

MISSION VAO

Mission Vao is a bright, cheerful, young Twi'lek who grows up in the rough Undercity of Taris. Though her skills are less than reputable, she is nonetheless loyal to her Wookiee friend Zaalbar and her troublesome brother Griff. She and Zaalbar travel with Revan after he helps Zaalbar escape slavers on Taris. Her skills prove to be extremely useful, but she is also on a mission of her own—trying to catch up with her brother. She succeeds, only to discover that he was more dishonest than she imagined. She and Revan succeed in bailing him out of yet another unlikely scheme, before they part ways and she follows Raven in his search for the Star Forge.

Mission Vao (in Taris Undercity)

CL 4

Medium Twi'lek scoundrel 4

Destiny 1; **Force** 3

Init +10; **Senses** low-light vision, Perception +7

Languages Basic, Hutttese, Ryl, Shyriiwook (can't speak)

Defenses Ref 19 (flat-footed 16), Fort 17, Will 15

hp 33; **Threshold** 17

Speed 6 squares

Melee vibroblade +3 (2d6+2) or

Melee vibroblade +3 (2d6+2/19–20) with Critical Strike (Reflex Defenses –5)

Ranged blaster pistol +6 (3d6+2) or

Ranged blaster pistol +6 (3d6+2/19–20) with Sniper Shot (Reflex Defenses –5)

Base Atk +3; **Grp** +6

Atk Options Critical Strike, Sniper Shot

Special Actions Fool's Luck, Melee Defenses, Sneak Attack +1d6

Abilities Str 10, Dex 17, Con 12, Int 14, Wis 11, Cha 10

Talents Fool's Luck, Sneak Attack +1d6

Feats Critical Strike, Melee Defenses, Point Blank Shot, Sniper Shot, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Deception +7, Mechanics +9, Perception +7, Persuasion +7, Stealth +10, Use Computer +9

Possessions blaster pistol, vibroblade, stealth field generator

DOB AND DEL MOOMO

Violent and stupid where their fellow Ithorians are peaceful and contemplative, brothers Dob and Del Moomo are expelled from the herd for its own safety. Unable to grasp traditional Ithorian values (or many other concepts, for that matter), Dob and Del venture forth into the galaxy as muscle—or muscleheads—for hire.

Whenever the brothers serve as bodyguards, bounty hunters, or assassins, the description “would-be” always applies. Few of their endeavors are successful; most are torpedoed by their own back-stabbing feuds. “My brother wouldn't pull a poisoned stake out of my hide,” Del once said. “At least, he didn't the first two times.” Yet the two mysteriously continue to be recommended for jobs in the highest levels of Republic society, including assignments for Krynda's Jedi Covenant and industrialist Jervo Thalien. During the siege of Taris, they come into a temporary alliance with Zayne Carrick's gang, cooperating until such time as they can turn him in for a bounty—if they can remember to do it.

The brothers do not lack for resources, as evidenced by their insanely over-armed starship, the *Moomo Williaw*. The interior of the ship continues the theme: Dob and Del are obsessed with weapons of all kinds, and their ship is littered with implements of destruction from hundreds of cultures. It has provided the Moomos the one education that seems to have taken: Del specializes in demolitions, and Dob is a treasure-trove of information about melee weapons. They rarely use the same weapons twice, preferring to pull something new out of their collection.

Dob and Del's statistics are identical except for their talents, where noted below. The only distinguishing characteristic between the two is a scar over Del's right eye, gained in childhood when Dob shoved his brother's head into a working trash compactor. (In Dob's defense, Del *did* agree to look.)



MISSION VAO ATTEMPTS REPAIRS ON T3-M4

Dob and Del Moomo

Medium Ithorian scout 3/soldier 4/bounty hunter 3

Destiny 1; Force 2; Dark Side 4**Init** +8; **Senses** Perception +3 (can reroll, must take second result)**Languages** Basic, Ithorese**Defenses** Ref 27 (flat-footed 24), Fort 26, Will 20**hp** 112; **Threshold** 31**Speed** 6 squares**Melee** vibroblade +13 (2d6+10) or**Melee** vibroblade +13 (3d6+10) with Mighty Swing or**Ranged** blaster pistol +12 (3d6+5) or**Ranged** blaster pistol +10 (4d6+5) with Rapid Shot or**Ranged** blaster pistol +7 (3d6+5) and

blaster pistol +7 (3d6+5) or

Ranged blaster rifle +12 (3d8+5) or**Ranged** heavy repeating blaster rifle +7 (3d10+5) or**Ranged** slugthrower pistol +12 (2d6+5) or**Ranged** sonic disruptor +12 (2d6+5) or**Ranged** thermal detonator +12 (8d6+5) or**Ranged** bellow +10 (3d6 sonic, 6-square cone, miss deals half damage)
see *Saga Edition* core rulebook**Base Atk** +9; **Grp** +13**Atk Options** Dual Weapon Mastery I, Keen Shot, Melee Smash, Mighty Swing, Power Attack, Rapid Shot, Stunning Strike (Dob only)**Special Actions** Disruptive, familiar foe +1**Abilities** Str 18, Dex 16, Con 18, Int 7, Wis 6, Cha 10**Special Qualities** familiar foe +1**Talents** Acute Senses, Demolitionist (Del only), Disruptive, Keen Shot, Melee Smash, Notorious, Stunning Strike (Dob only)**Feats** Armor Proficiency (light), Dual Weapon Mastery I, Improved Damage Threshold, Mighty Swing, Power Attack, Rapid Shot, Weapon Proficiency (advanced melee weapons, heavy weapons, pistols, rifles, simple weapons)**Skills** Mechanics +8, Perception +3 (can reroll, must take second result), Persuasion +5 (can reroll when intimidating and keep better result), Pilot +13, Survival +8 (can reroll, must take second result)**Possessions** blaster pistol (2), blaster rifle, heavy repeating blaster, slugthrower pistol, sonic disruptor, thermal detonator (6), vibroblade, utility belt, security and tool kits (on board the *Moomo Williwaw*), *Moomo Williwaw*

CL 10

T3-M4

T3-M4 is a highly customized and advanced utility droid, upgraded specifically for Taris Exchange boss Davik Kang. However, T3 ends up in the hands of Revan, who makes use of the droid's abilities during the search for the Star Forge. The droid remains with the *Ebon Hawk*, after Revan parts with the ship before departing to the Unknown Regions at the end of the Jedi Civil War. T3 reappears with the ship years later, joining with the Exile. The droid proves as useful to her as it was to Revan. T3 is believed to have remained with the Exile after the Sith are defeated at Malachor V.

T3-M4 (Jedi Civil War)

CL 6

Small droid (2nd-degree) nonheroic 2/scoundrel 6

Destiny 1; Force 4**Init** +2; **Senses** darkvision, Perception +3**Languages** Basic (understand only), Binary, Hutttese (understand only), Shyriiwook (understand only), Zabrak (understand only)**Defenses** Ref 21 (flat-footed 11), Fort 15, Will 18**hp** 26; **Threshold** 15**Immune** droid traits**Speed** 4 squares**Melee** electroshock probe +4 (1d8+2 ion)**Ranged** stun ray +6 (3d6+3 stun) or**Ranged** integrated laser pistol +6 (3d6+3)**Fighting Space** 1 square; **Reach** 1 square**Base Atk** +5; **Grp** +1**Atk Options** Point Blank Shot, Precise Shot**Special Actions** Gearhead, Knack, Logic Upgrade: Tactician**Abilities** Str 8, Dex 13, Con —, Int 16, Wis 12, Cha 7**Talents** Gimmick, Master Slicer, Knack**Feats** Dodge, Gearhead, Logic Upgrade: Tactician, Point Blank Shot, Precise Shot, Skill Focus (Mechanics), Skill Focus (Use Computer), Skill Training (Deception), Weapon Proficiency (pistols, simple weapons)**Skills** Deception +7, Mechanics +17, Perception +10, Pilot +10, Use Computer +17 (can reroll when improving access and take better result)**Systems** wheeled locomotion, magnetic feet, heuristic processor, 5 tool appendages, diagnostics package, internal storage (2 kg), improved sensor package, darkvision**Possessions** integrated blaster pistol (stun ray when set to stun), astrogation buffer (storage device, 10 memory units), electroshock probe, fire extinguisher, electric arc welder, holorecorder, holoprojector