

# Meet Toba: Soldier and Scout

## Source -- *The Star Wars: Invasion of Theed Adventure Game*

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Need a quick Gamemaster character? Curious about the characters used in playtesting the *Star Wars* roleplaying game? Follow the career of Toba, a young Gungan pilot, as he moves from reckless youth to soldier to skilled smuggler and owner of a mining installation. The article provides statistics for Toba at 3rd, 6th, and 12th levels.

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# Toba, Shuttle Pilot for Hire

This naturally inquisitive Gungan male is the oldest son of a wealthy family in Otoh Gunga. (His mother, Neesada Bari, has served on the Rep Council three times, and his father Bullba owns a successful business that manufactures and sells bongos.) A recent warming of relations between the Gungans and the Human Naboo have led to even more profits for Toba's family. As BullbaBong brand bongos became popular toys for the idle rich on worlds from the Core to the Rim, Bullba opened divisions dedicated to weapons and spacecraft.

Toba had always been the bravest explorer among his siblings, the first to swim into the deepest cave or taunt a nearby school of gooberfish. As a child, he once hitched a ride on the tail of an Opee Sea Killer and lived to tell about it. Still, he was content to remain the rich playboy until he was called to join the Gungan Grand Army. Toba's outlook on life changed at the Battle of Naboo, and the young explorer realized that within his breast beat the heart of a warrior. As one of the youngest members of the Grand Army (he had gone to battle over his mother's objections), Toba fought alongside General Jar Jar Binks and was impressed with Binks' innate fighting ability. It was common knowledge that Jar Jar had traveled extensively offworld, so Toba decided that the time had come for him to leave the safety of Otoh Gunga and explore the stars, just like the general he so admired. To that end, he gave himself an almost literal crash course in piloting, using one of his father's spare bongos for practice.

Toba was one of the first young Gungans hired to help build the Gungan colony on Ohma'Dun. He soon found himself flying an armed shuttle (leased at a discount from BullbaBong's spaceworks division) between Naboo and the colony, ferrying supplies, workers, and even the occasional diplomat or tourist. He hopes to earn enough to purchase a hyperdrive and start taking jobs outside the Naboo system.

**Toba:** male Gungan, Sct 2/Sol 1; Init +3; Def 17; Spd 10m; VP/WP 24/15; Atk +4 melee (1d3+2, punch), +5 ranged (3d6, blaster pistol); SQ Hold breath, low-light vision, trailblazing; SV Fort +6, Ref +6, Will +2; SZ M; FP 1; Rep 1; Str 14, Dex 16, Con 15, Int 10, Wis 10, Cha 11.

*Equipment:* Blaster pistol, belt pouch, comlink, credstick, tool kit, leased BullbaBong shuttle. *Skills:* Astrogate +4, Hide +7, Jump +6, Listen +6, Pilot +9, Search +4, Speak Basic (variation), Speak Gungan, Survival +4, Swim +10.

*Feats:* Armor Proficiency (light), Starship Operation (transport), Weapon Focus (cesta), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons), Track.

# Toba, Naboo Fighter Pilot

Toba got his wish for adventure when, after months of working his craft, he was accepted by the Naboo Space Fighter Corps as part of a program initiated under the new peace accords. As one of the first Gungans to receive training from the elite pilots working for the Queen of the Naboo, Toba became a volunteer member of the Naboo military. He found the structure of military life to be a challenge after working as a freelancer, but was determined to make a name for himself. He was a founding member of Iron Cesta Flight, a group of Gungan pilots who patrolled the Naboo system for pirates preying upon traffic between Naboo and the Ohma'Dun colony. The members of this group fly G-1 starfighters, which were built as a joint venture between BullbaBong and Theed Palace Space Vessel Engineering Corps. G-1s superficially resemble the royal N-1s but are equipped for longer periods of independent operation and sustained combat in-system.

**Toba:** male Gungan, Sct 4/Sol 2; Init +3; Def 17; Spd 10m; VP/WP 45/16; Atk +7 melee (1d3+2, punch), +8 ranged (3d6, blaster pistol); SQ Hold breath, low-light vision, trailblazing, uncanny dodge; SV Fort +8, Ref +6, Will +2; SZ M; FP 3; Rep 3; Str 14, Dex 16, Con 16, Int 10, Wis 10, Cha 11.

*Equipment:* Blaster pistol, belt pouch, comlink, pilot's goggles.

*Skills:* Astrogate +9, Computer Use +4, Hide +7, Jump +6, Listen +6, Pilot +12, Repair +4, Search +4, Speak Basic (variation), Speak Gungan, Survival +4, Swim +10.

*Feats:* Armor Proficiency (light, medium), Point Blank Shot, Starship Operation (starfighter), Starship Operation (transport), Weapon Focus (cesta), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons), Track.

# Toba, "Independent Operator"

Toba served for over two years with Iron Cesta Flight. Although he was offered command of the unit, he instead chose to leave the rigid structure of military life and use his savings (and an inheritance from a rich aunt) to make his long-lost dream of interstellar adventure a reality. He purchased a small freighter, a used astromech droid named R5-R5, and a few contracts from a smuggler friend who had run up some bad debts with the Hutts. Although he still keeps his base of operations on Ohma'Dun, more often than not he can be found working the hyperspace lanes as an "independent trader." His father is aware of his less scrupulous activities, but turns a blind eye to his son's smuggling so long as it never affects his business. Toba feels inclined to keep things that way, and even occasionally goes out of his way to avoid transporting goods for BullbaBong's competitors. Occasionally.

**Toba:** male Gungan, Sct 5/Sol 4/Scl 3; Init +3; Def 17; Spd 10m; VP/WP 59/16; Atk +9/+4 melee (1d3+2, punch) or (2d4, vibrodagger), +10/+5 ranged (3d8, heavy blaster pistol); SQ Better lucky than good, hold breath, illicit barter, low-light vision, trailblazing, uncanny dodge; SV Fort +8, Ref +6, Will +2; SZ M; FP 3; Rep 4; Str 14, Dex 16, Con 16, Int 10, Wis 10, Cha 14.

**Equipment:** Astromech droid (R5-R5), belt pouch, comlink, heavy blaster pistol, pilot's goggles, tool kit, SoroSuub *B'zabuu*-Class Transport (*Sea Killer*), vibrodagger.

**Skills:** Astrogate +11, Bluff +8, Computer Use +8, Hide +7, Forgery +8, Intimidate +4, Jump +6, Listen +6, Pilot +18, Profession (smuggler) +7, Repair +6, Search +4, Speak Basic (variation), Speak Hutttese, Speak Gungan, Survival +4, Swim +10.

**Feats:** Armor Proficiency (light, medium, heavy), Dodge, Persuasive, Point Blank Shot, Skill Emphasis (Profession: smuggler), Starship Operation (starfighter), Starship Operation (transport), Weapon Focus (cesta), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons), Track.