

Kelko, Jack-of-All-Trades

By Cory Herndon

Ryloth, the Twi'lek homeworld, is peculiar in that its rotation perfectly matches its orbit around its star, also called Ryloth. This means one side, dubbed the "Bright Lands," is constantly exposed to the full radiation and heat from the sun, while the far side is a dark, frozen wasteland. Fortunately for the Twi'lek people, a temperate twilight zone runs in a band around the planet between each side, and their entire civilization has been built in underground caves along this habitation belt. The bulk of Ryloth's population stays roughly on the same hemisphere of the belt as the capital, Kala'uun, which is also the largest city on the planet.

Kelko the Rodian was abandoned as an infant on Ryloth in the small spaceport settlement Sal'kaasa. He was found by Dindoo, a kind-hearted Rodian mechanic who raised Kelko as his own son. Sal'kaasa is far from Kala'uun on the very fringes of the Bright Lands and, as a result, the young Rodian quickly learned to take care of himself, performing any odd jobs he could -- including a yearlong stint on a rycrit farm, tending the large pseudobovine animals that number one of Ryloth's biggest exports -- when not working in Dindoo's shop. After his adopted father was killed over a game of sabacc when he was still an adolescent, Kelko took over his business. Surprisingly, the young Rodian not only kept the business running, but within a few years he started a side business, taking brave tourists out to see the savage Bright Lands.

Kelko currently operates Dindoo Tours and still does the odd repair job in the mechanic shop. He loves the freedom that his tour business provides. Lately he spends more and more time piloting his specially shielded, personally customized speeder bus, and less and less time huddled over a workbench.

Kelko: Male Rodian Frg 3; Init +2 (Dex); Def 16; Spd 10m; VP/WP 22/14; Atk +2 melee (1d4, knife), +4 ranged (3d6, blaster pistol); SQ +2 to Listen, Search, and Spot, adaptive learning (Repair), barter, Track; SV Fort +5, Ref +4, Will +2; SZ M; FP 1; Rep 1; Str 10, Dex 15, Con 14, Int 10, Wis 13, Cha 8.

Equipment: Blaster pistol, knife, radio-shielded touring speeder bus (carries 12), tool belt w/tool kit.

Skills: Computer Use +2, Craft (electronics) +6, Handle Animal +3, Hide +4, Listen +6, Pilot +8, Profession (mechanic) +2, profession (tour guide) +5, Read/Write Rodese, Repair +8, Search +2, Speak Basic, Speak Rodese, Speak Ryl, Spot +6, Survival +5.

Feats: Alertness, Dodge, Gearhead, Weapon Group Proficiency (blaster pistols, simple weapons), Track.

Kelko, Spacehand

By Cory Herndon

An unfortunate accident involving two swoops, the daughter of a wealthy Twi'lek politician, a rampaging lylek, and Kelko's speeder bus destroyed both the bus and Kelko's tour business. The young Rodian barely made it off Ryloth with his life.

After hopping freighters and exploring the vastness of the Outer Rim, making money wherever he could, he recently scrounged up enough credits to buy a used repair droid, WED00-88 (Kelko simply calls the droid "Weedo.") When not working, Kelko can usually be found tinkering with the repair droid, which he insists needs only a few more programming touches and spare parts before it's "perfect." (Always a survivor, Kelko has also made a few other adjustments he keeps to himself -- like Weedo's inconspicuous blaster mount, disguised as a nonfunctional holoprojector.) He currently operates as a freelance mechanic and pilot on Shusko Station, a mining enterprise in the Gam Tim'nisi asteroid belt (not far from the Bepin system). He and his trusty droid will take almost any job if it pays right...and if no Twi'lek politicians are involved.

Kelko: Male Rodian Frg 6; Init +2 (Dex); Def 17; Spd 10m; VP/WP 34/14; Atk +4 melee (1d4, knife), +6 ranged (3d6, blaster pistol); SQ +2 to Listen, Search, and Spot, adaptive learning (Repair, Astrogate), barter, jury-rig +2, Survival +2, Track; SV Fort +7, Ref +5, Will +4; SZ M; FP 2; Rep 2; Str 10, Dex 15, Con 14, Int 10, Wis 14, Cha 8.

Equipment: Blaster pistol, knife, repair droid (WED00-88), tool belt w/tool kit.

Skills: Astrogate +6, Computer Use +2, Craft (electronics) +6, Handle Animal +3, Hide +4, Listen +7, Pilot +13, Profession (mechanic) +7, Profession (tour guide) +6, Read/Write Basic, Repair +11, Search +3, Speak Basic, Speak Rodese, Speak Ryl, Spot +8, Survival +10.

Feats: Alertness, Dodge, Gearhead, Spacer, Weapon Group Proficiency (blaster pistols, simple weapons), Track.

Kelko, Administrator and Businessman

By Cory Herndon

Kelko had been on Shusko Station for about a year when he was approached in the Spacer's Lounge by a very old Rodian for a meeting that would change his life forever. The wizened little fellow introduced himself as Govenni, and claimed to be Kelko's long-lost grandfather.

Kelko's parents were each from a warring clan on Rodia -- they could not marry, let alone conceive a child, as far as Rodian society was concerned. When Kelko's mother found herself with child, her own parents helped her hide the pregnancy as long as she could. Eventually, however, Kelko's parents were forced to flee Rodia, much as their son was forced to flee Ryloth many years later (albeit for completely different reasons). The pair made it as far as Ryloth, where they were gunned down in the street by assassins working for a third clan -- one that wanted to see conflict tear the other two apart.

Instead, the disappearance of the young couple united the two warring clans. They finally recognized who their real enemy was -- the third clan -- and decided to end their fighting. Govenni, already old at the time, set out to find his grandson. After years of searching, he had finally located his grandson and gave him the news -- Kelko was filthy rich.

The now-united clan owned several large businesses located throughout the galaxy -- including, as luck would have it, Shusko Station. Kelko learned that he was technically entitled to inherit at least one of them for his own. Although the relatives he had never met were already planning to fight with this long-lost pretender (as they saw him) over the lucrative casino and resort facilities, Kelko surprised them all by claiming Shusko Station itself. In the years since he took over, he has surprised nearly everyone with his management abilities; Shusko Station has become one of the most profitable small mining installations on the Outer Rim. He keeps a personal ship, Dindoo's Glory, at his disposal, and still likes to take the odd troubleshooting job to "keep his hand in." Although he has married a Rodian female named Shinba and has two small children, his only companion on these excursions "for old times' sake" is his trusty droid, Weedo.

Kelko: Male Rodian Frg 6/Nbl 6; Init +2 (Dex); Def 20; Spd 10m; VP/WP 68/14; Atk +8 melee (1d4, knife), +10 ranged (3d4, hold-out blaster); SQ +2 to Listen, Search, and Spot, adaptive learning (Repair, Astrogate), barter, bonus class skill (Pilot), call in a favor (x2), command +2, inspire confidence +2, jury-rig +2, Survival +2, Track; SV Fort +9, Ref +9, Will +9; SZ M; FP 2; Rep 8; Str 10, Dex 15, Con 14, Int 10, Wis 14, Cha 10.

Equipment: Cape, comlink, datapad, hold-out blaster, knife, small mining facility (Shusko Station), repair droid (WED00-88).

Skills: Astrogate +9, Computer Use +8, Craft (electronics) +6, Diplomacy +13, Gather Information +6, Handle Animal +4, Hide +4, Knowledge (Outer Rim) +6, Listen +7, Pilot +18, Profession (mechanic) +7, Profession (tour guide) +6, Profession (administrator) +11, Read/Write Basic, Repair +11, Search +3, Speak Basic, Speak Rodese, Speak Ryl, Spot +8, Survival +10.

Feats: Alertness, Dodge, Gearhead, Skill Emphasis (Diplomacy), Spacer, Track, Trustworthy, Weapon Group Proficiency (blaster pistols, simple weapons).