

- Name: Tinkles the Hutt
- Assumed Location: Nar Shadda but possibly rumored to be on New Tython creating a new foothold for his operation in a new market.
- Force User Type: No but has natural resistance to force mind powers
- Age: about 350
- Danger level: from a 1 to 6 unstable see below.
- Physical Description: Typical Hutt Slug smaller in size than Jabba so about 900 lbs or so. has the ability to move around at about a medium walking pace.
- Description of Abilities: Tinkles abilities come from his criminal organization which is rumored to have holdings in casinos, bars, political figures (rumored to even have some on New Tython, smuggling and other bizarre holdings.
- His biggest resource is his right hand man, a Weequay Majordomo (possible bodyguard) Tinkles calls "Susan". "Susan" is normally the first contact anyone has with the Hutt before actually allowed to meet with Tinkles directly. "Susan" gives you the task Tinkles requires and once complete "Susan" set up the meeting.
- Mental State - Tinkles is very eccentric and some say a bit touched in the head. He is not a crime lord he calls himself a businessman for the eccentric and thrill seekers. He is extremely unpredictable which could mean one day being your best ally to the next where is stealing information or resources from you to sell on the black market.

He also (due to his insanity enjoys the oddest things) like requiring you to take one of his Gamorreans guards on a date or pull a practical joke on a rival casino owner before he will help you.

Besides this he seems to be a avid business Hutt and is willing to take large risks on what he sees as budding markets (ie New Tython), but then again he tends to enjoy working with "funny people with glow bats". He is a fun loving Hutt that puts a good joke over profit just because and he says "Making the most serious monk (force user) do something ridiculous is worth more to him then money" The bigger the gag the more likely a partnership with form and the more likely he will split the profit in your favor (After his expenses are met to his satisfaction).

- It's rare to see Tinkles in a rage and normally just laughs away any threat. But a rumor exists that if you ever anger him enough where you leave his court in silence you are rarely seen or hear from again. This is unconfirmed since no one in his court ever speaks of it. Some say "Susan" was once a powerful and respected Bounty Hunter but as punishment for failing Tinkles his name, status, money and pride were stripped and he is forced to serve the Hutt as "Susan" for life.