

## Christhaad von Silgaimaar, Heir to House Wallach

Son of Baron von Wallach and young heir to throne of House Wallach on Wallach VII.

**Na-Baron Christhaad von Silgaimaar:** Noble 1; **CR** 1; Male human; **V/WP** 8/14; **Init** +2 (Dex); **Spd** 10m; **Defense** 14 (+2 Dex, +2 class), flat-footed 12; **BAB** +0; **Grapple** +2; **Single Atk** +2 melee (1d4+2/19-20, masterwork dagger); **Full Atk** +2 melee (1d4+2/19-20, masterwork dagger) or +2 melee (1d3+2, unarmed strike) or +2 ranged (3d6/20, lasgun); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SQ** Favor +1, right of passage; **Action Points** 6; **Loyalty** +1 [House Wallach]; **Reputation** +1; **SV** Fort +2, Ref +3, Will +3; **Str** 14, **Dex** 14, **Con** 14, **Int** 14, **Wis** 13, **Cha** 16. **Height** 2.1 m; **Weight** 78 kgs.

**Skills [4/2]:** Bluff +7, Diplomacy +9, Gather Information +7, Intimidate +7, Knowledge (art) +4, Knowledge (history) +4, Knowledge (nobility & royalty) +6, Knowledge (tactics) +4, Ride +4, Sense Motive +5.

**Feats:** Holtzman Shield Proficiency, Human, Lasgun Proficiency, Noble Born, Simple Weapons Proficiency.

**Languages:** Gallach (Basic), Wallach Battle Language.

**Possessions:** Dueling dagger, personal shield, various personal items: Noble's outfit (formal, training).



**Na-Baron Christhaad von Silgaimaar:** Noble 1/Bene Gesserit 1; **CR** 2; Male human; **V/WP** 18/14; **Init** +2 (Dex); **Spd** 10m; **Defense** 16 (+2 Dex, +4 class), flat-footed 14; **BAB** +0; **Grapple** +2; **Single Atk** +2 melee (1d4+2/19-20, masterwork dagger); **Full Atk** +2 melee (1d4+2/19-20, masterwork dagger) or +2 melee (1d3+2, unarmed strike) or +2 ranged (3d6/20, lasgun); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SQ** Favor +1, right of passage; **Action Points** 12; **Loyalty** +2 [House Wallach]; **Reputation** +2; **SV** Fort +2, Ref +5, Will +5; **Str** 14, **Dex** 14, **Con** 14, **Int** 14, **Wis** 13, **Cha** 16. **Height** 2.1 m; **Weight** 78 kgs.

**Skills [5/2.5]:** Bluff +8, Concentration +3, Diplomacy +9, **Enhance Ability +4**, **Enhance Senses +2**, Gather Information +7, Intimidate +7, Knowledge (art) +4, Knowledge (history) +4, Knowledge (nobility & royalty) +6, Knowledge (tactics) +4, Listen +2, Move Silently +3, *Ride* +4, Search +2, Sense Motive +6, Spot +2, Survival +1, Treat Injury +1.

**Feats:** Holtzman Shield Proficiency, Human, Lasgun Proficiency, Noble Born, Prana Conditioning, Simple Weapons Proficiency, Weiriding Way.

**Languages:** Gallach (Basic), Bene Gesserit Sign Language, Wallach Battle Language.

**Possessions:** Dueling dagger, Holtzman personal shield, various personal items: Noble's outfit (formal, training).

**Na-Baron Christhaad von Silgaimaar:** Noble 2/Bene Gesserit 2; **CR** 4; Male human; **V/WP** 33/14; **Init** +2 (+2 Dex); **Spd** 10m; **DR** 15 (Holtzman shield); **Defense** 16 (+2 Dex, +5 class), flat-footed 14; **BAB** +2; **Grapple** +4; **Single Atk** +4 melee (1d4+2/19-20, masterwork dagger); **Full Atk** +4 melee (1d4+2/19-20, masterwork dagger) or +4 melee (1d4+2, unarmed strike) or +4 ranged (3d6/20, lasgun); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SQ** Favor +1, right of passage, inspire confidence, metabolic control; **Action Points** 12; **Loyalty** +3 [House Wallach]; **Reputation** +2; **SV** Fort +2, Ref +7, Will +8; **Str** 14, **Dex** 14, **Con** 14, **Int** 14, **Wis** 14, **Cha** 16. **Height** 1.8 m; **Weight** 78 kgs.

**Skills [6/3]:** Bluff +10, Concentration +3, Diplomacy +9, **Enhance Ability +8**, **Enhance Senses +5**, Gather Information +7, Intimidate +7, Knowledge (art) +4, Knowledge (history) +4, Knowledge (nobility & royalty) +6, Knowledge (tactics) +4, Listen +5, Move Silently +5, *Ride* +4, Search +2, Sense Motive +8, Spot +9, Survival +2, Treat Injury +2.

**Feats:** Combat Martial Arts, Holtzman Shield Proficiency, Human, Lasgun Proficiency, Noble Born, Prana Conditioning, Simple Weapons Proficiency, Weiriding Way.

**Languages:** Gallach (Basic), Bene Gesserit Sign Language, Wallach Battle Language.

**Possessions:** Dueling dagger, Holtzman personal shield, various personal items: Noble's outfit (formal, training).

## Karash de Havalan, Mentat to House Wallach

Mentat and training master of young Christhaad of House Wallach on Wallach VII.

**Karash de Havalan:** Mentat 1; **CR** 1; Male human; **V/WP** 10/14; **Init** +1 (Dex); **Spd** 10m; **Defense** 13 (+1 Dex, +2 class), flat-footed 12; **BAB** +0; **Grapple** +1; **Single Atk** +1 melee (1d4+1/19-20, masterwork dagger); **Full Atk** +1 melee (1d4+1/19-20, masterwork dagger) or +1 melee (1d3+1, unarmed strike) or +1 ranged (3d6/20, lasgun); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SQ** Mentat assessment; **Action Points** 6; **Loyalty** +1 [House Wallach]; **Reputation** +1; **SV** Fort +2, Ref +3, Will +2; **Str** 13, **Dex** 13, **Con** 14, **Int** 16, **Wis** 14, **Cha** 13. **Height** 1.8 m; **Weight** 75 kgs.

**Skills [4/2]:** Decipher Script +7, Demolitions +6, Disable Device +6, Gather Information +7, Intimidate +5, (4) Knowledge (...) +6, Listen +6, Research +8, Search +5, Sense Motive +6, Spot +6.

**Feats:** Holtzman Shield Proficiency, Lasgun Proficiency, Mentat Training, Self Improvement (Int), Simple Weapons Proficiency.

**Languages:** Gallach (Basic), Wallach Battle Language.

**Possessions:** Dueling dagger, personal shield, various personal items: Uniform, etc.

**Karash de Havalan:** Mentat 4; **CR** 4; Male human; **V/WP** 35/14; **Init** +6 (+2 Dex, +4 Improved Initiative); **Spd** 10m; **Defense** 20 (+2 Dex, +3 Int, +5 class), flat-footed 15; **BAB** +3; **Grapple** +4; **Single Atk** +4 melee (1d4+1/19-20, masterwork dagger); **Full Atk** +4 melee (1d4+1/19-20, masterwork dagger) or +4 melee (1d3+1, unarmed strike) or +5 ranged (3d6/20, lasgun); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SQ** Mentat assessment, calculated defense, tactics, evasion; **Action Points** 16; **Loyalty** +4 [House Wallach]; **Reputation** +3; **SV** Fort +2, Ref +4, Will +2; **Str** 13, **Dex** 14, **Con** 14, **Int** 16, **Wis** 14, **Cha** 13. **Height** 1.8 m; **Weight** 75 kgs.

**Skills [7/3.5]:** Craft (chemical) +7, Decipher Script +9, Demolitions +8, Disable Device +9, Gather Information +10, Intimidate +8, Knowledge (history) +6, Knowledge (nobility & royalty) +8, Knowledge (politics) +6, Knowledge (tactics) +10, Listen +9, Research +10, Search +7, Sense Motive +9, Spot +9.

**Feats:** Improved Initiative, Mind Over Body, Holtzman Shield Proficiency, Lasgun Proficiency, Mentat Training, Self Improvement (Int), Simple Weapons Proficiency.

**Languages:** Gallach (Basic), Wallach Battle Language.

**Possessions:** Dueling dagger, personal shield, various personal items: Uniform, etc.

## Sumati Banarc, Bene Gesserit to House Wallach

Bene Gesserit and training master of young Christhaad of House Wallach on Wallach VII.

**Sumati Banarc:** Bene Gesserit Adept 1; **CR** 1; Female human; **V/WP** 9/13; **Init** +1 (Dex); **Spd** 10m; **Defense** 13 (+1 Dex, +2 class), flat-footed 12; **BAB** +0; **Grapple** +1; **Single Atk** +1 melee (1d4+1/19-20, masterwork dagger); **Full Atk** +1 melee (1d4+1/19-20, masterwork dagger) or +1 melee (1d3+3, unarmed strike) or +1 ranged (3d6/20, lasgun); **Face/Reach** 2m/2m; **SQ** Weirding Way, Prana Conditioning; **Action Points** 5; **Loyalty** +1 [House Walach]; **Reputation** +1; **SV** Fort +1, Ref +3, Will +4; **Str** 12, **Dex** 13, **Con** 13, **Int** 16, **Wis** 15, **Cha** 14. **Height** 1.8 m; **Weight** 50 kgs.

**Skills:** Bluff +6, Concentration +5, Diplomacy +6, Gather Information +7, Intimidate +6, Knowledge (...) +7, Knowledge (...) +7, Survival +6, Treat Injury +6.

**Feats:** Simple Weapon Proficiency, Weirding Way, Punching Basics, Prana Strike.

**Languages:** Gallach (Basic), Wallach Battle Language, six more.

**Possesions:** Dueling dagger, personal shield, various personal items: Bene Gesserit garb, etc.

**Sumati Banarc:** Bene Gesserit Adept 4; **CR** ?; Female human; **V/WP** 30/13; **Init** +2 (Dex); **Spd** 10m; **Defense** 15 (+2 Dex, +3 class), flat-footed 13; **BAB** +3; **Grapple** +1; **Single Atk** +4 melee (1d4+1/19-20, masterwork dagger); **Full Atk** +4 melee (1d4+1/19-20, masterwork dagger) or +4 melee (1d3+3/18-20, unarmed strike) or +5 ranged (3d6/20, lasgun); **Face/Reach** 2m/2m; **SQ** Weirding Way, Prana Conditioning, Bindu Conditioning; **Action Points** 13; **Loyalty** +1 [House Walach]; **Reputation** +2; **SV** Fort +2, Ref +6, Will +6; **Str** 12, **Dex** 14, **Con** 13, **Int** 16, **Wis** 15, **Cha** 14. **Height** 1.8 m; **Weight** 50 kgs.

**Skills:** Bluff +9, Concentration +8, Diplomacy +9, Gather Information +9, Intimidate +9, Knowledge (...) +9, Knowledge (...) +9, Survival +9, Treat Injury +8, **The Voice** +9.

**Feats:** Simple Weapon Proficiency, Weirding Way, Prana Conditioning, Bindu Conditioning, Punching Basics, Prana Strike, Bindu Strike, Aggressive Focus.

**Languages:** Gallach (Basic), Wallach Battle Language, six more.

**Possesions:** Dueling dagger, personal shield, various personal items: Bene Gesserit garb, etc.

## Khana Banarc, Armsman to House Wallach

Armsman and guard of young Christhaad of House Wallach on Wallach VII.

**Khana Banarc:** Armsman 1; **CR** 1; Male human; **V/WP** 11/13; **Init** +3 (Dex); **Spd** 10 m; **Defense** 16 (+3 Dex, +3 class), flat-footed 13; **BAB** +1; **Grapple** +2; **Single Atk** +3 melee (1d4+2/19-20, masterwork dagger); **Full Atk** +3 melee (1d4+2/19-20, masterwork dagger) or +3 melee (1d3+2, unarmed strike) or +4 ranged (3d6/20, lasgun); **Face/Reach** 2 m/2 m; **SQ** None; **Action Points** 5; **Loyalty** +1 [House Walach]; **Reputation** +0; **SV** Fort +3, Ref +3, Will +1; **Str** 14, **Dex** 17, **Con** 13, **Int** 12, **Wis** 13, **Cha** 9. **Height** 1.8 m; **Weight** 80 kgs.

**Skills:** Bluff +3, **Enhance Ability** +5, Intimidate +3, Treat Injury +5.

**Feats:** Simple Weapon Proficiency, Martial Weapon Proficiency, Lasgun Weapon Proficiency, Armor Proficiency, Shield Proficiency, Weirding Way, Prana Conditioning.

**Languages:** Gallach (Basic), Wallach Battle Language.

**Possessions:** Dueling dagger, personal shield, various personal items: Uniform, etc.