

## **Mal Xarden, Pilot of the Voidbreaker**

### **Appearance**

Mal Xarden is a 28-year-old human with pale white skin, greasy brown hair, and hazel eyes. He wears his hair long and refuses to style it, meaning it sits in a disorganized and often unwashed clump on top of his head. His clothing matches this general state of disarray, often dirty and mismatched, whatever he could manage to pick off his floor that morning. His teeth remain, more often than not, unbrushed and have a slight yellowish tinge to them

### **Description**

Mal Xarden was born a native of Dantooine, in the chaotic years following the destruction of the Galactic Empire. While the New Republic attempted to regain control of the galaxy, planets on the Outer Rim like Dantooine were more often than not left to fend for themselves. His family attempted to make a living, struggling under the collapsed galactic economy. These early years were formative for Mal, making him something of a miser and sitting at the root of his hoarding tendencies.

By the time Mal became a teenager he had already been running with a street gang for quite some time, despite the concerns of his parents, and had earned a reputation as an especially talented driver. It was here he picked up a number of his superstitious habits, included never brushing his teeth before a mission. After a nearly disastrous run-in with the law, Mal decided he wanted a more reliable way to earn money for his family and joined up with the New Republic as a pilot.

While his poor hygiene and slovenly appearance were universally frowned upon in the military, he nonetheless distinguished himself as a peerless pilot despite his eccentricities. He was especially capable of handling small corvette and frigate class vessels, throwing them into terrifying high-speed maneuvers that have been the decider of many a small skirmish. Despite his combat ability, his lack of respect for military bearing ultimately landed with a dishonorable discharge.

Using some old gang contacts Mal then found his way back to the outer rim, where news of his ability filtered into Arcona's spy network. Always on the lookout for capable employees, Mal was approached to serve as the pilot for the newly acquired Voidbreaker. With the assurance that his family would be taken care of, and his... habits overlooked he agreed wholeheartedly.

He has since served on the Voidbreaker with distinction. Though his appearance and smell have been the bane of captain and crew alike, his skill is unmatched as a pilot.

## **Yinna Oal, Co-pilot of the Voidbreaker**

### **Appearance**

Yinna Oal is a 24-year-old female Durosian with light blue skin and piercing red eyes. She is generally well kept, prim, and proper with a certain flair and style to her appearance. She keeps up with the latest fashions, and will happily speak at length about the latest designers or lines of clothing in vogue at the moment. She seems to have boundless energy and an equally boundless lung capacity; she's very capable of talking for a small eternity about the most inane of subjects.

### **Description**

Yinna Oal was born on Coruscant to a fairly well to do pair of Durosians working in the financial sector. Growing up she had a great education and warm loving parents, but always strayed a little on the wild side. The natural Durosian inclination for adventure led to her exploring the lower levels of the city often and sneaking out at night to get a taste of Coruscant's underbelly.

She eventually became caught up in a ring of illegal speeder races, borrowing money from her parents in order to finance a vehicle. She loved the thrill of racing through the tight corners and lanes of Coruscant's lower city and the danger of competing with such a rough and tumble crowd. This behavior was eventually found out by her parents who, furious, forbid her from ever going to the lower city again and made plans to move off-world to a more sedate planet. In a last act of rebellion against her parents, Yinna signed up for the New Republic navy, ruining their moving plans

Though Yinna absolutely hated the navy, it did her some good. She learned some well-needed discipline to temper her thrill-seeking and was able to put her skills to good use serving as the pilot of a Corellian gunship. In the end she did not decide to extend her service in the New Republic navy, and got out as soon as her enlistment was up

With military experience under her belt, and refusing to go back to her parents, Yinna used her savings to buy a small shuttle and take a traveling tour of the outer worlds. While traveling, Yinna eventually came upon information from a criminal cartel leading to the shadowport of Port Ol'Val. She was immediately noticed upon entering the system and put under watch by Clan Arcona. When the Clan realized her potential skill, she was hired to serve as a co-pilot for the Voidbreaker.

Her service as co-pilot has been a tumultuous one. She chafes serving under the current pilot, Mal Xarden, and deeply dislikes his slovenly behavior. He, in turn, returns the feelings, believing her to be a stuck-up city girl. Nonetheless, they both have a mutual respect for each others piloting skills and work together perfectly under pressure.

## **“Sax” Dayseeker, Galley Cook**

### **Appearance**

“Sax” Dayseeker is a tall, muscular human of indeterminate age, though he appears to be in his mid 40’s. He has dark brown skin, bright blue eyes, and brown hair. He’s almost always seen wearing a bright pink apron on top of his white t-shirt and black pants, but on the rare occasions when he isn’t he prefers to wear clothing advertising his favorite bands.

### **Description**

“Sax” Dayseeker is something of an oddity on the Voidbreaker crew, as no-one is quite sure what his story is. He’ll happily tell anyone who will listen if they ask, but inevitably whatever answer he gives about his past will be contradictory and full of obvious lies and exaggerations. Judging by his manner and accent most have generally concluded that he’s from Corellia, and the ease with which he hands a blaster point to him having been a mercenary or soldier at some point.

The method in which he came to Voidbreaker was even odder. Knowing that the Voidbreaker would need a new chef, Arcona discreetly put out inquiries to its subsidiaries and puppets looking for a top quality employee. Usually, these sorts of jobs are invitation only, but on a lark one of the companies under Arconas control put out a wanted ad. Sax answered and so thoroughly impressed that he was recommended to Arcona, and was hired after a thorough background check. It’s likely that the Dajorra Intelligence Agency are the only ones who know Sax’s real story.

Sax is an ardent lover of music, and a particular fan of old-style jizz bands. When cooking he will often play music to help him think, and is always on the lookout for the newest records when the Voidbreaker comes into port. He will quite gladly talk for hours on end about the newest trends in music

More than music, Sax is also an enthusiastic boxer and sports shooter. Whenever the training room on board the Voidbreaker is unoccupied he tries to slip inside and sneak in a few rounds on the bags, or shoot off a couple rounds on the range. He’s even been challenged by a number of the Voidbreaker’s crew and has more than held his own, earning him the unofficial title of “champ” amongst the small community that tends to the Voidbreaker.

## **Nek'Ti'Val, Starship Technician**

### **Appearance**

Nek'Ti'Val is a young pale-green Verpine, currently serving as the starship technician on board the Voidbreaker. Nek'Ti'Val has wide, black eyes and long segmented antennae flowing out from the back of her head. Her carapace is covered in numerous burn-marks, nicks, and scratches acquired in the course of her work.

### **Description**

Nek'Ti'Val (Or simply Ti, as she's referred to by the crew) is the current starship technician on board the Voidbreaker. Born into the intelligent caste of Verpine, Ti had lived and worked within the confines of the Roche asteroid field her entire life. She worked as a fairly low-level technician, repairing industrial equipment and overseeing the mindless worker drones that did much of the manual labor for the Verpine hive.

Working in such a low-level job, Ti often had time to build and tinker with the spare parts left under her care. She took to building droids, machines, small repulsor craft, and other gadgets to fill her time, slowly mastering her engineering and programming skills. As her skills progressed in her hobbies, her daily work slowly became more and more of a chore, and she began to feel dragged down and listless.

This life was ultimately so unfulfilling to Ti, who requested permission from the Hive Mother to leave and seek work elsewhere. There was a long debate over whether to allow Ti to leave, but she was eventually granted the blessing of the Hive Mother and acquired passage on the next cargo shuttle out of the system. She worked odd jobs here and there, taking work on board different starships to pay for her passage and then quickly moving on to the next job. While between jobs she was eventually found and taken in by the Dajorra Intelligence Agency, who saw the value in having such a broadly skilled technician working for one of Arcona's battle teams.

Ti is very polite to speak to, almost insufferably so. She is incredibly slow to anger and quick to forgive, giving her a reputation as something of a doormat among the crew of the Voidbreaker. She is also insufferably blunt and seems incapable of telling even a small white-lie for the sake of social order. By now the crew of the Voidbreaker has gotten used to her odd quirks, but her behavior can often cause anger and consternation in those not used to her.

For the reasons above, Ti often keeps to herself. She secludes herself in the engineering bay of the Voidbreaker, tinkering and playing with the ship's old, aging systems. She will rarely speak with the crew except on business and is quite uncomfortable with socializing.