor Proficiency (Light), Armor Proficiency (Medium), Weapon Proficiency (Advanced Melee, Pistols, Rifles, Simple Weapons), Weapon Proficiency (Heavy Weapons), Weapon Specialization (Rifles), Point Blank Shot, Precise Shot

**Equipment**:

Stormtrooper Captain Armor (with integrated comlink and environmental sealing), E-11 Blaster Rifle, SE-14r Light Repeating Blaster, Thermal Detonator, Utility Belt

**XP on Kill:**

200 per player

# Orson Krennick | Great Multiverse Wiki | FandomBase Commander

Species: Human  
Class: Noble 6

HP: 36; Threshold: 11  
Initiative Score: +4  
Speed: 6 sq  
Base Attack Bonus: +4; Grp: +4  
Ranged: Heavy Blaster Pistol +6 (3d8)

**Attributes**:

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

**Defenses**:

Reflex 15 (flat-footed 14), Fortitude 13, Will 16

**Skills**:

Persuasion +16, Knowledge (Bureaucracy) +11, Knowledge (Galactic Lore) +11

**Feats**:

Skill Focus (Persuasion), Skill Training (Persuasion),   
Weapon Proficiency (Pistols, Simple Weapons), Point Blank Shot, Precise Shot

**Talents**:

Born Leader, Wealth, Improved Armored Defense

**Equipment**:

Imperial Officer Uniform (Enhanced), Heavy Blaster Pistol, Comlink, Datapad

**XP on Kill:**

300 per player

# Imperial Security Droid (KX)

Class: Elite Trooper 5

HP: 60; Threshold: 20  
Initiative Score: +6  
Speed: 6 sq  
Base Attack Bonus: +5; Grp: +8  
Ranged: Heavy Blaster Rifle +9 (3d10)

**Attributes**:

Strength 16, Dexterity 14, Constitution -, Intelligence 10, Wisdom 10, Charisma 8

**Defenses**:

Reflex 17 (flat-footed 16), Fortitude 18, Will 11

**Skills**:

Endurance +12, Perception +7

**Feats**:

Armor Proficiency (Light, Medium), Weapon Proficiency (Advanced Melee, Pistols, Rifles, Simple Weapons),   
Point Blank Shot, Precise Shot, Rapid Shot, Armored Defense, Weapon Specialization (Rifles)

**Equipment:**

Heavy Blaster Rifle, Blaster Pistol, Utility Belt

**XP on Kill:**

500 per player.

# Drawd Munbrin | Wookieepedia | FandomImperial Officer (Command Center)

Species: Human  
Class: Nonheroic 2 (Imperial Officer)

HP: 16; Threshold: 10  
Initiative Score: +1  
Speed: 6 sq  
Base Attack Bonus: +1  
Ranged: Blaster Pistol +2 (3d6)

**Attributes**:

Str 10, Dex 12, Con 10, Int 14, Wis 12, Cha 14

**Defenses**:

Reflex 10, Fortitude 10, Will 14

**Skills**:

Knowledge (Tactics): +7, Persuasion: +8, Use Computer: +6

**Feats**:

Skill Focus (Knowledge [Tactics]), Point Blank Shot

**Equipment**:

Imperial Officer Uniform, Blaster Pistol, Comlink, Datapad

**XP on Kill:**

50 per player