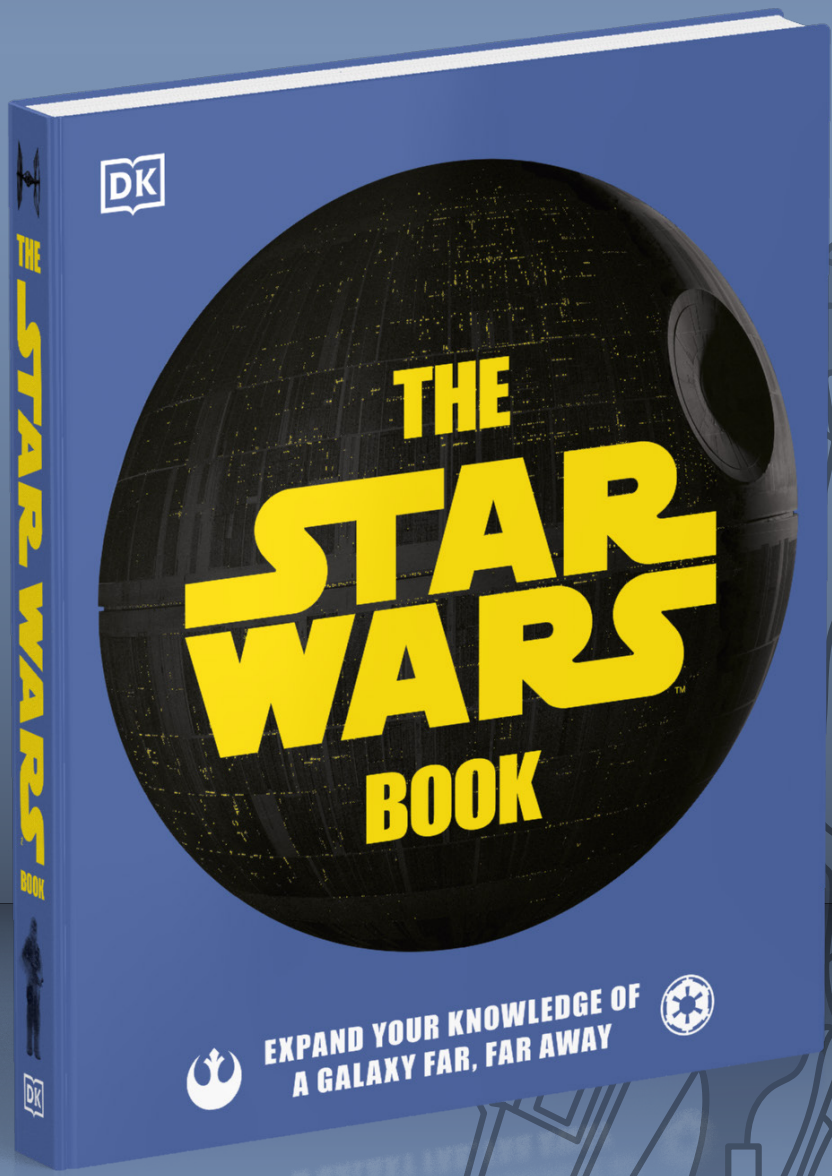


**EXTRACT**



# THE STAR WARS BOOK

**HEROES AND VILLAINS**





# INDEPENDENT FIGHTER

## AHSOKA TANO

### HOLOCRON FILE

#### NAME

**Ahsoka Tano**

#### SPECIES

**Togruta**

#### HOMEWORLD

**Coruscant (raised)**

#### AFFILIATION

**Jedi (formerly); rebels (formerly)**

#### ABILITIES

**Jedi training; piloting; mechanical aptitude**

#### AIM

**To challenge the dark side**

#### STATUS REPORT

**Last seen voyaging to the Unknown Regions**

**A**hsoka Tano spends her formative years in the Jedi Temple, brought there by Master Plo Koon. The Jedi Council apprentices her to Anakin Skywalker, seeing their relationship as useful to their development. Her Padawan status makes her a

commander in the Clone Wars, while Anakin serves as a general.

Throughout the conflict, Ahsoka matures into a formidable warrior. She mirrors many of Anakin's attributes, such as his headstrong, impulsive approach to conflict and danger. When the duo investigates a shocking bombing of the Jedi Temple, they uncover evidence pinning the act on Ahsoka.

Anakin refuses to believe it; nevertheless, the Jedi expel Ahsoka from their ranks. She is nearly convicted for these crimes, but Anakin's dedicated detective work, with some help from surprising quarters, clears her name and spares her the death penalty. However, Ahsoka's faith in the Jedi Council is irreparably shaken. She walks away from the Order, leaving behind the only life she had ever known. She voyages to the lower levels of Coruscant to carve out a new existence.

The needs of the Clone Wars bring her back to the Jedi to carry out one last mission to capture Maul, the former Sith Lord wreaking havoc on Mandalore. As Emperor Palpatine seizes control of the Republic, Ahsoka goes underground, knowing that her past affiliation

with the Jedi and her Force skills paint a target on her.

In the Outer Rim, Ahsoka tries to remain beyond the reach of the ever-expanding Empire and its deadly Inquisitors. She adopts many aliases and is ever mobile and often alone. Her actions organizing a local resistance on Raada draws the attention of Senator Bail Organa of Alderaan, who invites her to help the growing rebellion.

“

... Just when you think you understand the Force, you find out how little you actually know.

**Ahsoka Tano**

”

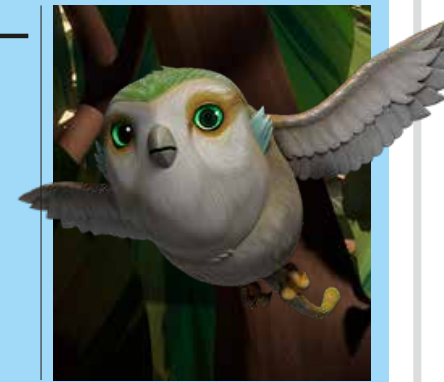
Ahsoka starts to work undercover facilitating communication across scattered cells and helping recruit candidates to the cause. She adopts an old Clone Wars-era code name

### Morai the watcher

In the midst of the Clone Wars, Ahsoka, Anakin, and Obi-Wan Kenobi enter a verge in the Force contained within a spacebound monolith in the Chrelythiumn system. This supernatural portal transports the trio into the realm of Mortis, a place that is a nexus and amplifier of the Force. In this realm are three godlike beings that are personifications of Force aspects: the Daughter is the light, the Son is the dark,

and their Father is balance. Here, Ahsoka sees a glimpse of her future self, is possessed and killed by the Son, and then brought back to life by a transfer of Force energy from the Daughter.

If these events are real is unknown, but ever since, Ahsoka is often accompanied by a convor named Morai, thought to be a manifestation or representation of the Daughter in the mortal realm.



Here, in this place beyond time, she meets a future Ezra Bridger who pulls her from Malachor. She learns of the future: that Vader's destiny lies along a path that does not include her. She returns to her time and place, finding Vader gone and the temple in ruins.

Ahsoka chooses to return to the *Ghost* crew after the fall of the Empire, joining Sabine Wren in a voyage into the Unknown Regions, now as part of a team. ■



**Fulcrum symbol** A stylized representation of Ahsoka's facial markings is used as the symbol for Fulcrum agents across the galaxy.

“Fulcrum” from insurgencies started to aid the Republic in the war effort. Ahsoka is the key point of contact for rebel Hera Syndulla and the crew of the *Ghost*, connecting them to the larger rebellion. As Inquisitors become more of a threat, Ahsoka is determined to stop them. This brings her and the Force-sensitive members of the *Ghost* crew—Kanan Jarrus and Ezra Bridger—to the ancient world of Malachor, where they seek some sort of advantage against the dark side.

It is within Malachor's ancient Sith temple that Ahsoka squares off with the Dark Lord, Darth Vader. In moments of close combat, she

**Unhappy reunion** Anakin is ruthless when facing his former Padawan on Malachor. In fact he blames her for leaving him when he needed her!

comes to realize that Vader was once Anakin Skywalker. She is heartbroken by her inability to sense anything of the Anakin she knew through the darkness. Vader attempts to slay Ahsoka without mercy, but is thwarted by the explosion of the temple that releases great torrents of Force energy. She disappears into a portal created at the temple's heart, slipping into the mysterious netherworld of the Force—a world between worlds.



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# AGENT OF CHAOS

## DARTH MAUL

### HOLOCRON FILE

NAME

**Darth Maul**

SPECIES

**Dathomirian Zabrak**

HOMEWORLD

**Dathomir**

AFFILIATION

**Sith; Shadow Collective; Crimson Dawn**

ABILITIES

**Criminal plotting; Sith training; lightsaber combat**

AIM

**To rule unchallenged**

STATUS REPORT

**Killed by Obi-Wan Kenobi on Tatooine**

In their pursuit of power, Sith Lords will cling to life, surviving grievous injuries to claw onto miserable existence. Darth Maul is a tragic example of one whose path was rarely of his own choosing, manipulated by those with greater power and dark

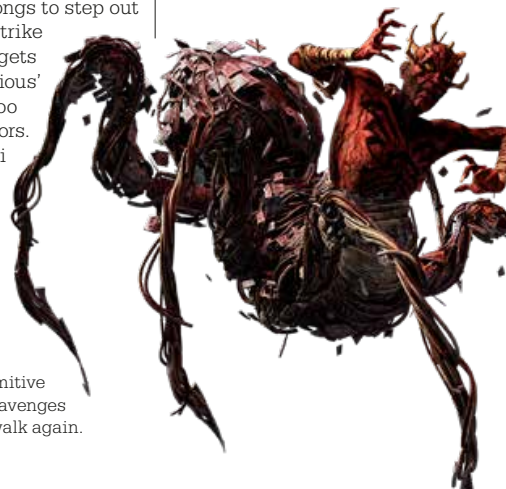
agendas. Despite this, he refuses to accept the hand that fate deals him.

Maul is born to Mother Talzin, leader of a coven of witches on the dark world of Dathomir. The Sith Lord Darth Sidious takes Maul from his home to train him as his Sith apprentice. Talzin vows vengeance for what she sees as thievery, though it would take decades for her plans to coalesce.

Maul learns martial skills through practice with droid opponents, and Sidious teaches him treachery, scheming, and the power of the dark side. Maul is deeply indoctrinated in Sith dogma, and longs to step out of the shadows and strike against the Jedi. He gets his chance when Sidious' plot to blockade Naboo attracts Jedi negotiators. Maul battles two Jedi opponents, slaying Jedi Master Qui-Gon Jinn first. However, Jinn's apprentice, Obi-Wan Kenobi, defeats Maul by slashing him in two.

**Cyber spider** The primitive apparatus that Maul scavenges at least allows him to walk again.

By all rights, Maul should have died. His Dathomirian physiology, Nightsister magicks, and Sith tenacity keep him grasping to life even as he loses his grip on his sanity. His broken body is dropped onto the junk planet of Lotho Minor, where he instinctively constructs for himself a mechanical arachnid form and lives as a carrion scavenger. After more than a decade of this pitiable life, he is found by his brother Savage Opress, sent on a retrieval mission by Mother Talzin.



### The Shadow Collective

The Sith's historic inability to peacefully share power necessitates the Rule of Two. Maul and his brother Savage Opress know that they need to someday challenge Sidious, the reigning Sith master, but it will not be easy. Maul masterminds the creation of a powerbase in the criminal underworld, uniting the Hutts, the Pykes, Black Sun, the Mandalorian Death Watch, and Crimson Dawn into the group known as the Shadow Collective. Maul's takeover of

Mandalore tips the scales, bringing him to Sidious' attention. Sidious arrives to war-torn Mandalore to do battle. The Sith Lord kills Savage and captures Maul.

For all his power, Maul is but a pawn in a larger game. His resurrection by Mother Talzin is a ploy to draw out Sidious so she can exact revenge. His capture by Sidious is likewise a lure to Talzin. Sidious and Talzin clash, and Sidious emerges victorious. Maul escapes once more to return to his criminal enterprises.



Over the years, Maul's obsession becomes two-fold. He longs for vengeance against Obi-Wan Kenobi for the injuries that ended his path as a Sith Lord. Second, he wishes to topple Darth Sidious. He knows to not underestimate either nemesis, so scours worlds such as Malachor and Dathomir to give him the advantage he needs. Maul even coerces young Jedi initiate Ezra Bridger into helping him. With a Sith holocron and a Jedi holocron combined, Ezra and Maul are able to peer into the Force to find answers.

A fleeting glimpse of a world with twin suns eventually draws both Ezra and Maul to Tatooine, where Obi-Wan Kenobi lives in hiding. Ezra rushes to warn Kenobi, but the old Jedi knows what hunts him. Kenobi and Maul square off once more, and Kenobi quickly dispatches Maul. Maul's desire for vengeance finally sated, Kenobi cradles his old enemy's body in death, giving him at least the peace of mind that there will someday come a hero who will end Darth Sidious' rule. ■

“  
At last we will reveal ourselves to the Jedi. At last we shall have our revenge.  
Darth Maul

Opress brings Maul to Talzin, who heals his mind and equips him with humanoid, mechanical limbs. Maul vows vengeance against Obi-Wan, and plots to build a powerbase in the criminal underworld, taking advantage of the cover of the Clone Wars. His criminal enterprise allows him to take control of Mandalore for a time. During the Siege of Mandalore, former Jedi Ahsoka Tano apprehends Maul, but the chaos of Order 66 and the rise of the Empire allow him to escape.

**Old rivals** Kenobi honors Maul after defeating him by burning his body on a funeral pyre.



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# THE MANDALORIAN

## DIN DJARIN

### HOLOCRON FILE

NAME

**Din Djarin**

SPECIES

**Human**

AFFILIATION

**Mandalorians; Bounty Hunters Guild**

ABILITIES

**Hand-to-hand combat; weapons use; piloting**

AIMS

**To make a living; to protect the Child**

STATUS REPORT

**Active during the early New Republic**

**T**he man known to most only as the Mandalorian, or Mando for short, walks a lonely path as a bounty hunter, a complicated profession particularly in the lawless times following the collapse of the Galactic Empire. Even in these tumultuous early

years of the New Republic, he outshines his fellow bounty hunters, earning a reputation for success. Mando develops an amicable relationship with Greef Karga, a representative from the Bounty Hunters Guild. Greef shares in Mando's successes, providing him with bounties in exchange for collecting a finder's fee.

When not flitting from world to world in his gunship, the *Razor Crest*, Mando visits a Mandalorian covert hidden in the sewers of Nevarro. There, an Armorer keeps his beskar suit intact. Mando hands over a portion of his profits to the covert to ensure his people's future. This money is used to support any of the clan's foundlings—younglings in need of protection who are rescued and raised as Mandalorians. This seemingly incongruous act of selflessness comes as a salve for his own painful past.

Although now known as the Mandalorian, he was once a boy named Din Djarin. When his home, Aq Vetina, is assaulted by merciless battle droid forces, Din's parents hide him in a cellar, hoping to keep him safe. He survives, thanks to the intervention of Mandalorian forces. Armored warriors carrying the mark



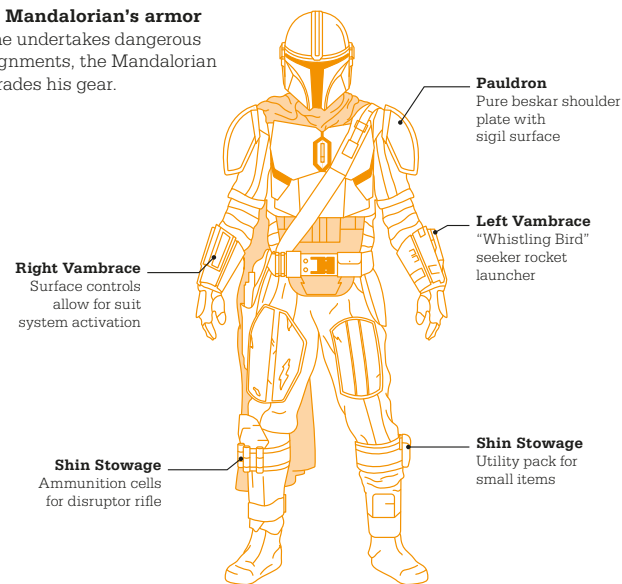
**Ever mobile** The Mandalorian at the helm of the *Razor Crest*, an antiquated gunship that serves him well.

of Death Watch take the abandoned child to be raised as a Mandalorian foundling. Din receives an orthodox Mandalorian upbringing so believes that he cannot ever take his helmet off in the company of another living being, lest he lose claim to his Mandalorian heritage.

The Mandalorian's adherence to the creed of the Bounty Hunters Guild is tested when he is assigned to bring in an unregistered quarry at the behest of a mysterious Imperial client. With very scant information, he tracks the target to Arvala-7, where he is surprised to find it is a child. The Mandalorian delivers the bounty, but has

### The Mandalorian's armor

As he undertakes dangerous assignments, the Mandalorian upgrades his gear.



misgivings about turning over a foundling. He reneges on his deal and breaks into the Imperial remnant holdings, freeing the Child, and the pair become fugitives. As a consequence of breaking the Guild's creed, the pair are targeted by other hunters, including Greef Karga. Only cover flown by his

covert brethren buys the Mandalorian the time needed to escape safely with the Child.

The Mandalorian lays low in a number of bolt-holes, including a farming village on the forest planet Sorgan, the spaceport of Mos Eisley on Tatooine, and a vapor farm on Arvala-7. He draws upon unlikely

allies such as Kuiil, an Ugnaught rancher and mechanic; Cara Dune, a former Rebel shock trooper; and IG-11, a reprogrammed assassin droid. Together with Greef Karga—who has had a change of heart—they conspire to settle the dispute with the Imperial client on Nevarro, short of handing over the Child. The Mandalorian plots to kill the client, but is beaten to it by the dangerous Moff Gideon, the client's mysterious benefactor.

The Mandalorian, Cara, Greef, and the Child barely escape the clutches of Moff Gideon, making the Imperial warlord their latest dangerous enemy. ■



**Razor Crest** More than just a conveyance, the *Razor Crest* is the Mandalorian's home.



### The Child

Very little is known about the Child, the Mandalorian's target-turned-ward. He is found sleeping in a hovering pram in a safehouse on Arvala-7, guarded by Nikto henchmen. Where he came from is unknown.

According to a fragmented chain code, the Child is 50 standard years old, but has the look and behavior of a toddler. His species is unknown, but is a match for that of Yoda, the late Jedi Master. The wide-eyed youngling forms a strong bond

with the Mandalorian and tries to protect his guardian with latent yet powerful Force abilities. With concentrated effort he is able to use the Force to stop a charging mudhorn in its tracks, lifting the beast aloft with telekinesis. But such displays exhaust the infant. The Armorer of the Nevarro Mandalorian covert claims that the Child and the Mandalorian form a clan of two, as they are devoted to each other's safety.



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