



A Nine-Film Star Wars Saga Story Bible

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Unofficial Fan Project

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Portfolio Context: This document is presented as a personal creative-writing, worldbuilding, and story-development project. It is intended to demonstrate narrative planning, character development, continuity management, and long-form creative organization.

Contents

(Right-click and choose "Update Field" in Word to generate page numbers, or use the section list below as a guide.)

The Nine Movies at a Glance

TRILOGY ZERO - The First Wound Trilogy (Prequel Movies I–III)

- I. Prequel Premise - The First Wound
- II. Valen Casmoden / Emperor's Wrath, Jaesa & Vette
- III. Kreia's Origins & Philosophy
- IV. Prequel Movie Outline (Movies I–III)
- V. Prequel Death Map
- VI. Revan's Coalition Forms & Early Philosophy
- VII. Prequel Characters Who Survive / Status
- VIII. Prequel Final Theme

TRILOGY ONE - Eclipse of the Force (Movies I–III)

- IX. Premise
- X. Factions & Rosters
- XI. Kreia's Master Plan - The Final Wound
- XII. The Smuggler Crew - Origin & Full Arc
- XIII. Cameo Characters
- XIV. The Mandalorian Arc
- XV. Revan's Fall & the Power of Three
- XVI. Meetra Surik & the Question of Succession
- XVII. Visas Marr & Brianna - Two Kinds of Falling
- XVIII. Jaesa Willsaam's Motivation & True Importance
- XIX. Bastila's Fall & Full Descent
- XX. Satele Shan - Defection, Path Forward, Bao-Dur & the New Jedi Order
- XXI. The Malgus Ship Battle
- XXII. Revan's Assault on Kreia's Command Station
- XXIII. The Final Confrontation & Philosophical Triangle
- XXIV. Character Arcs
- XXV. Movie Outline (Movies I–III)
- XXVI. Death Map

- XXVII. Characters Who Survive
- XXVIII. Trilogy Ending
- XXIX. Final Theme
- XXX. Open Threads for Future Development

TRILOGY TWO - Movies IV–VI

- XXXI. Sequel Premise & Core Idea
- XXXII. Ashara Zavros - The Third Path & Moment of Balance
- XXXIII. Sequel Factions & New Characters
- XXXIV. Supporting Character Threads
- XXXV. Movie IV: Ashes of Mandalore
- XXXVI. Movie V: Rise of Balance
- XXXVII. Movie VI: The Last Truth
- XXXVIII. Sequel Death Map
- XXXIX. Sequel Characters Who Survive / Status
- XL. Sequel Final Theme - Can the Galaxy Be Saved From Certainty?

CHARACTER GUIDE TO ECLIPSE OF THE FORCE

- XLI. Character Guide - Era Key
- XLII. Major Saga Characters
- XLIII. Supporting Allies & Crew Members
- XLIV. Sith and Antagonists
- XLV. Mandalorians
- XLVI. Republic and Jedi Supporting Characters

The Nine Movies at a Glance

The saga is presented here in full story chronology: Trilogy Zero (the Prequels) → Trilogy One → Trilogy Two. Trilogy Zero was the last of the three developed, but it comes first in the actual timeline, so it opens the document.

The prequels reveal the first artificial wound in the Force; Trilogy One shows Kreia attempting the Final Wound; Trilogy Two shows Ashara's answer - not peace, not domination, but balance through clarity.

Trilogy Zero - The First Wound Trilogy (Prequels)

Movie I: The Emperor's Wrath: Valen Casmoden discovers the Rakatan control core on Lehon, hunts the missing Dathomir crystal, and returns to the Lehon altar-machine to activate the system. Satele's Republic team stops him from controlling it, but not before the Force is wounded and timelines begin to bleed together.

Movie II: The Rakatan Wound: Revan's crew, Malak, Meetra's crew, Sion, Nihilus, and Kreia are pulled into the Old Republic era in different ways. Revan's crew investigates Ithor and Mana'an, Meetra's Ebon Hawk crashes on Nal Hutta, Atton enters the underworld, Hanharr takes the bounty, and Satele's side begins connecting the scattered arrivals. The movie focuses on arrival, confusion, investigation, and the first proof that multiple eras have been forced together.

Movie III: The Greater Darkness: Revan, Bastila, Satele, Jace Malcom, Kira, and their allies move against Valen Casmoden near the beginning of the movie. Revan kills the Wrath, Jaesa escapes and later surrenders to reach Revan, Vette is captured and later freed by Satele, and the coalition begins forming around the larger threats created by the Wound. Revan eventually destroys the Rakatan device, closing the wound but leaving the altered timeline permanent.

Trilogy One - Eclipse of the Force

Movie IV: A Fracture in the Force: Revan and the Republic fight Kreia's hidden Sith Empire, believing Malgus leads it. Bastila kills a captured Darth Malak before he can reveal Kreia's secrets, then begins accepting the darkness through Jaesa's influence and her own belief that the act protected Revan.

Movie V: The Shattered Alliance: Revan, Bastila, and Jaesa forge the Power of Three. The Smuggler Crew becomes a real team. Satele, Ashara, Vette, and Bao-Dur eventually defect after seeing what Revan is becoming, though some exact joining and separation bridges are still marked for later development.

Movie VI: Shadow Revealed: Revan attacks the Dantooine refuge sheltering Satele's group. Meetra kills Nihilus, Revan kills Sion, Satele's Jedi group kills Malgus, and Revan kills Kreia, ending the Final Wound but not his own fall.

Trilogy Two - After Eclipse of the Force

Movie VII: Ashes of Mandalore: Revan's new empire crushes Shae Vizla's Mandalorian resistance. Shae and Torian die, Akaavi leaves Canderous, and Revan's empire looks unstoppable. This also pays off the earlier idea that the Wound can steal or alter futures, including Canderous's path as Mandalore.

Movie VIII: Rise of Balance: Ashara awakens Moment of Balance and gathers a crew of her own aboard the Ebon Hawk, while Revan's empire conquers Corellia and Ashara's touch plants the first real doubt in Bastila.

Movie IX: The Last Truth: The Power of Three collapses as Jaesa kills Bastila for trying to save Revan. Ashara reaches and stops Revan directly, leaving Jaesa, the true counter to Ashara's gift, as the final confrontation.

TRILOGY ZERO

THE FIRST WOUND TRILOGY - PREQUEL MOVIES I-III

I. Prequel Premise - The First Wound

The complete nine-movie saga still carries one title - Eclipse of the Force - because the whole thing is built around the Force being wounded, misunderstood, manipulated, and nearly collapsed. The prequels show the first artificial wound. Trilogy One shows Kreia attempting the Final Wound. Trilogy Two shows Ashara's answer: not peace, not domination, but balance through clarity.

This trilogy - The First Wound Trilogy - explains how the altered timeline is created, how characters from different eras end up together, and how the events of the main saga become possible at all. It isn't just backstory: it reveals the original event that makes the entire saga possible.

The Rakatan Wound - Not a Time Machine

The biggest timeline problem the saga has always carried is that characters like Bastila Shan and Satele Shan shouldn't naturally exist in the same era. Rather than rewriting anyone's bloodline, the prequels explain this through a single catastrophic Force event: an ancient Rakatan device, activated by Valen Casmoden, that doesn't open portals so much as it wounds the Force itself.

The Force normally holds life, destiny, memory, time, and reality in separate but stable paths. When the device disrupts that structure, timelines begin to bleed into one another. The portals and shimmers people actually see are only symptoms. The real event is simpler and stranger:

A wound opens in the Force, and time bleeds through it.

This becomes the first artificial Force wound in the saga - and the seed of Kreia's much larger Final Wound, generations later.

The Main Rule

The Rakatan fracture happens once. The device is destroyed by the end of this trilogy (see Section IV), the wound closes, and no one can return to their original timeline. No one can use the portals later to save someone, escape death, or bring in alternate versions of anyone. This is not a time-travel or multiverse story - it's a story about living with the consequences of a wound that cannot be undone.

II. Valen Casmoden / Emperor's Wrath, Jaesa & Vette

Valen Casmoden / Emperor's Wrath

Now identified as Valen Casmoden while still carrying the title Emperor's Wrath. This matches the decision to give Cade Valerius and Garrick Moblivim actual names while keeping their iconic Old Republic class titles attached.

Jaesa's Fall Stays Intact

Jaesa's original fall stays close to established history. Valen Casmoden kills her parents and defeats her Jedi Master - proving, in the most personal way possible, that the Jedi promise of light overcoming darkness isn't always true. She doesn't fall because she's stupid or randomly cruel. She falls because that promise is proven false to her directly, and her gift makes it worse: she can see the hidden darkness and hidden motives beneath people's words, and against that, darkness starts to feel like the only honest thing left.

This is where her eventual line - "the dark side is my clarity" - is born, long before she ever meets Revan or dies saying it to Ashara.

The Triangle Before the Triangle

Valen Casmoden fooled around with both Jaesa and Vette, but truly loved Vette. Jaesa loved him too, but wasn't fully chosen - an emotional wound that predates Revan entirely. She knows exactly what it feels like to be close to power, desired by power, but not chosen by power.

That's what she carries into her relationship with Revan. She doesn't want to be left outside again - so rather than simply trying to remove Bastila, she pulls her closer and helps turn the relationship into the Power of Three. She builds a triangle she can influence instead of repeating the one that excluded her (see Section XVIII for how this plays out in Trilogy One).

Vette's Position

Vette loves or cares for Valen Casmoden in return, but she's also the one who worries, out loud, that they're messing with something they don't understand - including during the device's activation itself (see Section IV). When Revan later kills him, Vette is heartbroken, but she doesn't read his death the way Jaesa does. She doesn't see proof that Revan is greater. She sees proof that the Sith path eventually destroys the people trapped inside it.

That reading is what lets her recognize the same pattern years later, when Revan starts walking the same road - and it's a real part of why she's willing to leave with Satele in Trilogy One rather than rationalize what she's watching.

III. Kreia's Origins & Philosophy

Her Arrival Stays a Mystery

Kreia is one of the people who survives the fracture - but exactly when or where she comes through the wound is never shown. Because no one can account for everyone who crossed before it sealed, she's able to disappear into the confusion without anyone noticing she doesn't belong. Her first on-page appearance should show her already on Coruscant, in simple brown Jedi robes, speaking calmly to a young Jedi in the temple archives - wise, tired, gentle, trustworthy. Nothing about her should suggest Darth Traya.

"When history wounds itself, the Jedi must not rush to close their eyes. We must learn what the wound reveals."

The younger Jedi bows and thanks "Master Kreia." Her expression stays unreadable as he leaves. Preserving this mystery - never showing her crossing, never explaining her infiltration - is what makes her later dual identity land as hard as it does in Trilogy One (see Section XI).

How the Wound Becomes the Final Wound

The Rakatan Wound is what changes Kreia's entire philosophy. She sees, firsthand, that the Force can be wounded artificially - that when it is, reality itself can break, forcing timelines, histories, lives, and destinies together by something deeper than ordinary war. To her, this proves the Force isn't merely a spiritual presence. It's the structure holding reality together. And because she already believes the Force

manipulates life, this event cements her hatred of it - in her mind, the fracture proves the Force is a prison.

The Rakatan Wound is where she learns that wounds in the Force can be artificially created, fed, linked, and expanded. That lesson becomes the entire foundation of the Final Wound in Trilogy One (see Section XI) - meaning Kreia's galaxy-ending plan isn't an invention. It's her answer to something she actually lived through.

IV. Prequel Movie Outline (Movies I-III)

Prequel Movie I: The Emperor's Wrath

Opening Scene - Republic Briefing Above the Rakatan World

Core Idea

The first prequel opens with a Republic ship arriving above a remote world believed to contain an ancient Rakatan site. Instead of beginning with Valen Casmoden directly, the story first grounds the audience in Satele Shan's side of the conflict. Satele is not acting alone: she is supported by Jedi, Republic military leadership, SIS intelligence, and droid assistance, making the mission feel important before the Sith threat is fully revealed.

The intelligence comes from Ardun Kothe, a former Jedi Knight who left the Order and became an operative for the Republic Strategic Information Service. His warning reveals that Valen Casmoden is secretly searching ancient Rakatan sites for something powerful, possibly without even the full Sith military understanding what he is doing. This gives the Republic a believable reason to act before the danger is fully understood.

Satele's opening team includes Kira Carsen, assigned to accompany her as a Jedi Knight rather than as a Padawan; T7-O1, whose technical abilities may be needed to translate, unlock, or survive the ruins; Jace Malcom and Aric Jorgan, who bring Republic military authority and battlefield support; and possibly Elara Dorne in a quieter support role aboard the ship. C2-N2 provides a brief lighter moment before the mission briefing, helping the opening feel like Star Wars without breaking the tension.

During the briefing, Kira questions whether Ardun Kothe's intelligence can be trusted, allowing Satele to explain who Kothe is and why his warning matters. The briefing also introduces the Rakata as an ancient Force-wielding empire whose ruins may still contain technology dangerous enough that even the Sith do not fully understand it. Satele decides that she and Kira will investigate the site directly, but requests a small Republic team and a droid to accompany them because ancient Rakatan ruins may contain sealed doors, forgotten languages, traps, or systems no living person fully understands. Jace Malcom chooses to accompany the mission himself, bringing Aric Jorgan and a small detachment of elite Republic troopers. The scene ends with the team preparing to descend before Valen Casmoden can awaken whatever the Rakata left behind.

Why It Matters

This opening defines Satele's side before the Sith plot fully unfolds. It gives the audience a team to follow, establishes Ardun Kothe as the reason the Republic learns about the Wrath's search, explains the

danger of Rakatan ruins naturally through dialogue, and gives T7-O1, Kira, Malcom, and Jorgan clear reasons to be part of the mission. It also plants the idea that the Rakatan device is not a normal Sith weapon, but something older, stranger, and potentially more dangerous than either side understands.

Full Scene Draft: Opening Republic Briefing

A Republic cruiser dropped out of hyperspace above Lehon, a green-brown world streaked with cloud and storm. Below, ancient mountain ranges cut through jungle, and somewhere beneath the canopy, ruins older than the Republic waited in silence.

Inside the cruiser, Satele Shan stood before a viewport, hands folded into the sleeves of her robes.

Kira Carsen stood nearby, restless in the way only a Jedi Knight could be when asked to wait.

"Master," Kira said, "are we sure this intelligence from Ardun Kothe is reliable?"

Satele did not turn from the planet.

"Ardun Kothe was once a Jedi Knight, much like yourself."

Kira raised an eyebrow. "That does not answer my question."

A faint smile touched Satele's face.

"No. But it explains why I take his warnings seriously. He left the Order and became an operative for the Republic Strategic Information Service. He knows how the Sith hide their movements, and he knows when something is being hidden from the Sith themselves."

Kira's expression shifted. "The Wrath is hiding this from his own people?"

"That is what concerns me."

The door opened with a soft hiss.

C2-N2 stepped in, polished and painfully cheerful.

"Master Shan, Knight Carsen, the bridge is prepared for your arrival. General Malcom and the others are waiting. I have also taken the liberty of ensuring the briefing table is clean, calibrated, and far less gloomy than the subject matter appears to require."

Kira glanced at Satele. "Does he always do that?"

"Unfortunately," Satele said, walking past her, "yes."

On the bridge, the mood was far colder.

Jace Malcom stood beside the central holo-table, arms crossed, his face carved into the permanent severity of a soldier who had seen too many bad reports become worse battles. Aric Jorgan stood near him, reviewing troop deployments. Elara Dorne was farther back, quiet and attentive, scanning casualty projections and medical readiness estimates without interrupting. T7-O1 waited beside the holo-table, dome rotating as the Jedi entered.

T7 beeped sharply.

Kira looked down. "Good to see you too."

Jorgan did not look amused. "The droid has been waiting to play the intelligence file for ten minutes."

T7 gave an offended whistle.

Malcom nodded to Satele. "Master Shan."

"General."

The holo-table flickered. T7 extended a small arm and triggered the recording.

A blue image of Ardun Kothe appeared above the table, distorted by static.

"This message is for Master Satele Shan and authorized Republic command only. SIS intercepted fragments of a Sith operation moving through deep archival channels. The target is not a Republic base, not a fleet route, and not a weapons depot. It is Rakatan."

The image flickered.

Kothe continued.

"Valen Casmoden is personally involved. That alone would be enough to concern me. But he is concealing the search from standard Sith military oversight. He is not looking for a battlefield advantage. He is looking for something old."

The recording degraded for a moment.

Then Kothe's voice returned, lower.

"We do not know exactly what the Wrath expects to find, but we have narrowed the search to the old Rakatan world of Lehon. If the records are accurate, this is where the strongest surviving site remains."

The image froze and vanished.

Silence settled over the bridge.

Kira looked from the empty holo to Satele.

"Rakatan," she said. "I have heard the name, but not much more than that."

Jace Malcom's eyes stayed on the planet. "Ancient empire. Dead civilization. Bad habit of leaving dangerous things buried."

Satele stepped closer to the holo-table. T7 projected an image of the planet's surface, then overlaid it with broken symbols and ruin markers.

"The Rakata ruled long before the Republic," Satele said. "They built an empire through the Force, enslaved worlds with it, and created machines no one alive fully understands. Their power collapsed thousands of years ago, but their ruins remain."

Kira studied the symbols. "And Valen Casmoden thinks one of those ruins still has something useful."

"No," Satele said quietly. "He thinks it has something powerful."

Malcom studied the projected ruins, then looked to Satele.

"So what is the plan?"

Satele's eyes remained on the holo-map.

"Knight Carsen and I will go to the surface and investigate the site directly. If Valen Casmoden is searching for something Rakatan, we need to know what it is before he finds it."

Kira glanced at the ruin markers. "And hopefully before it finds us."

Satele gave her a brief look, but there was the faintest trace of approval in it.

"I would also like a small Republic team to accompany us," Satele continued. "If Sith scouts are already planetside, we may need military support."

Aric Jorgan straightened slightly. "You'll have it."

Satele turned toward T7-O1.

"And a droid. Rakatan ruins can be difficult to read, difficult to open, and even more difficult to leave once something has gone wrong. I would rather not be trapped beneath a dead civilization because none of us could translate a sealed door."

T7 gave an enthusiastic series of beeps.

Kira looked down at him. "He says he is excellent with sealed doors."

T7 beeped again.

"And ancient death traps," Kira added, after a pause. "Apparently."

Malcom gave a short nod.

"Then I am going with you. Jorgan too, and a squad of our best troopers."

Satele looked at him. "General, I did not mean to pull you from command."

"You did not," Malcom said. "I am choosing to go. If Valen Casmoden is personally involved, this is not a routine recovery mission."

Jorgan checked his rifle. "And if the Sith are already down there, Jedi robes are not going to be enough."

Kira smirked. "Careful, Major. We get sensitive about the robes."

Jorgan did not smile. "I will try to survive your disappointment."

Satele looked back to the planet below.

"Then we move quickly. The longer the Wrath has inside those ruins, the more likely he is to wake something the galaxy has forgotten how to stop."

The Rakatan Device, Crystal Hunt, and Lehon Altar-Machine

Core Idea

The Rakatan device is no longer just an undefined ancient artifact. It is a three-part system: a portable control core found inside the Lehon ruins, a specially designed crystal hidden elsewhere, and a larger altar-machine on Lehon that powers the completed device. Valen Casmoden begins with broken Rakatan translations that promise immense power and speak of broken lifelines returning. Because he reads the fragments through a Sith mindset, he mistakes lifelines for death and believes the device may restore fallen warriors or bind the dead through dark-side energy.

The story now gives Movie I a physical mystery and a chase. The Wrath first finds the inactive control core on Lehon and realizes something is missing from its circular center. Ancient imagery shows a crystal being placed into the device and points toward another world, but the reference is damaged. That uncertainty turns the middle of the movie into a race to find the missing crystal, with Satele's team following the Wrath's trail through SIS intelligence, T7-O1's recovered data, and clues left in the Rakatan ruins.

The search eventually leads to Dathomir. To the Wrath, a crystal hidden on a world tied to dark-side ritual, spirits, and death seems to confirm his misinterpretation: the Rakatan phrase 'broken lifelines return' must mean dominion over death. He is wrong. The crystal was hidden on Dathomir because the planet's dangerous Force energies helped conceal it, not because the machine was meant to raise corpses. 'Lifelines' refers to lives, destinies, histories, and timelines.

Why It Matters

This fixes the vagueness around the Rakatan device by giving it a visual identity, clear rules, and a reason Valen Casmoden wants it. It also keeps him dangerous without making him omniscient. He is not trying to break time. He believes he is unlocking power over death and war, which fits his Sith ambition and makes his mistake tragic rather than random.

The altar-machine also keeps the climax on Lehon. Dathomir becomes the turning point where the crystal is recovered, but the device cannot fully awaken there. The Wrath must return to the original Rakatan site because the control core and crystal still need the larger altar-machine to power them. The movie therefore begins over Lehon, leaves Lehon for the crystal hunt, and returns to Lehon for the catastrophe.

Vette's role also becomes stronger without making her feel disloyal. She does not oppose the Wrath in a grand moral stand. Instead, she questions the danger, jokes through her fear, and notices that the device may not be doing what he thinks it is doing. Jaesa, by contrast, sees the danger and leans closer. This creates a clear triangle of reactions: the Wrath sees power, Jaesa sees destiny, and Vette sees trouble.

Story Bible Summary

The Rakatan site on Lehon is a vast ruin complex, not a single chamber. When Valen Casmoden, Vette, and Jaesa first enter it, they pass through a massive chamber containing a strange altar-machine, but they do not yet understand its purpose. Deeper inside the ruins, the Wrath discovers the smaller Rakatan control core: a dark stone-and-metal device with an empty circular center.

The broken Rakatan text around the control core speaks of immense power, life bound through the Force, broken lifelines, and lifelines returning. The Wrath misinterprets these fragments as a promise that death can be reversed or conquered. He believes the device may restore fallen warriors, bind the dead to his will, or create an army that can rise again after death.

Nearby, ancient Rakatan imagery shows a crystal placed into the circular center of the device. Another damaged image shows a planet or star-map symbol connected to the crystal, but the reference is incomplete. This sends the Wrath searching across possible worlds for the missing crystal while Satele's team follows his trail and tries to understand what he is attempting to complete.

The search eventually leads to Dathomir. The Wrath recovers the crystal and places it into the control core, expecting the device to awaken. It does not. The crystal glows faintly and the markings stir, but the machine does not fully activate. Vette sees this failure as a warning. Jaesa sees it as proof that one piece is still missing. She realizes they may have misunderstood what they saw on Lehon: the control core and crystal are not enough. The device needs the altar-machine they passed earlier in the Rakatan ruins.

The Wrath returns to Lehon with the crystal inserted into the control core. At the altar-machine, he completes the system: the altar provides the power, the crystal focuses it, and the control core directs it. He believes he is about to make broken lifelines return, restoring or binding the dead through dark-side power. Instead, the completed machine wounds the Force, and time begins to bleed.

Visual Reference

The device should remain simple and readable visually: inactive, it looks like a dark Rakatan control core with an empty circular center; activated, the missing crystal sits in the center and glows with red-violet Force energy.



Inactive Rakatan control core with the crystal missing from the center.



Activated Rakatan control core with the Dathomir crystal inserted and glowing.

Full Scene Draft: The Crystal Fails on Dathomir

Vette stared at the silent device.

"So... that is it?"

The Wrath did not answer.

"Ancient nightmare crystal, ancient nightmare machine, dramatic trip to Dathomir, and nothing?"

Jaesa stepped closer, eyes fixed on the faint glow inside the crystal. "It is not nothing."

Vette folded her arms. "It looks a lot like nothing."

The Wrath turned the device slowly in his hands. "It is incomplete."

"Or broken," Vette said. "Broken is not always bad. Sometimes broken is the galaxy doing us a favor."

Jaesa looked at her. "You are afraid."

"Of the ancient machine that refuses to work after we stole a crystal from Dathomir?" Vette gave a small shrug. "A little, yeah."

Jaesa ignored her and looked to the Wrath. "We missed something on Lehon."

Full Scene Draft: Final Activation on Lehon

The Wrath placed the control core onto the altar-machine. The crystal pulsed in its center, faint at first, then brighter, throwing red-violet light across the ancient chamber.

Vette stood a few steps behind him, trying not to look as nervous as she felt.

"Okay," she said. "Just asking because someone probably should. Are we sure this thing is doing what you think it is doing?"

The Wrath did not look back. "It is awakening."

"Right. That is the part I am worried about."

Jaesa smiled faintly. "Power always frightens those who do not understand it."

Vette glanced at her. "And it usually kills the people who think they do."

The Wrath finally looked over his shoulder. For a moment, his expression softened.

"Stay behind me."

Vette swallowed, then nodded.

"That was already the plan."

Then the altar-machine awakened.

The Device Activates

At the climax, Valen Casmoden returns to Lehon with the Rakatan control core and the Dathomir crystal. The device still cannot awaken on its own. It must be placed into the larger altar-machine hidden inside the original Rakatan site. The altar provides the power, the crystal focuses it, and the control core directs it.

Vette is present because her loyalty to the Wrath is personal, not ideological. She does not believe in the Rakatan mission the way Jaesa does, but she also is not openly defying him. Her role is to question the danger, joke through her fear, and recognize that the machine may not be doing what he thinks it is doing.

"Okay," Vette says as the crystal begins to pulse. "Just asking because someone probably should. Are we sure this thing is doing what you think it is doing?"

The Wrath answers, "It is awakening." Vette replies, "Right. That is the part I am worried about." Jaesa treats the fear as weakness, but Vette understands the situation in a way the Sith do not: ancient machines that refuse to behave are usually warning signs, not invitations.

The Wrath finally looks back at her, and for a moment his expression softens. "Stay behind me." Vette swallows, then nods. "That was already the plan." This keeps Vette loyal and in character while still giving her agency: she does not stop him, but she voices the warning no one else wants to hear.

When the device activates, the chamber does not instantly transform into obvious time portals. Reality begins to shimmer: walls flicker between ruined and restored, ancient symbols glow and vanish, doorways appear for half a second and disappear. The chamber feels like it is becoming several versions of itself at once.

Satele's group stops Valen Casmoden from fully controlling the Rakatan system and separates the control core from the altar-machine. The activation has already wounded the Force, but the Wrath never gains stable control over what he awakened. In the chaos, Satele's team secures the Rakatan control device while Valen Casmoden escapes with the Dathomir crystal. The Lehon altar-machine

remains built into the ruins and cannot be moved. This division of the three activation pieces explains why the Wrath cannot simply activate the system again after Movie I.

The Device After Movie I

Scene Summary: At the end of Movie I, no one fully understands what Valen Casmoden has done. Satele knows the Rakatan system was activated and interrupted, but she does not yet know that ships and people from other eras are beginning to bleed into the Old Republic period. Satele has the Rakatan control device, the Wrath has escaped with the Dathomir crystal, and the Lehon altar-machine remains fixed inside the ruins.

Because the Jedi Council remains closely tied to the Republic, Satele consults both the Council and Republic leadership about what should happen next. Rather than ordering the control device destroyed, they insist it be secured and studied. Their arguments are partly cautious and partly political: destroying unknown Rakatan technology could worsen the disturbance, but studying it may explain what happened and possibly give the Republic a weapon or advantage against the Sith Empire.

This decision creates one of Satele's early regrets. She may sense that the device should not exist, but bureaucracy, fear, and strategic interest prevent immediate destruction. The Wrath cannot reactivate the system without the control device, but the device also remains intact long enough to become a target again.

Final Shot

In deep space, a shimmer appears among the stars. The Ebon Hawk flies through it and simply appears - no cockpit shown, no T3-M4, no voices, no reveal of who's aboard. Just the ship. Cut to black, leaving the audience to wonder whose Ebon Hawk it is.

Prequel Movie II: The Rakatan Wound

Movie II reveals that the ship from Movie I's final shot is Revan's Ebon Hawk, crewed by Revan, Bastila Shan, Carth Onasi, Mission Vao, Zaalbar, HK-47, T3-M4, Jolee Bindo, Juhani, and Canderous Ordo. The movie also shows the violent arrival of Meetra Surik's Ebon Hawk, the beginning of Atton's flight into the underworld, the first signs of Sion and Nihilus, and the first uneasy link between Revan's crew, Satele's forces, and Meetra's broken group.

Revan's Ebon Hawk Appears Near Ithor

At the beginning of Movie II, Revan's Ebon Hawk appears safely in the Old Republic era rather than crashing. Before the Rakatan Wound, Revan's crew had been traveling toward Kashyyyk, but the fracture pulls them off course and drops them near Ithor. The crew lands on Ithor seeking answers and quickly discovers the impossible truth: they have been displaced into a future era.

While studying records from this era, Revan and Bastila learn that their future history did not end with the war. They had children, their bloodline continued, and a Jedi Master named Satele Shan is one of their descendants. This discovery gives the time fracture personal weight for both of them. Carth, seeing the tension between them, smirks and remarks that perhaps the Jedi Council was not making it up when they said Revan and Bastila shared a special bond.

On Ithor, the crew also meets Choza Raabat, a Jedi Knight of the current era. Choza does not fully understand what has happened, but he has heard strange reports of impossible figures appearing across the galaxy. One rumor points toward a dark disturbance on Taris, possibly connected to a warrior who should not exist. Revan decides they cannot follow every lead together. Jolee and Juhani go with Choza to investigate the Taris disturbance, while Revan leads the rest of the crew toward Manaan.

Manaan and the Rakatan Lead

Revan chooses Manaan because of its neutrality between the Republic and the Sith Empire. If anyone can provide information without immediately pulling them into one side's command structure, it would be found there. On Manaan, Revan's crew locates Gorima, a Selkath biologist and researcher with knowledge of ancient Rakatan technology. Gorima cannot explain exactly what happened to them, but he has studied fragments suggesting that an ancient Rakatan device may once have existed with the power to fracture lifelines, disturb time through the Force, or pull beings out of their proper era.

With only partial answers, Carth argues that it is time to contact the Republic. The crew goes to the Republic headquarters on Manaan, where Republic soldiers search recent reports for anything connected to Rakatan activity. They discover a report involving Master Satele Shan and Commander Jace Malcom, who recently engaged the Sith known as Valen Casmoden at a Rakatan site. The report says the Wrath activated the device before they could stop him, causing a major disturbance before escaping.

Mission looks at Zaalbar and says she knew this had to be because of something the Sith did. Carth asks whether they can contact Satele or Commander Malcom. The Republic soldiers are able to establish communication with Jace Malcom. While they wait, the crew speaks privately about everything they have learned: the future era, Satele Shan, the Rakatan device, and the missing members of their group. Despite the fear and confusion, the scene shows the Ebon Hawk crew still functioning as a family.

When communication is established, Jace Malcom introduces himself to Revan and the crew. Malcom recognizes the gravity of who he is speaking to and treats Revan with respect, calling it an honor while also admitting that he feels partly responsible because they failed to stop Valen Casmoden before the device activated. Malcom gives Revan their current position and directs him toward Satele's forces. Revan and his crew leave Manaan, no longer following their original path to Kashyyyk. Their goal has changed. They are now seeking Satele Shan, Jace Malcom, and Valen Casmoden.

Parallel Republic Investigations: Taris and Nal Hutta

While Revan's crew follows the trail from Ithor to Manaan, the Republic investigates other disturbances caused by the Rakatan Wound. Aric Jorgan, Elara Dorne, and a Republic fleet are sent to Taris after reports that an older model Republic cruiser has crashed on the planet's surface. The ship does not match current Republic records, and its design suggests it belongs to another era. Their investigation eventually points them toward Dantooine, a nearby Republic-held world that becomes an important staging point and future refuge.

Meanwhile, Satele Shan, Jace Malcom, and Kira Carsen receive a message from Nico Okarr, a smuggler contact and old friend of Satele. Nico has heard that Guss Tuno, a former Jedi Padawan hiding on Nal Hutta, is claiming to have information about people from another time suddenly appearing in Hutt space. Guss is willing to explain more, but only for the right price.

Satele, Jace, and Kira travel with Nico aboard the Redshifter to avoid attracting the attention that a Republic cruiser would draw over a Hutt-controlled planet. Once they arrive, Satele tells Jace and Kira to remain with the ship while she and Nico meet Guss. Kira protests, but Satele explains that on a world full of scum and villainy, danger is rarely only in front of you. Kira and Jace hold the ship and keep the engines ready while Satele and Nico follow the underworld lead.

The Wrath Regroups

Scene Summary: During Movie II, Valen Casmoden does not remain idle after losing the Rakatan control device. He still possesses the Dathomir crystal, but without the control device and the Lehon altar-machine, he cannot reactivate the Rakatan system. Furious and humiliated, he lashes out aboard his Fury-class Imperial Interceptor while Vette and Jaesa witness two very different versions of loyalty. Vette tries to calm him by reminding him that they escaped alive and know who has the missing device. Jaesa misreads the situation and blames their failure on weakness and hesitation, saying Satele should never have gotten close enough to take it. The Wrath snaps and Force-chokes Jaesa in anger. Vette is horrified, but Jaesa smiles because she is not inviting death; she is inviting the violence between them to become intimate. The Wrath sees the difference between Vette's fear and Jaesa's disturbing attraction to his darkness.

After releasing Jaesa, the Wrath contacts Malavai Quinn and orders him to track every Republic and Jedi movement connected to Satele Shan and the control device. His goal becomes clear: recover the device, reunite it with the crystal, return to Lehon, and finish what Satele interrupted.

Full Scene Draft: The Wrath Regroups

The Fury-class Interceptor tore through hyperspace.

Inside the command chamber, Valen Casmoden stormed across the deck.

A console sparked beside him. He ripped it loose with the Force and hurled it into the wall. Metal screamed. Sparks scattered across the floor.

Vette flinched.

Jaesa stood near the center of the chamber, watching him carefully now, though not carefully enough.

The Wrath opened his hand.

The Dathomir crystal floated above his palm, glowing red-violet in the dark.

"I could feel the power radiating from it when I activated it," he said. "The ruins answered me. The Force bent."

His hand closed around the crystal.

"And Satele took the device."

Vette swallowed. "We can get it back."

The Wrath turned toward her.

She kept her voice low. "That's all I mean. We got out. We know who has it. That gives us somewhere to start."

For a moment, it almost reached him.

Then Jaesa spoke.

"She should never have gotten close enough to take it."

Vette looked at her.

Jaesa's eyes stayed on the Wrath.

"If we had struck harder, if we had stopped protecting weak points, Satele would be dead and the device would still be yours."

Vette's face tightened. "Jaesa..."

The Wrath's gaze shifted.

Jaesa realized too late that she had stepped into the wrong fire.

His hand rose.

The Force closed around her throat and lifted her from the deck.

Vette's eyes went wide. "Stop!"

Jaesa's hands went to her neck. Pain crossed her face. Her boots hung inches above the floor.

The Wrath stepped closer, rage burning through his voice.

"Do not tell me what I should have done."

Jaesa struggled for breath.

Then her expression changed.

Her eyes brightened.

A faint smile touched her mouth.

Not because she wanted to die.

Because his darkness was on her now. Focused on her. Unmasked. Close enough to feel.

For one dangerous second, it looked less like terror than invitation.

Not an invitation to be killed, but an invitation for the violence between them to become something intimate. Jaesa wanted his rage to claim her, not destroy her.

The Wrath saw it.

So did Vette.

Vette stared at Jaesa, horrified.

The Wrath's anger faltered, disturbed by what he saw in Jaesa's face.

Slowly, he lowered his hand.

Jaesa dropped to the deck, catching herself on one knee. She breathed hard, one hand at her throat, but the smile had not fully left her.

The chamber went silent.

Vette looked from Jaesa to the Wrath, shaken.

The Wrath turned away first.

"Open a channel to Quinn."

Vette did not move.

Jaesa rose slowly behind him, still watching him like she had seen something sacred.

The holo-display flickered, and Malavai Quinn appeared in blue light.

"My lord."

The Wrath's voice was still rough with anger.

"Satele Shan has the Rakatan control device. The crystal remains with me. The altar remains on Lehon."

Quinn straightened. "Then the system cannot be activated without recovering the missing component."

The Wrath's eyes hardened.

"I am aware."

Quinn lowered his head. "Of course, my lord."

"I want every Republic movement tracked. Every Jedi transfer. Every research facility. Every artifact convoy. If the Jedi or Republic plan to move the device, I want to know before it happens."

"It will be done."

The Wrath looked down at the crystal in his hand.

"She thinks she stopped me."

The crystal pulsed faintly.

"She only merely delayed me."

Quinn Reports Satele's Movement and Revan's Return

Scene Summary: Later in Movie II, Quinn reports that Satele has traveled to Nal Hutta aboard Nico Okarr's private ship, the Redshifter. The Wrath is intrigued because Satele is avoiding Republic visibility and entering Hutt space, but he does not yet know why. Quinn later uncovers a more shocking intercepted report from Manaan: Revan has appeared in the Old Republic era. This shifts the Wrath's focus from merely recovering the device to understanding and eventually confronting the ancient figure the Wound has returned.

This discovery begins the pressure that will eventually split Revan's original crew further. Mission Vao, Zaalbar, Carth Onasi, T3-M4, and the Ebon Hawk are intended to separate from Revan and Bastila under circumstances still unknown at this time. Canderous Ordo separates later by choice after learning of his recorded future as Mandalore and deciding to begin uniting the clans.

Full Scene Draft: Quinn Reports Revan's Return

The holo shimmered, and Malavai Quinn appeared before Valen Casmoden.

"My lord, we have confirmed movement from Satele Shan."

The Wrath turned from the viewport. "Where?"

"Nal Hutta. She traveled aboard a private vessel registered to Nico Okarr. No Republic cruiser. No formal escort."

Vette looked up from across the chamber. "Nal Hutta? That does not sound like Jedi business."

Jaesa's eyes narrowed. "Unless she found something."

The Wrath was silent for a moment.

"Continue tracking her."

Quinn inclined his head. "There is more."

"Speak."

"Republic communications from Manaan mention an unidentified group requesting contact with Commander Malcom. One name was flagged repeatedly."

The Wrath's patience thinned. "What name?"

Quinn looked up.

"Revan."

The chamber went still.

Even Jaesa said nothing.

The Wrath slowly turned toward the holo.

"Find him."

Meetra's Ebon Hawk Crashes on Nal Hutta

Scene Summary: Meetra's Ebon Hawk is pulled violently through the Rakatan Wound and crashes on Nal Hutta. Kreia is not aboard because she had already separated from the group before the Wound event, while carrying out her own plans connected to the Jedi Council on Dantooine. The crash kills Meetra's HK-47, GO-TO, and Mandalore/Canderous Ordo. Atton and Meetra's damaged T3-M4 wake first and escape before Meetra comes to. Hanharr survives the crash but leaves on his own, no longer bound by a life debt to Kreia because Kreia is absent.

This crash confirms that Meetra's group arrived differently from Revan's. Revan's Ebon Hawk appeared safely. Meetra's ship falls violently, breaks apart, and is ultimately lost in the swamp. The crash fractures her crew physically and emotionally, leaving Meetra stranded with Bao-Dur, Brianna, and Visas while Atton, T3-M4, and Hanharr are gone.

Full Scene Draft: Meetra's Ebon Hawk Crashes on Nal Hutta

The Ebon Hawk came down through Nal Hutta's poisoned sky like a dying star.

Its engines screamed against the pull of gravity. Fire tore along the hull. Inside, alarms wailed over the sound of breaking metal as the ship spun out of control and slammed through layers of swamp haze and industrial smoke.

Then impact.

The ship struck hard, carving a burning path through mud, twisted metal, and black water before finally stopping near the edge of a broken swamp ledge.

For a long moment, nothing moved.

Then, somewhere inside the wreck, Atton Rand gasped awake.

Smoke filled the cockpit. Sparks rained from the ceiling. A broken alarm chirped weakly from a shattered console.

Atton coughed, wiping blood from his mouth. "What... what happened?"

T3-M4 rolled unsteadily from behind the damaged nav station, his dome dented, one side panel scorched, his movement uneven.

He gave a frantic series of beeps.

Atton blinked at him. "Yeah, I got that part. We crashed."

T3 beeped again, sharper this time.

Atton looked past him.

Meetra lay motionless near the broken console, one hand still half-curved around her lightsaber.

Atton froze.

For one terrible second, he only stared at her.

Unconscious.

Not watching him.

Not reading him.

Not seeing every ugly thing he had ever been.

The ship groaned around them.

T3 rolled closer, beeping urgently.

Atton = injured. Meetra = unconscious. Hull failure = imminent.

Atton swallowed.

He looked like he might go to her.

Then the old instinct rose faster than thought.

Survive first.

Regret later.

He grabbed T3 by the side panel and pulled him toward the ruptured corridor.

"Come on, little guy," Atton muttered. "Before she wakes up and decides this was my fault."

T3 protested in a string of anxious beeps.

"Yeah, yeah," Atton said, forcing open a damaged hatch. "You can judge me when we're not on fire."

He looked back once.

Meetra did not move.

Atton's face tightened.

Then he disappeared into the smoke with T3-M4.

A few minutes later, Meetra Surik opened her eyes.

The first thing she heard was the dying groan of the ship.

The second was silence where voices should have been.

She pushed herself up slowly, blood running from a cut near her brow. The cockpit tilted around her. Consoles sparked. The air smelled of fuel, smoke, and burned wiring.

Her eyes moved to the pilot's chair.

Empty.

Then to the nav station.

Empty.

"Atton," she said.

No answer.

Her expression did not change.

She reached for her lightsaber, clipped it to her belt, and stepped into the corridor.

The Ebon Hawk was dying around her.

Near one of the torn compartments, she stopped.

HK-47 lay crushed beneath a collapsed support beam, his torso split open, limbs twisted at unnatural angles. One photoreceptor flickered weakly when she approached.

"Statement," HK rasped. "This landing was... suboptimal."

Meetra looked down at him.

"Can you move?"

"Answer: No. Most of my essential components are now decorative."

A faint spark jumped from his chest.

"Request: If we survive this, please inform the pilot that I hate him."

Meetra crouched slightly beside him.

HK's photoreceptor dimmed.

"Correction," he said. "Hated him."

The light went out.

Meetra stayed there for one quiet moment.

Then she rose.

"My favorite crew member," she said softly, "has gone offline."

There was almost amusement in her voice.

Almost.

She turned and continued toward the exit.

Elsewhere in the ship, Brianna woke on the floor of her quarters.

Blood ran warm along the side of her head. Her left arm burned with several shallow cuts where broken metal had scraped across her skin.

She pushed herself up, then stopped.

The doorway was blocked.

Crates and torn pieces of the ship had collapsed across the frame, sealing her inside.

Brianna struck the wreckage with her shoulder once. Then again.

It did not move.

"Bao-Dur!"

For a moment, there was only smoke and the distant sound of metal settling.

Then something shifted from the other side.

"Hold on," Bao-Dur called.

The wreckage lifted slowly, piece by piece. Metal scraped against metal as Bao-Dur forced enough of the collapsed frame aside to open a narrow path.

Brianna squeezed through, breathing hard.

Bao-Dur's face was streaked with smoke and blood. His mechanical arm sparked faintly at the elbow.

"Can you walk?"

Brianna nodded.

"We need to look for survivors," he said. "I'll check the forward compartments."

They split apart.

Bao-Dur moved through the wreckage, stepping around torn wiring and broken panels. In one chamber, he stopped.

GO-TO's remains were scattered across the floor, crushed beneath a collapsed section of ceiling. Broken plating, exposed circuits, and shattered components sparked weakly in the smoke.

Bao-Dur stared at the pieces for a moment.

Then he moved on.

The bridge was worse.

Empty.

Atton was gone.

So was T3-M4.

Bao-Dur's expression tightened, but he said nothing.

Near the rear of the ship, Brianna found Mandalore.

His armor had been crushed into the wall by the force of the crash. A broken metal pipe had driven through his chest plate, pinning him where he had fallen.

He had died before he could move.

Brianna lowered her eyes.

Then she turned away.

Near the exit, she stopped at Visas Marr's room.

Inside, Visas was stirring on the floor, one hand reaching blindly for the wall.

Brianna stepped into the room and offered her hand.

Visas took it.

Neither of them spoke at first.

Together, they made their way through the smoke and out of the broken ship.

Meetra was already outside.

She stood beneath Nal Hutta's sick green sky, staring across a poisoned swamp broken by distant industrial lights. Behind her, the Ebon Hawk hissed and groaned, balanced at the edge of the ledge.

Bao-Dur reached her first.

"The bridge is empty," he said. "Atton and T3 are gone."

Meetra did not turn.

Brianna exited with Visas beside her.

"Mandalore is dead," Brianna said. "Killed on impact."

Meetra's eyes remained on the polluted horizon.

"HK has gone offline as well," she said. "A shame. He was the most reliable member of this crew."

Bao-Dur glanced at her, unsettled by the calm in her voice.

"I didn't see Hanharr," he said.

Brianna looked back toward the wreck. "I heard the Wookiee after the crash. Howling. He made it out."

Meetra finally turned.

"His life debt was to the old woman. Not to me."

A silence settled over them.

Visas steadied herself beside Brianna. "Do we know where we are?"

Bao-Dur looked toward the distant lights through the haze.

"No," he said. "But we need to find the nearest settlement."

Meetra looked once more at the wreck, at the broken ship that had carried them through war, exile, and now something far stranger.

Then she turned away.

"Move."

Behind them, the Ebon Hawk groaned.

Bao-Dur stopped and looked back.

The ship shifted at the edge of the ledge, its broken hull scraping against stone and mud. For one long moment, it seemed to hold there, caught between falling and staying.

Then the ledge gave way.

The Ebon Hawk dropped into the swamp below.

Black water rose around it. Steam hissed from the fractured engines. One by one, the remaining lights along the hull flickered beneath the surface.

Bao-Dur watched until the last glow disappeared into the mire.

Then he turned and followed Meetra into Nal Hutta's poisoned haze.

Meetra's Darkness After the Crash

Meetra arrives through the Rakatan Wound already on a dark-side path, but Movie II gives new viewers a short explanation for why she became so cold. Bao-Dur becomes the emotional witness to who she used to be. After Atton's disappearance, he challenges her view of fear and survival, and Meetra reveals that Malachor, the Mandalorian Wars, and the Jedi Council's exile changed her. To Meetra, the Jedi did not punish her for failure. They punished her for surviving what they were too afraid to face.

This moment should stay brief. It does not retell all of KOTOR II. It only gives enough context to show that Meetra's darkness is earned through betrayal, war trauma, exile, and survival.

Atton and T3-M4's Escape from Nal Hutta

Scene Summary: After escaping the wreck, Atton and the badly damaged T3-M4 disappear into Nal Hutta's underworld. Atton's goal is simple: get off-world before Meetra wakes, before Bao-Dur finds him, and before anyone realizes a crashed ship has brought strangers into Hutt territory.

T3-M4 hacks into a Hutt-controlled spaceport terminal and steals transit codes for a ship scheduled to depart. The hack gets Atton into the hangar, but the ship is still locked to the fueling system and cannot launch. While Atton boards the vessel and begins powering it up, T3 rolls to a terminal across the hangar to unlock the fueling pumps and release the ship from the docking system.

Before they can escape, the ship's owner arrives with spaceport guards. Blaster fire erupts across the hangar. Atton fires from the ship's open ramp and tries to cover T3 as the droid finishes the hack. T3 succeeds, releasing the ship from the fueling lines, then starts rolling back toward the ramp. A blaster bolt hits T3 before he can reach the ship.

With guards closing in, the ramp exposed, and the engines finally free, Atton is forced to choose between running back for T3 and likely dying in the hangar, or lifting the ramp and escaping. He chooses to survive. Atton launches the ship and flees Nal Hutta, leaving the damaged T3-M4 behind in the chaos. The stolen ship, hacked transit codes, terminal breach, and shootout place a bounty on him. Atton escapes the planet, but now he is alone, guilty, and marked by the Hutts.

Full Scene Draft: Atton Leaves T3 Behind

The hangar alarms screamed as the stolen ship came alive beneath Atton's hands.

"T3, tell me we have clearance."

Across the hangar, T3-M4 remained plugged into a fuel-control terminal, his small frame lit by flashing warning lights.

The droid chirped back.

"Fake clearance," Atton muttered from the cockpit. "Good enough."

Another series of beeps followed.

Atton looked down at the console.

"Fuel locks?" he said. "You're telling me the ship is still tied to the pumps?"

T3 gave a sharp affirmative whistle.

Atton leaned toward the open ramp. "Then untie it faster!"

The blast doors began to open.

Then shouting echoed across the hangar.

The ship's owner appeared with armed spaceport guards, pointing toward the vessel.

"There! Stop him!"

Blaster fire tore across the hangar.

Atton dropped behind the ramp frame and fired back, forcing the guards into cover.

"T3, move!"

The little droid stayed locked into the terminal, working as sparks jumped around him.

Atton = leave now, T3 beeped.

"No, no, no," Atton snapped, firing another shot. "You do not get to be brave. That's my bad habit."

The fueling clamps released with a heavy metallic crack.

The ship lurched free.

T3 unplugged and rolled toward the ramp as fast as his damaged frame allowed.

Atton kept firing, trying to hold the guards back.

A blaster bolt struck T3 in the side.

The droid sparked, spun hard, and collapsed halfway across the hangar floor.

Atton froze.

"No."

The guards advanced.

The engines screamed at full power. Warning lights flashed across the cockpit. The ramp was still down.

The ship was ready to launch.

T3 gave one weak, broken chirp.

Atton stood at the top of the ramp, weapon shaking in his hand.

For one terrible second, he looked like he might run back.

Then survival won.

His hand hit the ramp control.

The platform began to rise.

"T3..."

The droid disappeared below the closing edge of the ramp as the ship lifted from the hangar floor.

Atton stared at the sealed hatch.

For once, he had no joke.

The stolen ship blasted out of the spaceport and vanished into Nal Hutta's polluted sky.

Hanharr Takes the Bounty

The cantina on Nal Hutta stank of spice smoke, swamp rot, and old blood.

Hanharr sat alone in the corner, ignored by everyone wise enough to keep breathing.

A bounty puck flickered to life on the table beside him.

Atton Rand's image rotated in blue light.

The broker's voice buzzed through the device. "Ship theft. Terminal breach. Assault on spaceport guards. Fugitive believed to be heading off-world."

Hanharr stared at the image.

He knew this one.

The pilot from the wreck. The coward who ran.

There was no debt between them. No loyalty. No reason to spare him.

Hanharr closed one massive hand around the puck and rose from the table.

The hunt had begun.

The Two T3-M4s

Both T3-M4s survive the initial crossing, but the audience should be able to track them clearly. Revan's T3-M4 arrives with Revan's crew and remains the cleaner long-term version aboard Revan's Ebon Hawk. Meetra's T3-M4 survives the crash badly damaged, with a scorched side panel and cracked photoreceptor casing that visually distinguish him from Revan's cleaner T3-M4.

Meetra's T3 escapes with Atton, hacks the Nal Hutta terminal, releases the fueling locks, and is shot in the hangar during Atton's escape. Later, when Atton encounters Revan's T3, he initially reacts as if his old companion survived, but the missing damage mark quietly reveals the truth to the audience before Atton fully accepts it.

Bilbousa City and Dao Stryver

Scene Summary: After leaving the wreck, Meetra's group reaches Bilbousa City. They enter a local cantina near the spaceport, still marked by the crash. Bao-Dur and Visas Marr start approaching smugglers, bounty hunters, and ship brokers to barter for passage off Nal Hutta or find a new pilot and ship. Meetra and Brianna speak with locals at a nearby table and knock back a few drinks. When Dao Stryver reveals to Bao-Dur and Visas that the Ebon Hawk should have been destroyed almost three hundred years earlier, Meetra and Brianna overhear enough to realize they may be in another era. Meetra darkly jokes that at least Kreia was not with them, so she will no longer have to endure the old woman's so-called wisdom babble.

Dao Stryver approaches Visas and asks if she is a Miraluka, saying she thought the Miraluka were extinct. Visas says no, but very few remain. Dao notices her lightsaber and asks if she is Jedi or Sith. Visas says neither. Dao replies that this is good, because she dislikes both. When Visas explains that they need a ship because the Ebon Hawk was destroyed, Dao reacts. She has heard of the Ebon Hawk, but in this era the ship was believed destroyed almost three hundred years ago on Dromund Kaas. This is when Meetra's group begins to realize they are no longer in their own era.

Dao notices Guss Tuno staring too long and warns the group that this conversation has become too valuable for the cantina. She leads Meetra's group to a more private area to discuss business. Guss remains behind and later turns what he overheard into information he can sell to Nico Okarr, which brings Satele's group to Nal Hutta.

Full Scene Draft: Bilbousa Cantina

Bilbousa City smelled of swamp gas, engine smoke, and desperation.

Meetra's group entered one of the local cantinas near the spaceport, still marked by the crash. Bao-Dur's face was streaked with dried blood and soot. Brianna had a cut near her temple and scratches along her left arm. Visas Marr moved quietly beside them, her hood low, her presence drawing looks from anyone sober enough to notice.

They split without needing to discuss it.

Bao-Dur and Visas moved toward the smugglers and ship brokers near the rear of the cantina, looking for passage off-world.

Meetra and Brianna took a table near the center, speaking with locals who looked like they knew how to survive Nal Hutta. A few drinks appeared. Meetra accepted one without thanks.

Near the back, Visas questioned a Rodian smuggler while Bao-Dur tried to negotiate with a freighter mechanic who clearly intended to overcharge them.

That was when Dao Stryver approached.

The Mandalorian moved with the confidence of someone who expected the room to make space for her. Her armor was worn, practical, and scarred by old fights. Her visor turned toward Visas.

"Miraluka."

Visas turned slightly toward her.

Dao studied her. "Thought your people were extinct."

"No," Visas said. "Only few of us remain."

Dao's gaze dropped to the lightsaber at Visas' side.

"You carry a lightsaber."

Visas did not move her hand toward it. "I do."

"Jedi or Sith?"

"Neither."

Dao paused.

"Good. I dislike both."

Bao-Dur looked between them. "We are looking for passage off-world."

Dao's helmet shifted toward him. "Everyone on Nal Hutta is looking for passage off-world. Usually because they are being hunted, robbed, or both."

"We need a ship," Visas said. "Ours was destroyed."

"What ship?"

"The Ebon Hawk."

Dao went still.

Only slightly.

But Visas felt the change.

Dao's voice lowered. "Say that again."

"Our ship," Visas said. "The Ebon Hawk."

Dao looked at Bao-Dur now. "That is either a poor joke or an expensive lie."

Bao-Dur frowned. "You know the ship?"

"I know stories. Revan's ship. The Ebon Hawk was destroyed almost three hundred years ago on Dromund Kaas, depending on which record you believe."

Bao-Dur did not answer.

Visas turned her covered face toward him.

Across the cantina, Meetra noticed the silence.

Dao saw that too.

"What did you say your name was?" Dao asked.

"I did not," Visas replied.

Dao gave a dry breath. "Careful answer."

Bao-Dur's voice lowered. "What year is this?"

Dao stared at him.

Then she told him.

The cantina noise seemed to fall away.

Across the cantina, Meetra heard enough from the table nearby.

Brianna leaned closer to her. "Did you hear that?"

Meetra lifted her drink. "I did."

"That cannot be true."

Meetra watched Bao-Dur's face from across the room. He looked shaken enough to make the answer clear.

"No," Meetra said. "But it seems to be true anyway."

Brianna stared at her. "We are in another time."

Meetra took a slow drink, then lowered the glass.

"At least there is a bright side."

Brianna looked at her, stunned. "What bright side?"

Meetra's mouth curved faintly.

"The old woman was not with us. So wherever we are, I will no longer have to endure her so-called wisdom babble."

Brianna did not smile.

Meetra looked back toward Dao.

"Small comforts."

Near the back, Bao-Dur's expression changed first.

Visas stood very still.

Meetra rose from her table.

Brianna followed her.

Dao watched them approach, then glanced past them toward the far side of the room.

A Mon Calamari in worn robes quickly looked down into his drink.

He had been staring too long.

Dao's hand rested near her blaster.

"You have an audience," she said.

Meetra followed her gaze. "A threat?"

"On Nal Hutta, those are usually the same thing."

Bao-Dur looked toward the Mon Calamari. "Do you know him?"

"Guss Tuno," Dao said. "Former Jedi Padawan. Current coward. He hears things because people assume he is harmless."

Guss gave the smallest nervous smile from across the room, then immediately pretended to be interested in his drink.

Dao turned back to Meetra.

"This conversation just became worth more than the room can safely hold."

Meetra's eyes narrowed. "Meaning?"

"Meaning if you are telling the truth, half the underworld would sell you. The other half would kill you first and sell what is left."

Brianna stepped closer to Meetra.

Dao nodded toward a side corridor. "Private room. Now."

Meetra held her gaze for a moment.

Then she looked to Bao-Dur.

He gave a small nod.

They followed Dao out of the cantina's main room.

Behind them, Guss Tuno watched them go.

He waited until the door closed.

Then he reached slowly for his comm.

The Price of the Ebon Hawk

The private room was quieter than the cantina, but not by much. The walls still carried the thud of music and distant shouting from the main floor.

Dao Stryver stood near the door, arms folded.

"You need passage off Nal Hutta," she said. "You have no ship, no local accounts, and no names anyone here can safely use."

Meetra sat across from her. "You said the Ebon Hawk was valuable."

Dao's visor angled toward her. "I said it was famous."

"Famous things are valuable."

"Famous lies are not."

Bao-Dur leaned forward. "The wreck is real."

Dao looked at him. "Then where is it?"

Meetra's expression remained cold.

"In the swamp."

Dao waited.

Meetra said nothing else.

A short silence followed.

Then Dao gave a dry laugh. "You want me to give you a ship for the words 'in the swamp'?"

"I want safe passage off this planet," Meetra said. "In return, you get the location of one of the most famous ships in galactic history."

"Assuming I believe you."

"If you did not believe us, we would still be in the cantina."

Dao said nothing.

Visas turned her covered face slightly toward Dao. "You know there is truth in this."

"I know there is profit in this," Dao said. "Truth is only useful when someone pays for it."

Brianna's eyes narrowed. "And if we give you the location now?"

"Then you become less useful."

Meetra almost smiled.

"At least you are honest."

Dao stepped closer to the table.

"I confirm the wreck. Then we discuss transport."

Meetra shook her head.

"You get the location after we leave Nal Hutta."

Dao's hand rested near her blaster.

"That is not how deals work here."

Meetra stood slowly.

"Then learn."

The room went still.

Bao-Dur watched both of them, ready to move if the negotiation became a fight.

Dao held Meetra's stare for several seconds.

Then, finally, she gave a small nod.

"Coordinates after takeoff."

"After we clear orbit," Meetra said.

Dao's helmet tilted.

"You negotiate like a Mandalorian."

Meetra's expression did not change.

"I have known one."

For the first time, Dao seemed genuinely interested.

Then her comm blinked.

Another message. Another buyer. Another hunter moving somewhere nearby.

Dao looked back at Meetra.

"Then we should move quickly. Someone in that cantina heard enough to make you expensive."

Satele Meets Meetra's Group on Nal Hutta

Scene Summary: Satele and Nico find Guss Tuno, who tells them what he knows for payment and gives them the location of Dao's ship. When Satele and Nico approach the ship, Dao opens fire because she believes they have come to steal from her or harm her passengers. Nico returns fire, and Satele stops the fight with the Force. Meetra and Visas ignite their lightsabers, believing Satele has attacked their temporary transport contact. Satele yells for them to stop and says they only want to talk.

Satele explains that she heard Meetra and her companions claim to be from another time and that she may have answers about how this happened. Once the commotion ends, Brianna and Bao-Dur come down from within the ship, and Visas turns off her lightsaber. Satele explains the Rakatan device, Valen Casmoden, and other reports of people and ships appearing where they should not be. This uneasy meeting leads to the first temporary alliance between Satele and Meetra's group.

Full Scene Draft: Satele Meets Meetra's Group

Dao's ship rested in a private docking bay near the edge of Bilbousa City, its hull half-hidden beneath hanging fuel lines and rusted cargo cranes.

Satele and Nico Okarr approached from the lower walkway.

Nico kept one hand near his blaster.

"You know," he said quietly, "when Guss sells information this fast, it usually means someone dangerous is nearby."

Satele looked toward the ship. "Then we should be careful."

A blaster bolt struck the wall beside Nico's head.

He ducked. "Careful started without us!"

Dao Stryver stepped from behind a landing strut, weapon raised.

"Back away from the ship."

Nico drew and fired back, forcing Dao behind cover.

"I really hate Mandalorian greetings!"

Dao fired again.

Satele lifted one hand.

The Force struck Dao hard enough to throw her backward against a stack of cargo crates. Her blaster skidded across the deck.

Before Satele could step forward, two lightsabers ignited from the ship's open ramp.

Meetra stood at the top of the ramp, cold and still, her blade angled low.

Visas Marr stood beside her, silent beneath her hood.

Satele stopped.

Nico glanced between them. "That is new."

Meetra's eyes fixed on Satele. "Move away from the ship."

Satele kept her hands visible.

"We are not here for your ship."

Dao pushed herself up, one hand braced against the cargo crates.

"Could have fooled me."

Meetra did not look away from Satele. "Then why are you here?"

Satele's expression remained calm.

"We heard you and your companions claim to be from another time."

For a moment, no one moved.

Meetra's eyes narrowed.

Satele continued, "If that is true, then we may know how this happened."

The tension held.

Then Bao-Dur appeared behind Meetra on the ramp. Brianna followed a moment later, one hand near her weapon but not drawing it.

Visas slowly lowered her lightsaber.

Meetra did not turn hers off.

"Talk," Meetra said.

Scene Summary: Inside Dao's ship, Satele explains that the Rakatan device activated by Valen Casmoden may be responsible for people and ships appearing from another time. Her report about an older Republic cruiser crashing on Taris leads Meetra to identify the survivor as Darth Sion. This then pushes Visas Marr to focus through the Force, where she senses the all-too-familiar void of her prior master, Darth Nihilus. This gives Meetra's group a practical reason to work with Satele, even if only temporarily.

Full Scene Draft: Sion Confirmed and Nihilus Sensed

Inside Dao's ship, the group gathered in the cargo hold. Dao had recovered her blaster but kept it lowered. Nico leaned against a crate, still watching her carefully.

Satele stood across from Meetra.

"The disturbance began with an ancient Rakatan device," Satele said. "A Sith known as Valen Casmoden activated it before we could stop him. Since then, there have been sightings, ships, and people appearing where they should not be."

Bao-Dur's jaw tightened. "So the crash was not random."

"No," Satele said. "I do not believe it was."

Meetra crossed her arms. "What other sightings?"

Satele hesitated briefly.

"There are reports of an older Republic cruiser crashing on Taris. The design does not match this era. Republic forces sent to investigate found bodies near the wreck and signs of a survivor. Witnesses described a warrior, badly wounded and scarred, walking out of the crash as if he should have been dead already."

Bao-Dur went still.

Brianna noticed. "You know who this may be."

Meetra's expression darkened.

"Yes," she said. "Darth Sion."

Satele looked between them. "You know him?"

Meetra's voice was cold. "I know what he is."

Visas lowered her head slightly.

"If Sion came through," she said, "then he may not be the only one."

The room quieted.

Visas stepped away from the others, her hand resting near her lightsaber but not drawing it. She turned her covered face toward nothing, listening through the Force.

For a moment, she did not move.

Then her breath caught.

Brianna looked at her. "Visas?"

Visas' voice came softer now.

"My old master."

Bao-Dur's expression changed. "Nihilus?"

Visas nodded slowly.

"He is here."

Brianna looked around the cargo hold. "Here? On Nal Hutta?"

"No," Visas said. "Not here. But he came through. What I sense is faint, distant..."

Her voice lowered.

"I can sense the all-too-familiar void that is my prior master."

Satele absorbed the words carefully, then looked back to Meetra.

"If this is connected to the device, then we need each other."

Meetra did not answer immediately.

Then she deactivated her lightsaber.

"For now."

Dao looked between them, then lowered her blaster with a frustrated sigh.

"So I'm not getting paid now, am I?"

Meetra glanced at her.

"No," she said. "I do not break my word."

Dao tilted her helmet slightly. "That would be a first for this planet."

Meetra stepped closer and gave her the location of the wreck.

"The Ebon Hawk is there," Meetra said. "It sank beneath the swamp below the ledge. Recover it if you can."

Dao was quiet for a moment.

"The Ebon Hawk," she said again, as if still deciding whether the galaxy had become insane or profitable.

Meetra turned away.

"Consider the debt paid."

Dao looked toward Satele, then back to Meetra.

"For what it's worth, I hope the wreck is real."

Meetra did not look back.

"It is."

Then she walked past Satele toward the ship's exit, leaving Dao with the coordinates and everyone else with the larger problem.

Mical's Separate Crossing

Scene Summary: Mical's role in the prequels is small but important because he becomes one of the first characters to realize that the Rakatan Wound has not only displaced people through time. It has damaged futures that were supposed to happen. When the Wound tears through time, Mical is pulled from his own era while inside an active Jedi Temple on Dantooine. In an instant, the Temple around him changes. The halls that were alive moments before become the ruined Jedi Enclave.

Confused and alone, Mical leaves the ruins and eventually finds a Republic base still operating nearby. There he realizes the galaxy outside the Enclave is not the one he knew. At first, he does not understand the full scope of what happened. He begins to piece it together only after hearing impossible reports spreading through Republic channels and local rumor: Revan has returned, Darth Malak has returned, and a woman believed to be Meetra Surik has appeared in this era.

Mical returns to the ruined Enclave and searches its damaged archives. There he finds fragmented records of the Jedi Exile. The records describe a version of Meetra Surik who was meant to return from darkness, rebuild herself, and gather companions, including Mical himself. This shakes him. In another history, Mical was meant to follow Meetra. In this one, Meetra has returned darker, colder, and more dangerous. The future he was supposed to share with her may no longer exist.

This moment plants one of the saga's larger consequences: the Wound does not merely bring the past into the present. It steals possible futures. Mical is one of the first to recognize this through Meetra, and the same idea later echoes through Canderous Ordo, whose future as Mandalore and the future of the Mandalorians are also changed by Revan's return and the broken timeline.

Full Scene Draft: Mical in the Archives

Mical stood in the ruined Jedi Enclave, staring at the broken archive terminal.

Only hours ago, these halls had been alive.

Now dust covered the floor. Vines split the stone. Old scorch marks scarred the walls where there had been none before.

He had found a Republic base beyond the ruins, but that had only deepened the confusion. The soldiers spoke of conflicts he did not know, commanders he had never served under, and years that should not have passed.

Then came the rumors.

Revan had returned.

Darth Malak had returned.

And somewhere in the chaos, a woman believed to be Meetra Surik had appeared.

Mical activated the terminal again.

The image flickered, distorted by age and damage.

SURIK, MEETRA. JEDI EXILE.

He leaned closer.

Fragments of history scrolled across the cracked display.

Malachor.

Exile.

Return.

Redemption.

Then another line appeared, incomplete but clear enough to wound him.

MICAL - companion record attached.

He stared at his own name.

For a moment, he did not move.

The terminal continued to flicker, showing pieces of a life he had not lived. A path beside Meetra Surik. A future in which she had returned not as a conqueror, not as a shadow of war, but as someone healed.

Mical slowly stepped back from the terminal.

The woman in the rumors did not sound like the Meetra in the records.

The past had not simply changed.

Something had stolen the future.

Revan's Canderous and the Future That Changed

Revan's Canderous survives with the KOTOR-era crew. Later, he learns that another version of himself - the one who crossed with Meetra - had become Mandalore and reunited the clans before dying in the Nal Hutta crash. This makes Canderous another example of the Wound stealing or altering a future that should have happened.

Mical sees this first through the future he was supposed to share with Meetra. Canderous later becomes the Mandalorian version of the same wound. Some characters are pulled out of time. Others remain in time but lose the future that belonged to them.

Prequel Movie III: The Greater Darkness

Movie III begins with the active move against Valen Casmoden. Revan, Bastila, Satele Shan, Jace Malcom, Kira Carsen, and their combined allies catch up to the Wrath after the investigations of Movie II. The Wrath's death happens near the beginning of Movie III, not as the final ending of the movie. The rest of the movie is about what that death creates: Jaesa's transfer of fixation toward Revan, Vette's grief and later release by Satele, the uneasy coalition forming around larger threats, and Revan's first steps toward becoming the greater darkness.

Opening Confrontation - Revan Kills Valen Casmoden

The confrontation should be shown directly. Vette fights with twin blasters among the stone pillars while Republic soldiers fire around her. Jaesa duels Bastila and Satele, beginning to feel the battle turn against her. Across the battlefield, Revan duels Valen Casmoden and finally drives his lightsaber through him. Jaesa sees the killing blow and screams for the Wrath, while Vette hears the scream, looks over long enough to understand what happened, then ducks behind a fallen pillar as blaster fire races past. She drops her guard for a moment and quietly breaks as tears begin to run down her face.

Jaesa's Escape and Surrender

Jaesa escapes aboard the Fury-class Imperial Interceptor. Vette is surrounded by Republic soldiers and forced to surrender. At first, everyone assumes Jaesa will return only to kill Revan, the man who murdered Valen Casmoden. Instead, after fleeing and replaying the killing in her mind, Jaesa's anger begins to twist into fascination. Revan killed the Wrath with control, certainty, and restraint. To Jaesa, the Wrath was darkness she understood, but Revan is something more dangerous: darkness that still believes it is light.

Jaesa later transmits from a Fury-class Imperial Interceptor and offers to surrender herself under two conditions: she wants an audience with Revan, and she will not be restrained while aboard. The Republic side assumes this is an attempt to get close enough to kill Revan. Satele and Bastila object to the risk, but Revan believes he can handle Jaesa and agrees. Revan does not yet realize that Jaesa's true goal is not assassination. She wants proximity, control of presentation, and the chance to study him face to face.

Vette's Capture and Satele's Choice

After Revan allows Jaesa to remain aboard without restraints, Jaesa passes Vette's cell. Vette is stunned to see Jaesa walking freely while she remains imprisoned. Their short exchange is bitter and grief-filled. Jaesa tells Vette she should not be in the cell, but when Vette asks why Jaesa cares, Jaesa refuses to answer and walks away.

Jaesa later speaks privately with Satele and Jace Malcom, asking that Vette be released. Satele makes clear that Jaesa is allowed to move freely only because Revan requested it and because the Republic owes him a great deal, and that Jaesa must not mistake this for weakness. Jaesa argues that Vette fought for the Wrath because she loved him, not because she served the Empire. Satele sees the manipulation, but also recognizes the truth. She orders Vette released from the cell, with the binders

removed and guards kept nearby. This gives Vette a real reason to later remember Satele as the person with power over her who chose not to keep her in chains.

Revan Destroys the Device

Revan eventually destroys the Rakatan device permanently. He does not exploit it, reopen the portals, use it to pull in armies, or try to change history. He destroys it because reality should not be manipulated that way. But destroying it does not undo the damage: the wound closes, no one can go back, and no one knows exactly who made it through. The altered timeline becomes permanent.

The tragedy sits in the contrast: light-side Revan destroys the device because he believes reality should not be controlled. Fallen Revan, generations of consequence later, tries to control the galaxy because he no longer believes people can be trusted with freedom.

Prequel Ending Aftermath

The prequel trilogy should not end only with the device being destroyed. After Revan destroys the Rakatan system, the wound closes, but the altered timeline remains permanent. The characters pulled through cannot simply return to where they came from, and the futures that were supposed to happen remain changed.

A final quiet aftermath scene is still needed. The likely version is aboard Revan's Ebon Hawk, with Revan looking out a viewport, Bastila watching him, Jaesa watching both of them, and the rest of the surviving coalition processing what cannot be undone. The exact final scene remains unknown at this time and needs future development.

Coalition Notes for Movie III

By the end of Movie III, Revan's coalition is beginning to form, but not every bridge is fully developed yet. The document should preserve those unknowns instead of pretending they are solved. Known paths include Bastila staying with Revan, HK-47 staying with Revan, Jaesa joining after the Wrath's death and her surrender, Vette surviving through grief and Satele's choice to free her, and Meetra, Visas, Brianna, and Bao-Dur aligning through the shared need to face Sion, Nihilus, and the consequences of the Wound. Gault's exact first meeting or joining point remains unknown at this time. Ashara Zavros is planned for the larger saga, but her exact introduction and joining point remain unknown at this time and appear to belong no earlier than Movie IV.

V. Prequel Death Map

Mira: Killed by Hanharr before the Rakatan Wound event, in this dark-side Meetra's history. This is referenced as foreshadowing rather than shown, establishing Hanharr's reputation before Trilogy One.

HK-47 (Meetra's version): Dies in the crash of Meetra's Ebon Hawk. He delivers one last darkly funny exchange to Meetra before shutting down, and Meetra coldly remarks that her favorite crew member has gone offline.

GO-TO: Destroyed in the crash of Meetra's Ebon Hawk, with his parts found scattered inside the wreck.

Mandalore / Canderous Ordo (Meetra's version): Killed on impact in the crash, crushed by the wreckage with a metal pipe driven through his chest. His death later matters because it shows that Canderous's future can be stolen or altered by the Wound.

Meetra's Ebon Hawk: Crashes on Nal Hutta, stops near a broken swamp ledge, then silently falls from the ledge and sinks into the swamp after the survivors leave.

Atton's T3-M4 / Meetra's T3-M4: Escapes the crash with Atton, helps steal Hutt transit codes, hacks the fuel-control terminal in the hangar, releases the stolen ship from its fueling locks, and is shot while trying to return to the ramp. Atton launches without him, leaving the damaged droid behind. This sets up the quiet tragedy of Atton later mistaking Revan's T3-M4 for his own.

Valen Casmoden: Killed by Revan near the beginning of Movie III. This death is the saga's original inciting death for Jaesa's fixation on Revan and the moment that shifts the greater darkness from the Wrath toward Revan.

VI. Revan's Coalition Forms & Early Philosophy

The prequels explain why Revan ends up surrounded by such an unusual group. They are not natural friends. The Rakatan Wound creates a crisis, and Revan becomes the strongest person capable of holding the situation together. Some characters choose him out of love, some out of usefulness, some through fear or displacement, and others through temporary necessity.

Known Coalition Bridges

Bastila: Stays because of love, history, and belief in Revan, even as her own fall begins after killing Malak.

HK-47 (Revan's version): Stays because he belongs with Revan and thrives in the violent certainty Revan increasingly represents.

Meetra: Aligns because of shared history, war trauma, and the belief that Revan understands burdens few others can.

Bao-Dur: Follows because of Meetra at first, though he is already uneasy with both Meetra's coldness and Revan's growing certainty.

Brianna and Visas Marr: Remain connected through Meetra and the wider consequences of the Force wound. Visas becomes especially important once Sion's arrival raises the possibility that Nihilus came through too.

Jaesa: Joins after Valen Casmoden is killed by Revan. She first reacts with grief and rage, then returns through surrender because she becomes fascinated by the restrained darkness she senses in Revan.

Vette: Survives the Wrath's death as a prisoner, grieving and displaced. Satele freeing her from the cell becomes one of the first reasons Vette later has a path away from Revan's side.

Satele: Temporarily allies with Revan because the Wound has created threats neither side can understand alone. This is not the same as joining Revan's future empire.

Known Underdeveloped Bridges

Gault Rennow: Planned for the larger coalition and underworld side of the story, but his exact first meeting and point of joining remain unknown at this time.

Ashara Zavros: Planned as a major figure in the larger saga, especially beginning around Movie IV and growing into the central balance figure of the sequel trilogy. Her exact introduction point, first meeting with Satele or other characters, and path into the larger conflict remain unknown at this time.

Revan's original Ebon Hawk crew: Revan, Bastila, Carth, Mission, Zaalbar, Canderous, HK-47, T3-M4, Jolee, and Juhani begin Movie II together after arriving near Ithor. Jolee and Juhani temporarily split with Choza Raabat to investigate the Taris disturbance. The later separation points for Carth, Mission, Zaalbar, Canderous, and Revan's T3-M4 still need future development, including how Revan's Ebon Hawk eventually ends up on Nar Shaddaa with T3-M4 inside.

Revan's Early Philosophy

At this stage, Revan deliberately keeps different kinds of people close, believing disagreement gives him a fuller view of the galaxy. Early on, this looks wise. Later, it becomes dangerous: the same diversity that gives Revan perspective also gives Jaesa access to hidden motives, fears, resentments, and weaknesses. He believes he is surrounding himself with truth, but once Jaesa becomes central to the circle, she becomes the filter through which he hears everyone else.

Ashara's Foundation

Ashara's later Moment of Balance does not come from nowhere, but her exact entry point is still unknown at this time. The current story should preserve that bridge for future development rather than implying she was already present in the prequel coalition. Thematically, her later clarity grows in response to the contradictions established by Revan, Bastila, Jaesa, Satele, Bao-Dur, Vette, Meetra, Visas, and Brianna.

VII. Prequel Characters Who Survive / Status

Revan, Bastila Shan, Jaesa Willsaam: Survive, forming the eventual core that becomes the Power of Three in Trilogy One.

Meetra Surik, Bao-Dur, Brianna, Visas Marr, Hanharr: Survive the crash of Meetra's Ebon Hawk on Nal Hutta.

Atton Rand: Survives by escaping the crash with Meetra's T3-M4, then stealing a ship on Nal Hutta and fleeing toward Nar Shaddaa after a bounty is placed on him.

Vette: Survives the Wrath's death, is captured by Republic forces, and is later released from her cell by Satele's decision.

Gault Rennow: Survives in the larger saga plan, but his exact first meeting or joining point remains unknown at this time.

HK-47 (Revan's version), T3-M4 (Revan's version): Survive with Revan's crew. Revan's T3-M4 must remain distinct from Meetra's destroyed T3-M4 for Atton's later mistaken-recognition moment.

Canderous Ordo (Revan's version): Survives. The death of Meetra's version of Mandalore becomes an early sign that the Wound can alter a person's future, a theme that later echoes through Canderous's Mandalorian arc.

Satele Shan, Jace Malcom, Kira Carsen, Aric Jorgan, Elara Dorne, and Nico Okarr: Survive the prequel-era investigation and become key links between the Republic side, Revan's crew, and Meetra's group.

Ashara Zavros: Planned for the larger saga, but her exact introduction point remains unknown at this time. Current development suggests she does not appear until Movie IV or later.

Darth Nihilus, Darth Sion: Survive their crossings and continue into Trilogy One as major threats tied to Kreia's hidden design.

Doctor Lokin: Survives, having formed his alliance with Sion in the Taris undercity.

Kreia: Survives, but her crossing is deliberately never shown. She is already infiltrating the Jedi Order by the time she first appears on-page.

Mical: Survives on Dantooine and later Republic territory. His archive discovery reveals that the Wound may have stolen the future where he became one of Meetra's companions.

Dead: Mira before the story begins, HK-47 and GO-TO from Meetra's version, Mandalore/Canderous Ordo from Meetra's version, Meetra's T3-M4, and Valen Casmoden.

VIII. Prequel Final Theme

The prequels establish the saga's first major philosophical wound: if the Force holds reality together, then wounding the Force can break reality itself.

Revan sees this and destroys the device after the Wrath is dead and the full danger is understood. Kreia sees the Rakatan Wound and learns the wrong lesson - that the Force is a prison worth destroying rather than a wound worth respecting. Jaesa sees Revan kill Valen Casmoden and becomes obsessed with the greater darkness he represents. Satele sees how politics, fear, and caution allowed the device to remain intact too long.

The main saga doesn't begin as a random crossover of eras. It begins as the aftermath of the first artificial Force wound - one act of ambition that a single man could never have understood the size of.

TRILOGY ONE

ECLIPSE OF THE FORCE - MOVIES I-III

IX. Premise

A resurgent Sith Empire threatens the galaxy. The Republic believes Darth Malgus leads it - but the true architect is Kreia, hidden in the shadows, secretly ruling both the Jedi Order and the Sith Empire at once.

Revan returns from the Unknown Regions fractured, unstable, and emotionally vulnerable. Two women shape his fate: Jaesa Willsaam (dark side, passionate, impulsive, seductive) and Bastila Shan (light side at first, but emotionally fragile and susceptible to Jaesa's influence).

Revan does not fall in a single moment. He slips gradually - first toward distrust of the Republic, then toward a new Sith ideology of his own design. He does not intend to build a Sith Empire until after Bastila's corruption is complete.

Kreia's true plan is unknown to almost everyone in the galaxy - including Revan.

X. Factions & Rosters

Revan's Coalition (Early Story)

Revan (light -> dark), Bastila Shan (light -> dark), Jaesa Willsaam (dark), Meetra Surik (dark), HK-47, Bao-Dur, Brianna, Visas Marr, Satele Shan, Vette, and other planned coalition figures. Gault Rennow and Ashara Zavros remain planned, but their exact first meeting or joining points are marked as underdeveloped story bridges.

Early goal: Stop the Sith Empire, believing Malgus is its leader.

Revan's early mindset: slipping toward the dark side, distrustful of the Republic, emotionally influenced by Jaesa, stabilized (for a time) by Bastila. He has no desire to rule yet, and does not know Kreia is the mastermind behind the war.

Kreia's Hidden Sith Empire (Antagonists)

Kreia (true mastermind, secretly both Darth Traya and the Jedi Grand Master), Darth Malgus, Darth Malak, Darth Nihilus, Darth Sion, Lord Scourge, Malavai Quinn, Doctor Lokin (serving Sion), Lieutenant Pierce (serving Malgus), Vector Hyllus (serving Scourge), Ensign Raina Temple (serving Malak), Darth Baras (a manipulative Sith power player outside Kreia's inner circle, using SCORPIO as his personal intelligence tool).

Goal: Collapse the Force itself, ending destiny and creating a galaxy ruled by pure willpower.

Who knows the full truth: Kreia; Malgus, Malak, Nihilus, and Sion (her personally recruited inner circle); eventually Scourge. No one else - Baras included.

Republic Forces

Carth Onasi, Elara Dorne, Nadia Grell, M1-4X, Jace Malcom, Aric Jorgan, Risha, Felix Iresso, Zenith, Sergeant Rusk, Tharan Cedrax, Archiban Kimble / Doc, T7-O1, Kira Carsen, Zayne Carrick, Emic Sandor, Garrick Moblivim, Jolee Bindo (later joins Satele's new Jedi order).

Goal: Stop the Sith Empire.

They do not know: that Kreia exists as the true architect, that Revan is slipping, that Bastila will fall, that Jaesa is manipulating him, or that a second Sith Empire may form. They only learn Revan is a threat after his crew's defection.

Smuggler Crew (Ebon Hawk Crew)

Atton Rand, T3-M4, Mission Vao, Zaalbar, Mako. Braden, Tarro Blood, and Hanharr appear as bounty-hunter antagonists across Acts I and II.

Goal: Survive and profit, staying neutral until forced to choose sides.

Motto: "We don't pick sides. We pick jobs."

Mandalorians

Mandalore (Canderous Ordo), Torian Cadera, Shae Vizla, Akaavi Spar.

Goal: Aid whichever side earns Mandalorian respect - until Revan's manipulation splits the clans.

XI. Kreia's Master Plan - The Final Wound

Kreia holds two identities simultaneously:

- Public identity: Jedi Grand Master Kreia
- Secret identity: Darth Traya, hidden master of the Sith Empire

She runs both the Jedi Order and the Sith Empire at once. Everything else in the trilogy's political backdrop is built around this deception.

On-Page Presentation - Preserving the Mystery

The dual identity should not be over-explained on the page - it works best when it feels controlled, mysterious, and unsettling rather than mechanically justified. As Jedi Grand Master, Kreia appears rarely but meaningfully: calm, wise, motherly, respected, limited to one or two key moments where she directs Jedi or Republic action in ways that seem entirely reasonable at the time.

As Darth Traya, she appears even more rarely until the final movie - face hidden, voice altered, presence darker and more distant. In Movie I she may surface briefly in Sith communication scenes with Malgus, Malak, Sion, or Nihilus, but Malgus should still read as the Sith Empire's visible leader throughout.

The audience should never be invited to solve the logistics of how she manages both identities at once - the story simply shows that she appears only when needed, says little, and controls access carefully. The reveal should make earlier scenes feel different in hindsight: lines that sounded wise the first time should feel sinister once the truth is known. Her deeper history and methods can be explored more fully in the prequel trilogy if one is written; the main trilogy is meant to preserve the mystery, not resolve it.

1. Her Ultimate Goal - The Final Wound

Kreia believes the Force manipulates destiny, creates cycles of war, and enslaves Jedi and Sith alike. Her goal is to destroy the Force and free the galaxy from destiny - the same philosophy she held in KOTOR II, now scaled into a galaxy-wide plan she calls the Final Wound.

This isn't a normal Sith superweapon. It's built on the lessons of Malachor, Meetra Surik, Darth Nihilus, and Darth Sion: that the Force can be wounded, and that a wound, fed and linked to enough other wounds, can spread. Kreia intends to create a chain reaction of wounds across multiple worlds until the Force collapses into silence - not exploding or vanishing, but going quiet, cutting the galaxy off from destiny, prophecy, Jedi, Sith, and the will of the Force itself.

2. The Three Stages of the Final Wound

Stage One: Create the Wounds

Kreia manipulates the Jedi Order, the Republic, and the Sith Empire into fighting across carefully chosen worlds - not random battlefields, but Force nexuses, Jedi sanctuaries, Sith worlds, scarred battlefields, and ancient ritual sites already weakened by pain, fear, or corruption. Each battle creates or reopens a wound in the Force.

Stage Two: Feed the Wounds

War, fear, pain, hunger, death, and suffering all become fuel. Darth Malgus provides the war machine; Darth Nihilus provides hunger; Darth Sion provides pain; Doctor Lokin's Rakghoul experiments provide biological horror, mutation, and forced survival. The Jedi and Republic unknowingly feed the wounds through fear, confusion, sacrifice, and mass death, while the Sith feed them through rage, ambition, betrayal, and cruelty. Everyone believes they're fighting a war; Kreia is using the war as fuel for her ritual.

Stage Three: Link the Wounds

Kreia uses both sides of her identity to link the wounds together. As Jedi Grand Master, she has access to Jedi temples, meditation networks, archives, and rituals built around connection. As Darth Traya, she has access to Sith rituals, dark-side nexuses, and the hidden Sith Empire itself. The Jedi side supplies connection; the Sith side supplies rupture. Together they create the Echo Cascade - the chain reaction meant to link the wounds across the galaxy and collapse the Force into silence.

3. The Anchors of the Final Wound

Each of Kreia's major Sith serves a specific function in the ritual, whether or not they know it:

Darth Malgus - the war-machine anchor: His fleets, armies, and invasions force the Republic and Jedi to respond and keep the galaxy in open war. He doesn't need to know the full plan - he believes he's leading a straightforward Sith war of conquest.

Darth Nihilus - the hunger anchor: He widens the wounds in the Force and teaches them to consume - proof that a wound can become hunger. Kreia doesn't intend for him to survive forever; to her, he's a tool.

Darth Sion - the pain anchor: He keeps the wounds open through suffering and his refusal to die. His body is the living symbol of the plan itself: broken, unnatural, held together by pain. He believes he's immortal only because he's survived wounds that should have killed him many times over.

Darth Malak - Revan's distraction, not a Force-collapse anchor: Malak isn't part of the collapse mechanics the way Malgus, Nihilus, and Sion are. His purpose is to keep Revan busy. Kreia uses her

position inside the Jedi Order and Republic to slow them down and misdirect them, while feeding Malak intelligence on where and when to strike. Revealing her secret identity to him is what convinces Malak his orders are worth following - he knows she has real power over the Jedi and Republic from the inside.

Kreia does not plan for Bastila to break, and does not expect Malak to die as early as he does. His death becomes one of the first events that starts to foil her plan - though not in the way she'd have guessed. She expects losing Malak to weaken and destabilize Revan's team. Instead, by losing the people who morally restrained him, Revan becomes more focused, more dangerous, and more committed to building his own empire. Kreia intended Malak to distract Revan; instead, Malak's death helps create the version of Revan powerful enough to threaten her.

4. How She Manipulates the Jedi Order

As Jedi Grand Master, she appoints weak or indecisive Council members, blocks decisive Republic action, sabotages military coordination, hides Sith movements, misdirects Jedi intelligence, and quietly removes Jedi who suspect her. This is why the Republic feels slow, corrupt, and ineffective - and why Revan comes to see it as broken, without ever knowing why.

5. Her Inner Circle

Kreia personally recruited four Sith Lords and revealed her dual identity to them alone: Darth Malgus, Darth Malak, Darth Nihilus, and Darth Sion. She proved to them that she had deceived the Jedi Order itself - convincing them she could lead the Sith Empire to victory over the Republic. They do not know her true goal is to collapse the Force.

Malak's own Imperial officers and Sith acolytes do not know the truth - only Malak himself, as one of Kreia's four, is aware of her dual identity. To them, Malgus is simply the visible leader of the Sith Empire. Darth Baras, a manipulative Sith power player who runs SCORPIO as his personal intelligence tool, is a good example of this: he operates within the wider Sith structure and believes he answers only to Malgus's chain of command, with no idea Kreia exists at all.

6. Why Revan Never Learns the Truth from Malak

Revan believes Malgus leads the Sith Empire and has never met, fought, or suspected Kreia - he knows her only as a name mentioned by other Jedi. This is why he never questions the Republic's failures or the Jedi Order's indecision as anything other than ordinary political rot.

Malak does know the full truth about Kreia - even set on revealing it, he never gets the chance. Even if he had lived longer, he might not have spoken freely: he's terrified of Kreia, believing she can end him with a thought, and he half-suspects that telling Revan the truth might not turn Revan against her at all - that an unstable enough Revan could just as easily be drawn to her instead. When he's captured alive at the end of Movie I (see Bastila's Fall, below), he tries to surrender and reveal what he knows to Revan - but Bastila kills him before he can speak. Malak dies with Kreia's secrets, and Revan loses the one person who could have told him the truth years early.

7. Scourge's Discovery and Defection

Lord Scourge independently discovers Kreia's plan to collapse the Force and warns the Republic - but at this point he does not yet know she is also the Jedi Grand Master. Revan intercepts this warning and

learns only half the truth: that Darth Traya leads the Sith Empire and intends to collapse the Force. He still does not know Traya is Kreia, the Jedi Grand Master.

Later, after Revan has already split from the Republic, Scourge discovers Kreia's full dual identity. Concluding that only Revan is strong enough to stop her, Scourge defects - not to the Republic, but to Revan - and delivers the final revelation: "Darth Traya is Master Jedi Kreia." This cements Revan's resolve and marks the point where he becomes the trilogy's final threat.

8. Her Final Command Site

Kreia's final command site sits inside an ancient wound in the Force, and it serves two purposes at once. The upper levels function as a hidden Imperial command station, run by Darth Traya's secret military network; the lower levels hold the ancient Force wound itself, where Kreia intends to complete the Final Wound and trigger the Echo Cascade. That layout is what lets the finale escalate as Revan's strike team descends - large-scale military action up top, increasingly mystical horror the deeper they go (see Section XXII).

9. How the Final Wound Is Defeated

The plan fails because its anchors are destroyed one by one:

- Meetra Surik kills Darth Nihilus, ending the hunger anchor.
- Revan kills Darth Sion, ending the pain anchor.
- Satele Shan, Ashara Zavros, Garrick Moblivim, surviving Jedi, Republic forces, and the Smuggler Crew defeat Darth Malgus, ending the war-machine anchor.
- Revan kills Kreia, ending the central will behind the Final Wound.

Revan doesn't stop Kreia because he's redeemed - he stops her because her plan threatens the Force he intends to control and the empire he intends to build. The Force survives. Revan remains fallen.

XII. The Smuggler Crew - Origin & Full Arc

Atton Rand & T3-M4 - The First Pair

After the events of KOTOR II, the Ebon Hawk sits abandoned in a forgotten hangar on Nar Shaddaa. Atton, fleeing bounty hunters, stumbles onto it and finds T3-M4 inside, dormant and partially memory-wiped. T3 recognizes Atton as a friendly contact from the Exile's era; Atton reactivates him, and the two escape together, partners out of necessity.

Mako Finds the Hawk

Long before Nar Shaddaa, Mako was a wounded, orphaned kid in the bounty hunter underworld when an older hunter named Braden found her, paid for her medical treatment, recognized her talent as a slicer, and took her under his wing. Their bond became closer to father and daughter than mentor and protégé - one of the only stable things in a dangerous life. By the time of the story, Mako is stranded on Nar Shaddaa after Shae Vizla is reclaimed by Mandalore, and is being hunted by Black Sun, Exchange remnants, freelance bounty hunters, and Nar Shaddaa gangs - including Hanharr, the most dangerous of

them. While slicing into hangar systems looking for an escape route, she spots the Ebon Hawk and recognizes it as a fortune waiting to be stolen.

She tries to slice into the Hawk's systems to steal it - and in doing so discovers Atton's identity, T3's presence, the bounty hunters closing in, and the ship's active flight prep. Realizing that stealing the ship outright would be suicide, she contacts Atton over the comm instead and offers a trade: her slicing, medical, and tactical skills, plus access to the underworld's networks, in exchange for safe passage off-world. Atton reluctantly agrees; T3 beeps approvingly.

Braden's Death - Hanharr's Introduction

While Atton and Mako are still finalizing their arrangement, Braden - chasing the price on Atton's head, with no idea Mako is the one traveling with him - corners them. The moment is more complicated than a simple bounty claim: Braden has to process why Mako is with this man, whether Atton is really who the bounty paperwork describes, and whether the job is still worth pursuing if it puts Mako in danger.

Before he can decide, explain himself, or reconnect with her, Hanharr kills him violently - wanting the bounty for himself and unwilling to let a rival hunter take the prize. Atton and Mako witness the kill firsthand. It's the audience's first look at Hanharr, and it immediately establishes him as something worse than an ordinary bounty hunter - a predator, not just competition.

For Atton, it's a stranger's death that makes the danger real. For Mako, it's devastating in a much more personal way - she loses someone from her past in the same instant she loses the chance to ever know what he would have chosen. It's also what makes the coming escape feel genuinely urgent rather than routine.

Mission Vao & Zaalbar Join

During the escape, Mission and Zaalbar - running a smuggling job nearby - spot the Ebon Hawk lifting off and recognize it instantly as their ship. They force a confrontation with Atton ("That's my ship!" / "Borrowed. Temporarily. Indefinitely."), and join the escape: they want their ship back, see that Atton and Mako are both in danger, and feel an odd protectiveness toward T3.

Mako Chooses to Stay

During the escape from Nar Shaddaa, Mako proves invaluable - slicing enemy ships, patching Atton's injuries, rerouting Hawk systems mid-flight, and bonding with the rest of the crew. By the time they reach hyperspace she realizes she has nowhere else to go, and the crew has come to depend on her. She becomes a permanent member.

The Final Crew

Atton Rand: pilot, con-man, reluctant leader

T3-M4: astromech, moral compass

Mission Vao: slicer, optimist

Zaalbar: muscle, protector

Mako: tech specialist, medic, sharpshooter

They become a neutral wildcard crew: smuggling supplies, stealing from both Sith factions, occasionally helping the Republic, avoiding Revan's new Sith Empire - until the war's climax pulls them in.

Act II - Becoming a Real Crew

By Act II, the Smuggler Crew is no longer just surviving together - they start actively protecting each other, which is what turns them into a found family rather than a group of convenient strangers.

Tarro Blood

During a smuggling run, the crew runs into Tarro Blood, who recognizes Mako from her past connection to Shae Vizla and tries to capture her and the crew for the bounty. Mission Vao and Zaalbar kill Tarro Blood while protecting Mako - the first time the crew fights for one of their own rather than just for themselves. It shows Mako's past catching up with her, and confirms she's a full member of the crew now, not just a useful passenger.

Hanharr's Death

Hanharr, built up since Act I as a terrifying predator, returns and becomes the Smuggler Crew's Act II climax. No single member defeats him alone - the crew brings him down by working together: Mako uses slicing, traps, and ship systems; Atton uses deception, timing, and piloting; Mission creates an opening; Zaalbar physically confronts him; T3-M4 disables something critical. Hanharr's death pays off his Act I introduction and proves the crew has become a real team rather than a loose alliance - keeping them from feeling passive while Revan's coalition is fracturing elsewhere.

Their Final Role - Movie III

The Smuggler Crew doesn't just survive to the end of the trilogy; they have a real climax of their own. Mako intercepts chatter that Revan is moving on the Republic base sheltering Satele Shan and the others. Realizing people are about to die, the crew makes the choice they've avoided the whole story: they stop staying neutral.

Atton, Mako, Mission, Zaalbar, and T3-M4 go to the base and help pull survivors out of the attack. It's the first time in the story they choose people over profit, breaking their own rule:

"We don't pick sides. We pick jobs."

After the rescue, they join the larger fight rather than slipping away again - giving them a genuine turning point instead of just being present for the climax.

XIII. Cameo Characters

Each cameo appears briefly and meaningfully - adding tension, offering guidance, pushing a character toward a choice, or showing the scale of the war - without derailing the main plot.

Hanharr

Role: Bounty hunter after Atton and Mako

Placement: Nar Shaddaa, Act I introduction; killed by the Smuggler Crew in Act II

The most dangerous of the bounty hunters chasing the pair; his pursuit is the reason the crew must flee Nar Shaddaa immediately, intensifying the danger that bonds them together. His Act II death (see Section XII) is the crew's first major team victory.

Braden

Role: Bounty hunter, Mako's found-family mentor

Placement: Act I, Nar Shaddaa, during the Smuggler Crew's formation

Found and raised Mako as a wounded, orphaned kid - paying for her treatment, recognizing her slicing talent, and becoming closer to a father than a mentor. Corners Atton and Mako while chasing Atton's bounty, with no idea Mako is the one traveling with him; before he can process it or reconnect with her, Hanharr kills him violently. Devastates Mako specifically, and gives the audience its first look at Hanharr as a genuine predator.

Tarro Blood

Role: Bounty hunter tied to Mako's past with Shae Vizla

Placement: Act II, during a Smuggler Crew job

Tries to capture the crew for the bounty on Mako; killed by Mission Vao and Zaalbar while protecting her - the moment the crew starts fighting for each other rather than just surviving together.

Darth Baras

Role: Manipulative Sith power player, outside Kreia's inner circle

Placement: Act II

Uses SCORPIO as a strategic intelligence tool he believes he fully controls. Killed by Revan, which reinforces Revan cutting through the old Sith power structure and frees SCORPIO.

Jace Malcom & Aric Jorgan

Role: Republic military leadership

Placement: Mid-story, after Satele Shan's defection reaches the Republic

Malcom is the seasoned commander who listens to the warning; Jorgan is the skeptical officer who demands proof. Their presence shows the Republic mobilizing seriously against both Sith threats.

Nico Okarr

Role: Smuggler escort

Placement: During the defection from Revan's coalition

Secretly transports Satele Shan, Ashara Zavros, Vette, and Bao-Dur out of Revan's territory, using his smuggler connections to slip past Sith patrols and give the Republic its warning in time.

Vector Hyllus

Role: Imperial agent serving Lord Scourge

Placement: Throughout Trilogy One - first helping Scourge suspect Kreia, later following him to Revan's side

A diplomatic and intelligence liaison whose calm, poetic insight helps nudge Scourge toward realizing something is deeply wrong with the Sith Empire. He follows Scourge even when Scourge joins Revan - not out of trust in Revan, but because he understands the logic that Revan may be the only weapon strong enough to stop Kreia. Survives Trilogy One; goes on to command Revan's orbital forces at the Battle of Ord Mantell in Trilogy Two, where he's ultimately killed (see Section XXXIV).

SCORPIO

Role: Comedic HK-47 cameo, formerly Darth Baras's tactical AI

Placement: Act II, freed after Revan kills Darth Baras

Serving as a tactical AI overseer for Baras, she's left without directives when he falls and crosses paths with HK-47. A short, murderously polite exchange of "compliments" between the two droids adds dark comic relief. HK-47 assumes she'll join them; SCORPIO refuses to become another organic's tool and departs on her own terms, staying independent and available for a future story.

Ensign Raina Temple

Role: Imperial intelligence officer under Darth Malak

Placement: Mid-story with Malak; survives and is absorbed into Revan's new empire after Malak's death

Appears in a briefing scene, giving Malak's faction tactical credibility. Disciplined and military-minded rather than ideological, she doesn't need to love or worship Revan - she only needs to see his new order as the most stable command structure left standing once the Sith factions start falling, and joins it.

Jolee Bindo

Role: Wandering Jedi mentor

Placement: Late-mid story, after Satele forms her Jedi resistance

Joins Satele's new order and offers a short, wise, wry piece of advice that helps her accept the painful truth about Revan - strengthening her positive arc into a leader.

Torian Cadera

Role: Mandalorian warrior

Placement: Wherever Mandalore's clan appears

Fights alongside Canderous Ordo early on, reinforcing Mandalorian unity - until he later breaks from Canderous to follow Shae Vizla (see Section XIV).

Lieutenant Felix Iresso

Role: Republic trooper

Placement: Act I, during the first Sith conflict

Appears briefly offering tactical encouragement to a Republic strike team, alongside Zenith. Killed by Darth Malak - the war's first major tragedy, and a signal of the brutality to come.

Zenith

Role: Republic operative

Placement: Act I (survives Felix's death); dies in Act III covering survivors during Revan's attack

First seen briefly with Felix Iresso before Malak kills him; Zenith escapes that tragedy. His Act III death covering fleeing survivors pays off his earlier appearance and gives him real survivor weight before the loss lands.

Risha

Role: Republic intelligence operative

Placement: Shortly after Satele's group defects

Recognizes Vette and shares a brief, emotional reunion - then is killed by Brianna in Movie III, an act that cements Brianna's fall to the dark side and devastates Vette.

Archiban Kimble / Doc

Role: Republic-aligned medic

Placement: Act II, captured during Darth Sion's invasion of a Republic-aligned base

Initially presumed dead in the invasion itself. In truth, taken alive and used in Doctor Lokin's Rakghoul-based immortality experiments; dies from them. The truth only surfaces in Act III when Lokin's notes are discovered after Sion falls - turning what looked like a battlefield death into something far more disturbing.

Tharan Cedrax

Role: Republic support specialist (systems, shields, medical coordination, communications)

Placement: Act III, during Revan's attack on the Republic base

Dies during the base attack while helping with evacuation and system support rather than as a front-line fighter - a reminder that even support personnel aren't safe when Revan's forces hit.

Sergeant Rusk

Role: Republic soldier

Placement: Act III, during Revan's attack on the Republic base

Dies holding the line, buying time for survivors to escape and refusing to abandon his position until others are clear - a straightforward, soldier's sacrifice.

T7-O1

Role: Republic astromech

Placement: Act III, during the base attack

Appears briefly helping with a blast door, a warning, or evacuation routes. His fate is left deliberately unconfirmed - a recognizable cameo without forcing an unnecessary droid tragedy, and one that stays available for future use.

Doctor Lokin

Role: Serving Darth Sion

Placement: Act II-III, illustrating the horror of Kreia's empire

Performs Rakghoul-based experiments for Sion - searching for a path to immortality through controlled infection, mutation, regeneration, and survival through pain. Archiban Kimble / Doc and other captives taken in Sion's invasion die in these experiments. Lokin's death alongside Sion in Movie III leaves behind the notes that reveal the truth to Satele's side - showing that Kreia's empire is scientific and biological horror, not just military conquest.

Lieutenant Pierce

Role: Serving Darth Malgus

Placement: Any major battle involving Malgus; killed aboard Malgus's ship in Movie III

Malgus's most loyal and ruthlessly efficient officer, showing his faction is a disciplined military force, not just a single Sith Lord. Kills Emic Sandor during the separated fight aboard Malgus's ship, then is killed himself by Nadia Grell (see Section XXI).

Shae Vizla

Role: Bounty hunter, later Mandalorian leader

Placement: Throughout - see Section XIV for full arc

Reclaimed by Mandalore early on; later recruited into Canderous's clan; ultimately breaks from him to become the new Mandalore herself.

Garrick Moblivim / Barsen'thor

Role: Battle-ready Jedi, part of Satele's new order

Placement: Movie III, aboard Darth Malgus's ship

A tall, muscular human with a brown beard and short hair, in Republic Jedi armor. Gives Satele's new order strength and legitimacy; helps her bring down Darth Malgus (see Section XXI). Survives the trilogy.

Zayne Carrick

Role: Jedi, part of Satele's new order

Placement: Movie III, aboard Darth Malgus's ship

Joins Satele, Ashara, and Garrick Moblivim against Malgus - and is killed by him early in the fight, proving just how dangerous Malgus is even against multiple Jedi at once (see Section XXI).

Emic Sandor

Role: Jedi, part of Satele's new order; former Sith apprentice

Placement: Movie III, aboard Darth Malgus's ship

A quiet example that someone touched by the dark side doesn't have to stay there. Becomes separated from Nadia Grell and Kira Carsen during the ship battle and is shot and killed by Lieutenant Pierce (see Section XXI).

Kira Carsen

Role: Jedi, part of Satele's new order

Placement: Movie III, aboard Darth Malgus's ship

Fights through Imperial troopers alongside Nadia Grell in the fight separated from Satele's main group. Survives the trilogy, showing that Satele's new Order includes Jedi who understand darkness personally but still choose the light.

XIV. The Mandalorian Arc

Not all Mandalorians follow the same path once Revan turns - the clans split, and the split is personal, not just political.

1. Akaavi Spar Joins First

Akaavi Spar is the first Mandalorian Canderous Ordo finds while rebuilding the clans. Having lost her original clan, she owes Canderous a fierce, unbreakable loyalty for taking her in. This bond means she will never leave his side - even after Revan turns, and even when the war against Shae Vizla asks her to fight people she once called kin (her specific break from Canderous is detailed in Section XXXIV).

2. Mandalore Recruits Shae Vizla

Later, Canderous finds and recruits Shae Vizla, convincing her that the clans need unity and that she can help rebuild Mandalorian honor. She joins out of respect for Canderous and belief in a future Mandalorian resurgence - not out of any loyalty to Revan. Torian Cadera follows Mandalore naturally at this point.

3. Revan Recruits Mandalore

In Movie II, after Bastila's fall, Revan meets Canderous Ordo privately and convinces him that the Republic is weak, that Kreia's Sith Empire is dishonorable, and that Mandalorians deserve a galaxy shaped by warriors under Revan's banner. Canderous agrees - and his whole clan, including Akaavi Spar,

Shae Vizla, and Torian, follows him into Revan's service. Revan uses the Mandalorians as shock troops, scouts, and elite strike teams against both the Republic and Kreia's Sith Empire.

Canderous doesn't follow Revan simply because he craves endless war - he follows him because Revan promises Mandalorian restoration: purpose, honor, conquest, recognition. As Mandalore, Canderous genuinely believes he's preserving the Mandalorian future, not just fighting someone else's war.

4. Torian Chooses Shae Vizla

As Revan's empire grows more tyrannical, Torian's instincts for honor and tradition pull him away from Canderous's blind loyalty and toward Shae Vizla's vision of what the clans should be. This becomes a major, quiet turning point for his character.

5. Shae Vizla Breaks from Canderous

After Kreia's fall, Shae Vizla sees clearly that Revan's rule is tyranny dressed as strength, and that the Mandalorians are being used as tools rather than honored as warriors. She confronts Canderous directly:

"This is not the Mandalorian way. You promised me a clan - not servitude."

Canderous refuses to leave Revan's side. Unable to convince him, Shae Vizla gathers the Mandalorians who reject Revan's tyranny, leaves the clan, and returns to Mandalorian space to reform it - stepping into the role of the new Mandalore. Torian stands with her.

To Canderous, this isn't just Shae opposing Revan - it's personal. When she starts calling herself Mandalore, she isn't only breaking from him, she's challenging his title, his authority, his identity. Akaavi initially stays with Canderous because she believes Shae's rebellion will be crushed quickly and that Canderous is the true Mandalore; other Mandalorians reinforce that belief, calling Shae and her followers traitors. That encouragement blinds Canderous for a long time. Only as the war grinds on and entire clans are destroyed does Akaavi start questioning the cost more deeply than he does - and only much later does Canderous begin to realize that Shae was never betraying Mandalore. She was trying to preserve what it meant (see Sections XXXIV, XXXV, and XXIX for how this plays out across the sequel trilogy).

Final Mandalorian Split

Canderous Ordo's faction: Stays with Revan through Trilogy One and into Movie IV; includes Akaavi Spar at first; believes in Revan's destiny and craves endless war - though his certainty starts cracking once the true cost becomes impossible to ignore.

Shae Vizla's faction: Leaves Revan; includes Torian Cadera; rejects tyranny and rebuilds Mandalorian honor as the new Mandalore.

XV. Revan's Fall & the Power of Three

Revan's fall is gradual, not a single act. It's driven by Jaesa's whispered logic of passion and decisive strength, reinforced by Bastila (already slipping) out of fear and love, amplified by a crew that's already a chaotic mix of light and dark influences, and hardened by a Republic that looks broken to him - not knowing that its dysfunction is largely Kreia's doing.

Revan's crew has always been a deliberate mix of alignments - he keeps light- and dark-leaning members close to see multiple perspectives. Visas Marr and Gault lean dark but less extremely than Jaesa; Ashara Zavros and Brianna waver between light and dark. Their presence creates an atmosphere where mercy starts to look naive and pragmatism starts to look necessary.

Revan's own reasoning becomes:

"The galaxy needs order. The Republic cannot provide it. The Sith have failed to create it. I must build something new."

Rejecting the Republic

Revan comes to see the Republic as a machine that pretends to virtue while its bureaucracy and politics grind its own people down - slow, indecisive, and quietly corrupt. (Much of this dysfunction is actually Kreia's sabotage, though Revan never learns this.)

Rejecting the Current Sith Empire

Revan sees Kreia's Sith Empire - from the outside, believing Malgus leads it - as chaotic and self-destructive: Sith Lords betraying and undermining one another in pursuit of personal power. To him, "an empire built on treachery cannot stand."

The Power of Three

Revan's answer to both failures is a new Sith doctrine that rejects the old Rule of Two (Master and Apprentice) as well as the fractious old Sith Empire. Three Sith Masters will rule together - Revan, Bastila, and Jaesa - checking each other, preventing the kind of betrayal that let apprentices murder masters for centuries, and allowing succession without bloodshed.

"One master is tyranny. Two masters is betrayal. Three masters is balance."

Revan originally considers Satele Shan, Ashara Zavros, Visas Marr, and Brianna as his apprentices under this new structure - believing a unified group of apprentices, watched over by three masters instead of one, prevents the infighting that destroyed every Sith Empire before his. His reasoning is specific to each of them: Satele can be "redeemed" into his new Sith ideology; Ashara, already conflicted, can be molded; Visas and Brianna, already leaning dark, can be stabilized under a structure instead of left to drift. Once Satele and Ashara leave with the defection, the apprentice roster settles into Meetra Surik, Brianna, and Visas Marr (see Sections XVI–XVII).

When Kreia's plan to collapse the Force is finally confirmed to Revan (via Scourge), it cements his resolve rather than shaking it: to him, it's proof that the current Sith Empire - one Sith Lord betraying the galaxy itself - is exactly the kind of failure his Power of Three is meant to prevent.

Why Bastila and Jaesa Each Support It

Bastila's support isn't political - it's the same fear and love that already broke her at Malak's death, now given a doctrine to attach to. She's not thinking about galactic order. She's thinking:

"If Revan rules the galaxy, I can protect him. If I stand beside him, no one can take him from me."

Jaesa is the actual spark. She believes passion is strength, unity is power, and that Revan is destiny - and she manipulates both Revan and Bastila into believing the same thing about themselves:

"Together, you can reshape the galaxy."

Between the two of them, Jaesa becomes the ideological architect of Revan's fall, and Bastila becomes its emotional collateral - one supplying the belief, the other supplying the devotion that makes the belief feel worth acting on.

Revan's Empire After Kreia's Fall (Deliberately Open)

The exact shape of Revan's new empire is left intentionally unclear by the end of the trilogy - Kreia's fall is the climax of Act III, and the full structure of what comes next is material for a possible second trilogy. What the audience does know by the end:

- The ruling center is the Power of Three: Revan, Bastila Shan, and Jaesa Willsaam.
- His military is built from former Imperial soldiers who served the now-defeated Sith Lords, the faction of Mandalorians who stayed loyal to Revan, and Sith forces absorbed after Kreia's empire collapses.

The audience doesn't need every detail of the new government yet - only that Revan now has a doctrine, a ruling structure, soldiers, Mandalorian support, and enough power to become the next great galactic threat. What his empire actually becomes is saved for later.

XVI. Meetra Surik & the Question of Succession

Meetra Surik is added to Revan's original coalition - and in this version, she embraces the dark side rather than the light. She stays with Revan through the fracture and does not defect with Satele.

Appearance

Meetra looks different from her SWTOR appearance because her path is different: dark brown hair, a white robe, dark brown pants, a medium brown shirt, and a maroon-red sash belt. The outfit still carries traces of Jedi simplicity, but the darker palette and the red sash mark how far her path has shifted.

Her Place in the Power of Three

Meetra isn't just another apprentice candidate. Revan sees her differently than he sees Visas, Brianna, Ashara, or Satele: she's the one person he believes could replace him within the Power of Three if he died. That gives the ruling structure a hierarchy it didn't have before:

The ruling Power of Three: Revan, Bastila Shan, Jaesa Willsaam.

Revan's intended replacement: Meetra Surik.

Apprentices under the new Sith structure: Meetra Surik, Brianna, Visas Marr.

Possible replacements for Bastila or Jaesa, before the split: Visas Marr, Brianna, Ashara Zavros, Satele Shan.

To Revan, Meetra understands burdens the others don't share - war, exile, betrayal, wounds in the Force, survival after being broken, leadership through trauma. She's the closest thing he has to an equal

successor, which makes the Power of Three feel like something Revan is actually planning to sustain, not just a doctrine he invented in the moment. It also makes his Sith doctrine feel more strategic - he isn't only creating a ruling trio, he's building a succession system designed to survive death without falling into the old Sith cycle of betrayal.

Why She's the One Who Kills Nihilus

Meetra's connection to wounds in the Force is what makes her the right person to end Darth Nihilus (see Section XXVI) - Revan defeating a world-consuming Force threat through raw power alone would feel too easy, and it would mean Revan personally defeats every major Sith in the finale. Nihilus is hunger; Meetra is will - and that's precisely why she can destroy him. It gives the battle a more believable, earned outcome, and shows that Revan's side has other terrifying Force users beyond Revan himself.

Meetra staying with Revan also raises the emotional stakes of Satele's defection - see Bao-Dur's arc below, where leaving Meetra behind is what makes Bao-Dur's choice to go with Satele genuinely painful rather than easy.

XVII. Visas Marr & Brianna - Two Kinds of Falling

Visas Marr - A Quiet Fall

Visas Marr becomes one of the apprentices under the Power of Three, but her fall doesn't need a single violent, emotional turning point the way Brianna's does. Visas has already lived through darkness, pain, survival, and devotion long before Revan's crew fractures. Under Revan's new order, she simply finds another powerful structure to serve - and remains dark, continuing with Revan after Satele's group leaves.

Brianna - A Personal Fall

Brianna's fall is emotional and personal rather than ideological. Before Revan's full fall, she'd been wavering between light and dark, and during that time became close friends with Vette - a friendship that mattered because Vette gave her warmth, humor, and connection outside the heavier Force-user conflict swirling around Revan's crew.

When Vette leaves with Satele, Ashara, and Bao-Dur, Brianna feels abandoned and betrayed. It doesn't break her outright, but it opens a wound. Later, during Revan's attack on the Republic base, Brianna sees Vette reunited with Risha - and already knows the two were old friends. Seeing them together makes Brianna feel replaced. Her hurt, jealousy, and betrayal, already primed by the dark side's influence, boil over, and she kills Risha.

It isn't random cruelty - it's jealousy turned into violence. Brianna isn't only striking at Risha; she's striking at the person she believes took her place in Vette's heart. This act fully completes her fall to the dark side.

The Visual Parallel - Bastila and Brianna

Bastila's turn is reflected visually when her clothing changes after she fully embraces the dark side. Brianna mirrors this: she once wore white, reflecting her old discipline, restraint, and connection to the

light. After killing Risha and fully falling, she changes into black robes. The parallel ties Bastila and Brianna together as two women who once stood close to the light, then crossed the line and chose darkness - the clothing change marking that they've each stopped wavering.

XVIII. Jaesa Willsaam's Motivation & True Importance

Jaesa is not simply using Revan for chaos, or worshiping his power from a distance - she genuinely loves what he's becoming, and believes his fall is an awakening rather than a tragedy.

She also comes to accept Bastila as a real equal within the Power of Three, rather than trying to push her out. She understands Bastila has an earned place beside Revan. But underneath that acceptance, Jaesa loves Revan more than she loves Bastila - an imbalance that doesn't need to explode within this trilogy, but creates a strong seed for future conflict: her deeper attachment to Revan could eventually curdle into jealousy, rivalry, or a real threat to the Power of Three's stability.

For this trilogy, her function is clear: she is the dark-side catalyst who helps Revan and Bastila become what they were always afraid to admit they wanted.

Her True Importance

Jaesa doesn't need Malavai Quinn's kind of military weight - her importance is philosophical rather than tactical. Her rare gift lets her read the true nature of anyone she personally encounters, and it's what tells her Bastila can be turned, that Brianna is emotionally vulnerable, and that Revan genuinely believes he's saving the galaxy rather than simply excusing himself.

She also sees something Revan doesn't. She warns him directly:

"Satele Shan's nature is too strong. She may reject the Jedi Council. She may reject the Republic. But she will never willingly embrace domination."

The Limits of Her Gift

Jaesa never meets Kreia, and so never gets the chance to read her true nature - which keeps this ability from becoming a plot hole later. Her gift is powerful, not omniscient.

Earning Revan's Trust - Before Malak's Capture

Revan's trust in Jaesa needs to be established before Bastila's fall, not after. During the war against Malak, Revan captures a Sith officer who offers information about Malak's fleet, defenses, or weaknesses. Bastila doubts the information - the circumstances make it hard to believe, and her caution is reasonable, not poor judgment. Jaesa reads the officer's true nature and knows he's telling the truth. Revan chooses to trust her. The information proves accurate and brings them closer to Malak.

Later, before the strike against Malak, Bastila urges caution - she worries that attacking too quickly could catch civilians or Republic forces between fleets. Jaesa urges immediate action, arguing that every world that suffers while the Republic debates is a world Revan failed. Both women are right in different ways: Bastila sees the moral and strategic risk, Jaesa sees the opportunity clearly. Revan chooses Jaesa's recommendation, and Jaesa is proven right again - Malak is captured.

This success strengthens Revan's trust in Jaesa and deepens Bastila's fear that she's being replaced. The tragedy is sharper because Jaesa's advice isn't foolish - she's often correct. The danger is that she believes the darkest truth is always the most honest one.

Jaesa's Seduction of Revan

Before Bastila's fall, Jaesa doesn't just seduce Revan physically - she seduces his identity. She makes him feel seen in a way Bastila never quite manages, because Bastila still sees the man she's trying to save, while Jaesa looks past the legend and the careful restraint entirely, straight at the darkness he keeps controlled. She doesn't offer him redemption or ask him to be better. She tells him what he already suspects about himself and frames it as the truth no one else is honest enough to say out loud.

"Bastila loves the man who came back. I love the man who survived everything before that."

Revan resists - but not completely, and not for long. That's the point: this isn't a moment of him being overpowered or tricked. It's a moment of him being offered permission, by someone whose gift lets her make desire and power feel indistinguishable from truth. This is where Jaesa enters Revan's heart, well before Bastila's fall - meaning by the time Bastila kills Malak, the affair is already a secret weight in the room, not a consequence of it (see Section XIX).

Full Scene Draft: Jaesa Seducing Revan Before Bastila's Fall

The dimly lit cabin hummed with the low thrum of hyperspace. Revan stood at the viewport, watching the starlines stretch into endless white fire. His shoulders were tense beneath the weight of command. Malgus pressed the war forward. The Republic hesitated. The Jedi debated. Every delay cost lives.

Soft footsteps approached behind him.

Jaesa Willsaam stopped close enough that he could feel her presence before she spoke.

"You carry the galaxy as if no one else is strong enough to touch it."

Revan did not turn. "That is not what I believe."

"No," Jaesa said softly. "It is what you know."

That made him look back.

Her eyes held his, sharp and certain, with that terrible gift of hers. She did not look at him the way the Council did. She did not look for corruption. She did not look for redemption. She looked deeper, past the name, past the legend, past the careful restraint he wore like armor.

"I see you," she said. "Not the hero the Republic needs you to be. Not the man Bastila believes she saved. Not the Jedi who waits for permission while worlds burn."

Revan's jaw tightened. "Careful."

Jaesa stepped closer. "Why? Because I am wrong?"

He said nothing.

Her hand rose slowly, resting against his chest, over the steady beat of his heart.

"You act when others debate. You decide when others hide behind councils and codes. That is why they fear you. That is why they need you." Her voice lowered. "And that is why they will never understand you."

Revan caught her wrist, but he did not pull away.

"This isn't the time, Jaesa."

"Isn't it?" She stepped closer, pressing against him, her voice dropping to a whisper. "When is the time, Revan? After another world burns? After another council delays? After Bastila tells you to be patient while people die?"

His grip tightened around her wrist.

"This path leads somewhere dangerous," he said.

Jaesa's eyes softened, but only enough to make the danger feel like comfort.

"You think I do not know danger?"

"You know darkness."

"Yes." She leaned closer. "And so do you."

For a moment, the silence between them felt heavier than the war outside.

"Bastila loves the man who came back," Jaesa whispered. "I love the man who survived everything before that. The man who made impossible choices and still had the strength to stand."

"You should leave," Revan said.

"I should."

Neither of them moved.

Then he pulled her to him.

The kiss was not gentle. It was not uncertain. It was the kind of surrender that still felt like command, fierce and hungry, as if restraint itself had finally broken under the weight of everything he refused to say.

Jaesa laughed softly against him, dark and breathless, delighted by the truth she felt rising in him. When he lifted her and pinned her against the wall, her hands tightened around him as if she had been waiting for this moment since the first time she looked into his soul.

"Yes," she whispered, her lips close to his. "This is who you are."

Revan hesitated, just for a breath.

Jaesa touched his face, holding his gaze.

"Let me help you embrace it."

The cabin lights dimmed as hyperspace burned beyond the viewport, and the last space between restraint and desire disappeared.

Why Revan Disagrees With Her About Satele

Revan doesn't ignore Jaesa's warning out of arrogance - he ignores it because of what happened with Bastila. He once believed Bastila could never fall; Jaesa proved him wrong, and Bastila fell. So when Jaesa tells him Satele can't be turned, Revan assumes she's making the opposite mistake, and that Satele simply hasn't seen enough yet:

"If Bastila changed... perhaps Satele can too."

He's wrong - not because he's arrogant, but because he applies the lesson of Bastila to the wrong person. Satele defects exactly as Jaesa predicted.

XIX. Bastila's Fall & Full Descent

Bastila's fall begins well before she kills Malak - his death is the final act, not the beginning.

The Secret Relationship

By Movie I, Revan and Jaesa already have a secret relationship, one that began earlier (in the prequel story, if one is written) after Revan first saw Jaesa as a possible successor or replacement, before recognizing that she enjoyed the dark side too much for his original purpose. By the time of the main trilogy, Revan is already drawn to Jaesa's charisma, confidence, and dangerous freedom.

Bastila respects and loves Revan, but she sees his trust shifting toward Jaesa - see "Earning Revan's Trust," Section XVIII - and that shift breeds jealousy, fear, and insecurity. When Bastila eventually discovers the relationship, Jaesa notices that she knows and begins manipulating her directly. She doesn't force Bastila to choose between Revan and herself - instead she makes Bastila feel that accepting her may be the only way to keep Revan at all.

Jaesa seduces Bastila emotionally before Bastila falls spiritually - offering attention, warmth, desire, and a way to stay close to Revan. Bastila knows something is wrong, but she's emotionally compromised: Jaesa keeps being right, Revan keeps choosing her, and Bastila is afraid of losing him. The Power of Three is born emotionally, in this tangle of jealousy and need, long before it ever becomes doctrine.

In the weeks before Malak's capture, Jaesa isolates Bastila with the same handful of quiet lines, repeated until they start to sound true:

"The Jedi failed Revan." / "You're holding him back." / "Passion is strength." / "You're afraid of losing him."

None of it is delivered as an argument. It's delivered as sympathy - which is exactly what makes it work.

The Capture of Malak

Revan and Bastila corner and defeat Darth Malak near the end of Movie I. Malak is cornered, terrified, and trying to surrender - he knows Kreia's Sith Empire structure, her fleet deployments, supply lines, and command hierarchy under Malgus, which makes him worth more alive than dead. Beaten, he begs:

"Revan... please... don't let her kill me."

Revan orders him bound and taken to the Republic alive:

"Bind him. We take him to the Republic."

This is the moment Bastila's internal conflict begins. She hates Malak. She fears him. She remembers what he did to Revan, to her, to the galaxy. Jaesa senses it immediately.

Jaesa Begins Whispering

Jaesa approaches Bastila privately. She doesn't push her, force her, or seduce her outright - she nudges:

Jaesa: "He'll escape. They always escape. And when he does... he'll come for Revan again."

Bastila: "Revan wants him alive."

Jaesa: "Revan is blinded by strategy. You're the only one who sees the danger."

This is the first seed.

The Crew's Mixed Alignment

Revan's crew has always been a deliberate mix of alignments - Visas Marr dark but loyal, Gault morally flexible, Ashara and Brianna conflicted, HK-47 openly encouraging violence, Bao-Dur quiet but watching Revan slip. None of them push Bastila directly. But their presence creates an environment where killing feels justified, mercy feels dangerous, and pragmatism feels necessary. Bastila is surrounded by voices saying Malak is too dangerous to live. Satele is the only one saying they must not become murderers.

Satele Tries to Stop Her

During transport, Malak is restrained, helpless, and terrified. Satele sees Bastila's anger building and steps between her and the prisoner:

Satele: "Bastila, listen to me. This is not justice. This is murder."

Bastila: "He'll kill Revan. I won't let that happen."

Satele: "Revan doesn't want this."

Jaesa (softly): "Revan will thank you."

This is the moment Bastila breaks.

Bastila Kills Malak

Not in battle. Not in self-defense. Not in rage. She kills him calmly, deliberately, decisively - a single act of cold execution. Malak dies begging for mercy, taking Kreia's secrets with him. Revan watches in silence. Satele watches in horror. Jaesa smiles.

Malak tries to surrender fully and reveal what he knows before it happens, but he never gets the chance - he dies with Kreia's secrets still hidden, taking with him the one chance Revan had to learn the truth years early.

This is Bastila's fall: not one clean betrayal, but fear, jealousy, and emotional seduction braided together until murder feels like protection. It's also the first crack in the crew that will eventually drive Satele Shan away.

Her fall should feel tragic, human, and painful - the audience should love Bastila, feel real sorrow at what happens to her, and still feel a small dark thrill when she finally turns. She doesn't fall because

she's stupid or weak. She falls because love, jealousy, fear, and the need not to lose Revan twist together until murder feels like protection.

Full Descent

Bastila does not stay balanced between light and dark after killing Malak - she fully succumbs. Her fall begins in fear, believing she was protecting Revan, but afterward Jaesa reinforces the choice again and again: that she made the right call, that mercy would have endangered Revan, that the Jedi would only have hesitated, that the dark side gave her the strength to act.

The turn happens in Bastila's own quarters, in the hours after the killing. She sits with the image of Malak's death still playing behind her eyes when Jaesa lets herself in without knocking. Jaesa doesn't console her the way Satele would - she reframes the killing outright:

"You did what needed to be done." / "I murdered him." / "No. You stopped him."

When Bastila protests that she acted in cold blood, Jaesa corrects her again: it was fear, it was love, it was the only moment she had before Malak took everything from her a second time. Then Jaesa does something crueler and more intimate than comfort - she admits she knows Bastila has already discovered the affair with Revan:

"He still loves you. And I know you know about us."

Rather than forcing a confrontation, Jaesa insists she doesn't want to take Revan from Bastila, and doesn't believe Bastila wants to be free of either of them. She reframes the entire night - not as a fall, but as a choice finally made without asking permission, and reframes Bastila's guilt itself as something the Jedi taught her to feel about wanting anything too much: Revan, strength, certainty, Jaesa. The scene ends with Bastila not pushing her away.

Jaesa goes further, showing Bastila a face of the dark side she'd never been allowed to consider - not just cruel and corrupt, but exciting, intimate, powerful, even fun. That reframing is what makes Bastila's fall dangerous: she doesn't fall only through anger, but because Jaesa makes the dark side feel like freedom, and makes that night feel like being welcomed home rather than surrendering to anything. By the end of the trilogy, Bastila stands beside Revan entirely willingly.

Full Scene Draft: Jaesa and Bastila After Malak's Death

Bastila sat on the edge of her bed, hands clasped so tightly her knuckles had gone pale.

She could still see him.

Malak on his knees. His eyes wide. The metal frame around his ruined jaw shifting as his damaged voice tried to force out one final warning.

And behind that image came every fear she had tried to bury. Malak escaping. Malak returning with another fleet. Malak reaching Revan again. Malak dragging the past back into the room before any of them could stop it.

Her lightsaber had moved before mercy could.

The door hissed open.

Bastila did not look up.

Jaesa entered without knocking, her presence quiet and certain, filling the room like smoke slipping beneath a sealed door.

"You did what needed to be done," Jaesa said.

Bastila's voice broke. "I murdered him."

Jaesa crossed the room slowly. "You stopped him."

"In cold blood."

"No." Jaesa sat beside her, close enough that their shoulders touched. "In fear. In love. In the only moment you had before he took everything from you again."

Bastila looked at her then, eyes haunted.

"He was going to speak," Bastila whispered. "I could feel it. He knew something. But all I could see was him escaping. Hurting Revan. Hurting all of us. I saw what he was before, and I could not let him become that again."

Jaesa's hand moved gently to Bastila's shoulder.

"The Jedi would have hesitated," she said. "The Republic would have argued. Revan would have tried to see every side until the danger found a way out."

Bastila flinched at that.

Jaesa's voice softened.

"You protected what matters."

Bastila shook her head, but the denial was weak. "Revan will know what I did."

"Revan already knows who you are."

"No," Bastila said. "He knows who I was."

For a moment, Jaesa said nothing.

Then her fingers slid lightly across Bastila's shoulder, not forceful, not hurried. Comfort made dangerous by how easily Bastila wanted to accept it.

"He still loves you," Jaesa murmured. "And I know you know about us."

Bastila went still.

The words hung between them, sharper than accusation.

Jaesa leaned closer, her voice barely above a whisper. "You have known for some time."

Bastila's eyes glistened. "I tried not to."

"I know."

"I hated you for it."

"I know that too."

Bastila looked away. "Then why are you here?"

Jaesa's hand rose to Bastila's cheek, turning her gently back.

"Because I do not want to take him from you."

Bastila's breath caught.

"And I do not want you to take him from me," Jaesa continued. "But I do not think that is what you want either."

Bastila stared at her, trapped between guilt, jealousy, relief, and something she did not want to name.

Jaesa's thumb brushed away a tear.

"You think you fell tonight because you killed Malak," she whispered. "But that is not what I see."

Bastila's voice trembled. "What do you see?"

"I see someone who finally chose without asking permission."

Bastila closed her eyes.

Jaesa moved closer, her lips brushing Bastila's temple, then her cheek, each touch slow enough that Bastila could have pulled away.

She did not.

"You feel guilty because the Jedi taught you to fear wanting anything too much," Jaesa whispered.

"Revan. Strength. Certainty. Me."

Bastila opened her eyes.

Jaesa was close now, close enough that Bastila could feel every breath.

"You protected him," Jaesa said. "You protected us."

Bastila's hand found Jaesa's wrist.

For a moment, it looked like she might push her away.

Instead, she held on.

Jaesa kissed her softly at first, almost tenderly, as if giving Bastila one last chance to refuse.

Bastila did not refuse.

The kiss deepened, grief and fear twisting into hunger, and the room seemed to fall away around them.

Jaesa guided her back gently, not as a conqueror, but as someone offering a place where guilt could become purpose and desire could become belonging.

When the lights dimmed, Bastila was no longer sure whether she was being comforted, seduced, forgiven, or claimed.

Perhaps that was why she did not stop.

Later, when the silence settled over them, Jaesa rested beside her, one arm draped lightly across Bastila's waist. Her fingers moved slowly over Bastila's hand, tracing the place where her lightsaber had been gripped so tightly only an hour before.

Bastila stared at those fingers.

They were gentle.

That almost made it worse.

"I do not want to come between you and Revan," Jaesa murmured. "And I do not want you to come between us."

Bastila's throat tightened.

She should have pulled away. She should have said this was wrong. She should have remembered Malak's face, the sound of her blade, the silence after he fell.

Instead, she let Jaesa's fingers slide between hers.

For the first time since the execution, Bastila did not feel alone with what she had done.

That was the dangerous part.

Not the kiss. Not the desire. Not even the darkness.

The dangerous part was how easily Jaesa made it feel like her actions were not evil, but necessary.

Bastila closed her hand around Jaesa's.

She did not forgive herself.

Not yet.

But she stopped trying to pull away from the person who already had.

The fall did not feel like surrender.

It felt like being welcomed home.

Jaesa felt the thought bloom inside Bastila as clearly as if she had spoken it aloud. Her fingers slid lower and found the edge of Bastila's tunic, pushing it open slowly.

"You feel it, don't you?" Jaesa whispered against her skin, guiding Bastila back onto the bed. "The freedom. The strength."

She peeled away the rest of Bastila's clothing with reverent hunger, kissing every inch of newly exposed flesh - down her stomach, across her hips, between her thighs.

Bastila arched with a broken moan, the guilt twisting into something hotter, darker. Jaesa's mouth was relentless, skilled and passionate, drawing her toward the edge with her tongue until Bastila shattered, crying out as pleasure crashed through her.

Bastila's Morning After

The morning after Jaesa reframes Malak's death as protection rather than murder, Bastila is alone in her quarters with the lightsaber she used to kill him. This beat should be short and visual. The audience sees the memory of Malak's death flash through her mind, then returns to Bastila in the room and sees satisfaction on her face instead of guilt.

Full Scene Draft: Bastila's Morning After

The morning after Malak's death, Bastila stood alone in her quarters, her lightsaber resting in her hand.

She stared at it too long.

Then the memory came back.

Malak on his knees.

His eyes wide with fear.

The metal frame around his ruined jaw shifting as his damaged voice tried to force out one final warning.

Bastila saw herself ignite the blade.

A flash of light.

Malak falling silent.

For a moment, the memory filled the room more clearly than the present.

Then Bastila was back in her quarters, still holding the lightsaber.

She waited for the guilt to come.

Instead, her face changed.

Not grief.

Not horror.

Satisfaction.

Malak would never escape. He would never reach Revan. He would never hurt them again.

Bastila looked down at the weapon in her hand.

For the first time, the memory of killing him did not feel like a wound.

It felt like proof that she had done what needed to be done.

First Sign of the New Bastila

Scene Summary: Later, the audience should see that Bastila's fall is no longer only private guilt. It is beginning to shape her judgment. A damaged Sith ship connected to Malgus attempts to flee. Revan wants it disabled if possible, but Bastila calmly recommends destroying it before it can warn Malgus. Revan does not need to say what has changed. His silence and unsettled reaction are enough, while Jaesa quietly recognizes the shift.

Full Scene Draft: The First Sign of the New Bastila

The damaged Sith ship limped across the viewport, engines flickering as it tried to flee.

Bao-Dur looked over the readouts. "Weapons damaged. Shields failing. They may still be able to jump."

Revan watched the ship in silence. "Disable them if you can."

Bastila stepped beside him.

"Destroy it."

Revan looked at her.

"There may be survivors."

"If they escape, they return to Malgus," Bastila said. Her voice was calm. "If they warn him, more people die."

For a moment, no one spoke.

Revan studied her, unsettled by how certain she sounded.

Across the bridge, Jaesa smiled faintly.

XX. Satele Shan - Defection, Path Forward, Bao-Dur & the New Jedi Order

Over the course of Movie II, Revan and Bastila privately embrace the dark side together, with Jaesa as the architect of their shared ideology. They reveal the Power of Three - and Revan's intent to make Satele, Ashara, Visas, and Brianna his apprentices - to the rest of the crew, already fraying with visible tension over Bastila's and Revan's changes.

Satele watches Bastila fall, Revan slip, Jaesa manipulate, Brianna and Visas drift darker, HK-47 encourage violence, Ashara grow conflicted, and Bao-Dur grow quietly afraid. When Revan's plan is laid bare, she understands what she's looking at:

"Revan is not trying to save the galaxy. He is trying to rule it."

Satele decides to leave. Ashara Zavros, Vette, and Bao-Dur go with her. Knowing Nico Okarr, she reaches out to him for help, and he smuggles the group out of Revan's territory to a hidden Republic-supported refuge on Dantooine - far from Tython, Coruscant, and the Republic's strongest military centers, which makes it useful as a hiding place but dangerous once discovered. It's not a major headquarters, just a temporary shelter built around old Jedi ruins and rural Republic infrastructure, its history giving Satele's early resistance real symbolic weight - setting up Movie III's revelations.

Satele's Path Forward

Satele survives and begins leading a new Jedi movement, though its full future is left open for a possible sequel trilogy. What is clear is the lesson she takes from the old Order's failure: she has seen how many of Revan's followers were manipulated or simply blind to what he was doing, how the Jedi Order itself was quietly run by Kreia without anyone noticing, and how tradition, rank, and blind trust in the Force became weaknesses rather than strengths.

Satele doesn't reject the Force. She rejects letting the Force, tradition, or hierarchy blind the Order from the truth in front of it. Her guiding principle becomes:

"The Jedi should use the Force to see truth, not hide from it."

This gives her a strong foundation as a leader - not simply "the one who escaped Revan," but someone who understands precisely why the old Jedi failed.

The New Jedi Order

Satele's new Order isn't a fully rebuilt Jedi Order yet - it's a smaller, wounded movement formed in the aftermath of the old Order's failure and Kreia's deception. The story doesn't follow every Jedi in the

group, but briefly shows several fighting alongside its core: Kira Carsen, Zayne Carrick, Emic Sandor, and Garrick Moblivim - appearing in the Jedi Temple, aboard a Republic ship, or during the battle against Darth Malgus (see Section XXI).

The Order is designed as a direct response to Kreia's corrupted one. Under Kreia, the Jedi were too embedded in Republic command - her decisions shaped the Republic and Republic politics shaped the Jedi in turn, letting manipulation spread through both institutions at once. Satele doesn't reject the Republic, but she refuses to let her Order become an arm of Republic command: it works closely with the Republic on defense, civilian protection, and galactic stability, but stays independent enough to refuse Republic direction, or act without approval, if the Republic is wrong, compromised, or too slow.

Her council begins as a wartime leadership circle rather than a distant traditional High Council: Satele Shan, Jolee Bindo, Garrick Moblivim, Bao-Dur, and Ashara Zavros, with Nadia Grell as a younger future voice and Kira Carsen serving more as a field leader and combat representative than a doctrine-shaping elder.

Satele: Leadership and the guiding principle that the Jedi should use the Force to see truth, not hide from it.

Jolee Bindo: Old wisdom and healthy skepticism toward Jedi certainty.

Garrick Moblivim: Discipline, tradition, and battlefield strength.

Bao-Dur: The conscience of war - the perspective of someone who already knows the cost of following the wrong leader.

Ashara Zavros: The younger generation still trying to understand truth beyond old labels.

Nadia Grell: The Order's future, still finding her voice.

Kira Carsen: Action and combat experience - someone who understands darkness personally without surrendering to it.

The council doesn't stay fixed. Across the sequel trilogy, Ashara leaves the Order after awakening Moment of Balance; Nadia later joins her. Kira dies on Corellia. Mical and Juhani join, adding scholarship, structure, and firsthand experience with redemption. In Movie VI, Cade Valerius enters as Satele's greatest champion - not a council politician, but the Order's Champion, its strongest battlefield defender. By the end of the Battle of Ord Mantell, the council has suffered heavy losses - Juhani dead, Satele maimed - but the Hero has killed Meetra, Scourge has been captured, and the Order survives. It doesn't always win. It doesn't always fail, either.

Garrick Moblivim / Barsen'thor

Garrick Moblivim is a tall, muscular human man with a brown beard and short hair, wearing Republic Jedi armor. He isn't a main focus of the trilogy, but his presence gives Satele's new order strength and legitimacy - representing a more battle-ready Jedi tradition: spiritual and wise, but also prepared to fight beside the Republic in wartime. His full history isn't explored here and can be saved for future lore or a sequel trilogy. He survives the trilogy.

Emic Sandor

Emic Sandor appears briefly among the Jedi and Republic-aligned Force users working with Satele. His backstory isn't explained on-page, but outside lore can reveal he started as a Sith apprentice before turning away from the dark side early and working with the Republic - a quiet example of what Satele's new path represents: someone touched by the dark side doesn't have to remain there. He doesn't stay long, though - he dies during the battle aboard Darth Malgus's ship (see Section XXI).

Kira Carsen

Kira Carsen appears briefly with Nadia Grell during the battle aboard Malgus's ship. The two become separated from Satele, Ashara, Zayne, and Garrick Moblivim, fighting through Imperial troopers in the same sequence where Lieutenant Pierce kills Sandor. Kira survives the trilogy; her role isn't heavily followed, but her presence supports the new Jedi Order as a group that includes Jedi who understand darkness personally but still choose the light.

Zayne Carrick

Zayne Carrick joins Satele, Ashara, and Garrick Moblivim in the fight against Darth Malgus - and dies fighting him. It isn't a self-sacrifice; Malgus simply overpowers him first during the duel, proving he's dangerous enough to kill one of the Jedi even while outnumbered. Zayne's death gives the Malgus fight real cost (see Section XXI).

Bao-Dur's Arc

Bao-Dur begins the story in a darker place than before, having been following Meetra Surik since her turn to the dark side. He isn't evil, but he's damaged, tired, and morally compromised - his loyalty to Meetra, his trauma from war, and his belief that the Jedi Order failed make him willing to accept choices he once would have questioned.

He ends up standing in a similar space to Ashara Zavros - both caught between light and dark - but for different reasons. Ashara is younger and conflicted because she's still forming her identity; Bao-Dur is older and conflicted because he's already lived with the consequences of war.

Working alongside Satele starts pulling him back toward the light. She doesn't manipulate him - she simply reminds him that strength doesn't have to become cruelty, and guilt doesn't have to become obedience. When Satele defects, Bao-Dur chooses to go with her, which means leaving Meetra behind. That's what makes his choice land emotionally: he followed Meetra because he trusted her, and he leaves because he finally accepts she's chosen Revan's path completely - conscience winning out over loyalty.

XXI. The Malgus Ship Battle

The battle aboard Darth Malgus's ship splits into two connected fights happening at the same time, in different parts of the ship.

Main Fight - Satele, Ashara, Zayne, and Garrick Moblivim vs. Darth Malgus

Satele Shan, Ashara Zavros, Zayne Carrick, and Garrick Moblivim confront Malgus together. He's powerful enough that several Jedi together can't easily defeat him at first - he overpowers and kills

Zayne early in the fight, then begins gaining the advantage over Ashara. Her strength isn't the problem; his power, aggression, and battlefield experience simply start to overwhelm her, and if the fight had continued that way, he likely would have killed her too.

Satele turns the battle. With help from Ashara and Garrick Moblivim, she overpowers Malgus and defeats him after a major fight. Malgus dies by Satele's side, not by Revan - which matters, because he's the public military face of Kreia's Sith Empire, and Satele's side needs this win to prove they aren't helpless and that Revan doesn't defeat every major threat alone.

Survivors of this fight: Satele Shan, Ashara Zavros, Garrick Moblivim.

Deaths in this fight: Zayne Carrick, killed by Darth Malgus; Darth Malgus, defeated by Satele with help from Ashara and Garrick Moblivim.

Separated Fight - Nadia, Kira, Sandor, and Lieutenant Pierce

Elsewhere on the ship, Emic Sandor becomes unintentionally separated from Nadia Grell and Kira Carsen. Nadia and Kira are fighting through Imperial troopers - Kira's engagement shows Pierce isn't alone and that the ship is still an active battlefield - when Nadia locates Sandor just as Lieutenant Pierce takes the shot that kills him. Sandor dies because Pierce is a skilled soldier who catches him at the wrong moment, not because Sandor is weak or careless.

Nadia then confronts Pierce and kills him quickly - not out of uncontrolled emotion, but because her strength in the Force is far greater than Sandor's was. Pierce is dangerous against soldiers and weaker Force users, but Nadia overwhelms him once she reaches him. Kira survives, still fighting Imperial troopers elsewhere on the ship.

Survivors of this fight: Nadia Grell, Kira Carsen.

Deaths in this fight: Emic Sandor, shot and killed by Lieutenant Pierce; Lieutenant Pierce, killed by Nadia Grell.

XXII. Revan's Assault on Kreia's Command Station

Revan personally leads the assault on Kreia's command station. The strike team is: Revan, Bastila Shan, Jaesa Willsaam, Meetra Surik, Brianna, Visas Marr, HK-47, and Lord Scourge, supported by Mandalorians and Imperial soldiers loyal to Revan.

Gault stays behind aboard Revan's flagship with several Imperial officers, securing the ship and protecting the fleet's escape route. It fits his character perfectly - he contributes without stepping into a Force-heavy confrontation he has no business surviving.

Malavai Quinn's Role

Malavai Quinn is one of Darth Traya's most important servants - not just another Imperial officer. He commands a hidden elite Imperial force answering only to her, handling black operations, secret intelligence, assassinations, prisoner transfers, ritual-site protection, logistics, and security around the Final Wound itself. Where Malgus commands the public war, Quinn commands the hidden one: Malgus is the visible fist, Quinn is the invisible knife.

Quinn's False Understanding

Quinn never learns Kreia's true goal. Instead, she gives him a false plan - that Darth Traya intends to destroy the Republic, purge weak and unstable Sith leadership, and reveal herself after victory to rebuild a stronger, disciplined Sith Empire. That's enough to make his loyalty make complete sense: he serves because he's loyal to the Empire, because he believes Darth Traya is its future, and because he fears her too much to ever question her. He never realizes he's protecting a ritual that could destroy the Force itself.

HK-47 Kills Quinn

During the assault, Quinn tries to activate one last contingency to delay Revan's strike team. Before he can finish, HK-47 kills him - sudden, efficient, almost dismissive. Quinn has spent the whole trilogy being treated like one of the Empire's most powerful military leaders; HK-47 treats him like just another target, then delivers a characteristically dry line:

"Statement: High-ranking meatbag neutralized. Observation: His confidence exceeded his durability."

It gives HK-47 a memorable major kill while reinforcing a harder truth: battlefield survival means more than rank.

XXIII. The Final Confrontation & Philosophical Triangle

Descending through the ancient wound beneath her command station, Revan finally confronts Kreia directly. She lays out her belief plainly: the Force creates endless cycles of war, empire, prophecy, betrayal, and suffering - so destroy the Force, and free the galaxy.

Revan rejects it outright:

"How does your plan fix anything? A galaxy ruled by pure willpower is still a galaxy ruled by tyranny. The Force did not create war. It did not create domination. It did not create power. Those things exist even without the Force. And you do not know what will truly happen if you succeed. You gamble with every living being in the galaxy with no regard for life, logic, or self-preservation."

Revan doesn't defend the Jedi, and he doesn't defend the Republic - he simply proves Kreia's logic is fundamentally flawed. She wants to destroy the game. He wants to master it.

The Final Philosophical Triangle

By the end of the trilogy, three completely different answers to the galaxy's greatest question are on the table:

Kreia: The Force itself is the problem. Destroy it.

Revan: The Force isn't the problem - people are. The answer is a stronger order capable of controlling the chaos.

Satele: Neither destruction nor domination is the answer. The Jedi failed because they let certainty and tradition blind them. The Force should be used to seek truth, not replace it.

Kreia believes freedom comes through destroying the Force. Revan believes peace comes through disciplined strength and controlled order. Satele believes peace comes through wisdom, truth, compassion, and learning from the failures of both the Jedi and the Sith.

Kreia dies. The Final Wound fails. The Force survives. The Republic survives. But Revan does not return to the light - he leaves the trilogy stronger than ever, with Bastila Shan, Jaesa Willsaam, Meetra Surik, Brianna, Visas Marr, HK-47, Lord Scourge, Canderous Ordo, Akaavi Spar, Raina Temple, Vector Hylus, Gault, and his own Imperial and Mandalorian loyalists all still at his side.

Across the galaxy, Satele begins rebuilding a wiser Jedi Order. The Republic has survived. But a new empire has already begun to rise. The war is over. The next era has only just begun.

XXIV. Character Arcs

Negative Change Arcs

Revan, Bastila Shan, Meetra Surik, Brianna, Visas Marr, Darth Malgus, Darth Malak, Darth Sion.

Positive Change Arcs

Bao-Dur, Satele Shan, Ashara Zavros, Vette, Elara Dorne, Nadia Grell, Atton Rand, Mako, Mission Vao, Lord Scourge, Jace Malcom (minor), Aric Jorgan (minor), Emic Sandor (implied, pre-story - turned from the dark side before joining the Republic).

Flat Arcs

Jaesa Willsaam, HK-47, T3-M4, Zaalbar, Gault, Mandalore (Canderous Ordo), Torian Cadera, SCORPIO, Doctor Lokin (evil flat arc), Darth Baras (evil flat arc), Malavai Quinn (loyal and deceived throughout, dies still believing Kreia's false plan), Lieutenant Pierce, Vector Hylus, Raina Temple, Jolee Bindo, Carth Onasi, M1-4X, Garrick Moblivim, Kira Carsen.

Sacrifice & Tragedy Arcs

Braden, Tarro Blood, Felix Iresso, Zenith, Sergeant Rusk, Tharan Cedrax, Archiban Kimble / Doc, Zayne Carrick, and Emic Sandor don't carry full character arcs, but each death is built to serve a specific purpose - introducing a threat, showing found-family loyalty, or deepening the horror and cost of the war (see the Death Map, Section XXIV, for each one's function). T7-O1's fate is left open rather than resolved.

XXV. Movie Outline (Movies I-III)

Movie I: A Fracture in the Force

Revan works alongside the Republic to stop Darth Malgus's rising Sith Empire, accompanied by Bastila, Jaesa, Meetra, HK-47, Bao-Dur, Brianna, Visas Marr, Satele, Ashara, Vette, and Gault. He's already leaning dark - distrustful, impatient, emotionally vulnerable to Jaesa - while Bastila tries to keep him grounded.

In parallel, the Smuggler Crew forms on Nar Shaddaa (Atton, T3-M4, Mako, Mission, Zaalbar). Braden - the bounty hunter who raised Mako after finding her wounded and orphaned years earlier - corners

Atton over his bounty with no idea Mako is the one traveling with him, and is killed violently by Hanharr before he can process the reunion. It's the audience's first look at Hanharr, and a personal gut-punch for Mako specifically, not just a stranger's death. Lieutenant Pierce, Ensign Raina Temple, and Vector Hyllus make their first appearances with Malgus, Malak, and Scourge respectively.

Gault gets his own early texture here too - trading banter with Vette ("Do you ever stop lying?" / "Only when the truth is more profitable." / "So never." / "See? You understand me already.") and a running joke with Bao-Dur about buying his mechanical arm off him. Both give Gault a personal connection to two people who later defect with Satele (see Section XXXIV for his full arc).

Felix Iresso is killed by Darth Malak during the Republic's first real clash with the Sith Empire - the war's first tragedy. Zenith, briefly seen alongside Felix, survives and escapes.

Climax: Malak is captured alive and killed by Bastila before he can reveal Kreia's secrets - Bastila's fall, and the first crack in Revan's crew.

Movie II: The Shattered Alliance

Revan and Bastila privately embrace the dark side, with Jaesa as the ideological catalyst behind the Power of Three, and Meetra remaining firmly at Revan's side as his answer to who could succeed him. All four remaining Darths (Malgus, Nihilus, Sion, and the shadow of Kreia's true empire) come into fuller view. The shift can be felt in three short beats: Revan sees it. Jaesa embraces it. Bastila accepts it. From there, Revan's darkness grows, Bastila goes fully dark, Jaesa is thrilled, and HK-47 encourages all of it, while Brianna and Visas begin falling too - leaving Satele, Ashara, Vette, and Bao-Dur increasingly horrified by what they're watching happen around them.

The Smuggler Crew becomes a real crew: Tarro Blood, tied to Mako's past with Shae Vizla, is killed by Mission and Zaalbar while protecting her, and Hanharr himself finally falls to the crew working together (see Section XII). Meanwhile Revan kills Darth Baras - a Sith power player outside Kreia's inner circle - freeing SCORPIO, who has a darkly funny exchange with HK-47 before leaving independently rather than joining Revan's crew.

Darth Sion invades a Republic-aligned base; Archiban Kimble / Doc and other captives are presumed dead in the attack, though the Republic side won't learn the disturbing truth about Doctor Lokin's experiments until Movie III.

Canderous Ordo, having already recruited Akaavi Spar and Shae Vizla into his rebuilt clan, is personally recruited by Revan; the Mandalorians (with Torian in tow) become Revan's shock troops against both the Republic and Kreia's Empire.

Vector Hyllus helps Lord Scourge begin to suspect something is deeply wrong with the Sith Empire - though Scourge doesn't defect yet.

Before Satele's group escapes, Bao-Dur - having noticed Gault's connection to Nico Okarr through old smuggling circles - asks him to come with them. Gault refuses, hiding behind humor and self-preservation; running with Jedi defectors reads as too dangerous, staying near Revan as the safer bet (see Section XXXIV). That refusal has consequences neither of them expect.

Climax: Satele Shan, having seen the Power of Three revealed to the fracturing crew, decides to leave with Ashara, Vette, and Bao-Dur - who leaves Meetra behind to go with her. Nico Okarr smuggles them out to a hidden Republic-supported refuge on Dantooine to warn the Republic.

Movie III: Shadow Revealed

The Republic absorbs Satele's warning; Jace Malcom and Aric Jorgan receive her group, and Jolee Bindo joins her newly forming Jedi order. Meanwhile, Lord Scourge discovers Kreia's full dual identity and defects - not to the Republic, but to Revan - delivering the revelation that Darth Traya is Master Jedi Kreia.

Jaesa is the one who finds Dantooine. Gault didn't join Satele, warn the Republic, or act out of loyalty to the defectors - he was simply careless and readable, and Jaesa pulls the truth from him anyway: he knows Nico, knows how Nico moves people, knows the kinds of routes and hiding places he favors. Gault doesn't give up the defectors willingly, but Jaesa doesn't need him to. Revan doesn't kill Gault for it - to him, this isn't ideological betrayal, just Gault remaining exactly what he's always been. It makes Gault an accidental bridge between both sides of the war before he's even chosen one.

Revan and his dark crew invade the Dantooine refuge sheltering Satele's group. Risha, reunited briefly with Vette, is killed by Brianna - cementing Brianna's fall. Tharan Cedrax dies helping with systems and evacuation rather than as a front-line fighter; Zenith dies covering fleeing survivors, paying off his Act I appearance; Sergeant Rusk dies holding the line so others can escape. T7-O1 appears briefly assisting the evacuation - his fate left unconfirmed.

Cade Valerius's Absence

As the attack begins, the refuge sends emergency transmissions to Republic command, nearby fleets, Tython, and Jedi allies - but most fail. Revan's forces jam channels, destroy relay access, and cut off escape routes; Coruscant doesn't answer, nearby fleet channels are blocked, and several Jedi signals return only static.

One broken transmission briefly reaches Cade Valerius. He appears by unstable holocomm, battle-worn, defending Tython from Malgus's forces - wanting to help, but unable to abandon his own world, and too far away to reach Dantooine in time even if he left immediately:

"Satele, I hear you. Barely. Tython is under attack. Malgus's forces are pressing the temple perimeter. Even if I left now, I could not reach Dantooine in time."

The signal collapses. This explains why he can't aid Satele during the attack while planting him for his larger role in Movie VI - his absence isn't neglect, just the reality of a galaxy-wide war fought across worlds too far apart to save everyone at once.

Mako intercepts word of the coming attack, and the Smuggler Crew breaks its own neutrality to rescue survivors from the base before joining the wider fight (see Section XII).

The Final Battles Split

The climactic battles are deliberately divided so no single side - and no single character - carries every major victory:

- Darth Nihilus vs. Meetra Surik - Meetra kills Nihilus, using her connection to wounds in the Force to counter a threat Revan defeating through raw power alone would have made too easy.
- Darth Sion vs. Revan - Sion isn't truly immortal; his body has only been held together by pain, hatred, and sheer refusal to die. Revan wins by breaking Sion's belief in his own immortality, a psychological and spiritual victory rather than a purely physical one. Doctor Lokin dies alongside Sion, and his notes are later discovered, revealing the truth about Archiban Kimble / Doc's fate.
- Darth Malgus vs. Satele's Jedi Group - aboard Malgus's ship, Satele, Ashara Zavros, Zayne Carrick, and Garrick Moblivim confront him directly; in a separated fight elsewhere on the ship, Nadia Grell and Kira Carsen fight through Imperial troopers alongside Emyr Sandor. Zayne and Sandor both die before Satele's group brings down Malgus and Nadia kills Lieutenant Pierce (see Section XXI for the full breakdown).
- Kreia vs. Revan - Revan confronts and kills Kreia, ending her plan to collapse the Force.

This balance matters: Revan gets to defeat Kreia, the hidden mastermind, but he doesn't personally defeat every major Sith - Meetra takes Nihilus, and Satele's Jedi group takes Malgus. The Republic side isn't left helpless, and Revan doesn't steal every win in the finale.

Elsewhere in the assault, Gault avoids the main Force-heavy fighting to search Sion's facility for anything valuable - and stumbles instead into Doctor Lokin's laboratory. He copies the data on instinct (valuable data is valuable data), only to find Rakghoul infection trials, prisoner transfer logs, and proof that Archiban Kimble / Doc and the other captives were taken alive for the experiments. Even Gault is disturbed ("I was hoping for credits. Found nightmare fuel. Bad trade.") - disturbed enough that instead of reporting through Revan's command structure, he quietly sends the files through his old smuggler channel to Nico Okarr, who's already helping Satele's side and forwards them on. This is how Satele's Order learns the truth about Archiban Kimble / Doc, Darth Sion, and Doctor Lokin - not from Revan sharing intelligence, but from Gault leaking it after stumbling into horror even he can't laugh away (see Section XXXIV).

After Sion falls, Satele's side receives Lokin's notes and learns the truth: Archiban Kimble / Doc and other captives from the earlier base invasion didn't die in that attack - they were taken alive and died in Lokin's Rakghoul immortality experiments. It's a devastating, delayed discovery that makes Kreia's empire feel like scientific horror as well as military conquest.

Following Kreia's fall, Shae Vizla breaks from Canderous Ordo, taking Torian and a faction of Mandalorians to reform the clans as the new Mandalore.

Climax: Revan confronts and kills Kreia, ending her plan to collapse the Force - but does not return to the light, does not reconcile with the Republic, and does not redeem Bastila or Jaesa. He becomes the last Sith standing.

XXVI. Death Map

Every death in the trilogy is built to do one specific job: show danger, show tragedy, show a character's fall, give a side group something meaningful to do, close a villain's arc, or set up the future threat of Revan's new empire. The point isn't to kill heroes for shock value - the ending is already dark because Revan survives, remains fallen, and begins building his empire. The strongest version of this story is one where the heroes survive, but still fail to stop Revan from becoming the next great threat.

Act I / Movie I

Braden: Killed violently by Hanharr on Nar Shaddaa while cornering Atton over his bounty, not realizing Mako - the girl he raised - is the one traveling with him. Introduces Hanharr as a genuine predator, and lands as a real personal loss for Mako specifically, not just a stranger's death Atton happens to witness.

Lieutenant Felix Iresso: Killed by Darth Malak. Gives Act I its first major Republic tragedy, shows Malak's brutality, and gives Zenith's later Act III death its weight.

Darth Malak: Captured alive, then killed by Bastila before he can reveal Kreia's secrets to Revan. Bastila fully crosses the line, Kreia's secret stays hidden, and Satele sees the first crack in Revan's crew.

Act II / Movie II

Tarro Blood: Killed by Mission Vao and Zaalbar while protecting Mako. Gives Mako a personal Act II conflict, shows her past catching up with her, and gives Mission and Zaalbar a protective, found-family moment.

Hanharr: Killed by the Smuggler Crew working together - no single member takes him down alone. Pays off his Act I introduction and proves the crew has become a real team.

Darth Baras: Killed by Revan, freeing SCORPIO. Shows Revan cutting through the old Sith power structure and reinforces his growing power.

Archiban Kimble / Doc (and other unnamed Republic soldiers/supporters): Presumed dead during Darth Sion's invasion of a Republic-aligned base; in truth captured and later dies in Doctor Lokin's Rakghoul immortality experiments. The truth surfaces only after Sion falls in Movie III, when Gault stumbles onto Lokin's lab and leaks the files through Nico Okarr - making the invasion, and Lokin, far more disturbing in hindsight, and giving Satele's side a gutting discovery once Sion is gone.

Act III / Movie III

Risha: Killed by Brianna during Revan's attack on the Republic base. Gives Vette a personal tragedy, confirms Brianna is truly fallen, and makes the attack emotionally costly rather than just a military event.

Tharan Cedrax: Killed during the base attack while helping with systems, shields, or evacuation rather than as a front-line fighter - showing even support personnel aren't safe.

Zenith: Dies covering fleeing survivors during Revan's attack, paying off his Act I appearance and giving him real survivor weight before the loss lands.

Sergeant Rusk: Dies holding the line, buying time for survivors to escape - a straightforward battlefield sacrifice that gives the Republic military a real cost.

Darth Nihilus: Killed by Meetra Surik, whose connection to wounds in the Force makes the victory feel earned rather than too easy for Revan.

Darth Sion: Killed by Revan, who breaks Sion's belief in his own immortality rather than simply out-fighting him - a psychological and spiritual victory that closes the immortality/pain horror thread.

Doctor Lokin: Dies alongside Darth Sion. His notes are discovered afterward, revealing the truth about Archiban Kimble / Doc's fate and the Rakghoul experiments.

Zayne Carrick: Killed by Darth Malgus early in the main ship battle - not a self-sacrifice, but proof of how dangerous Malgus is even against multiple Jedi at once (see Section XXI).

Emic Sandor: Shot and killed by Lieutenant Pierce after becoming separated from Nadia Grell and Kira Carsen aboard Malgus's ship - caught at the wrong moment by a skilled soldier, not through weakness (see Section XXI).

Lieutenant Pierce: Killed by Nadia Grell in the separated fight aboard Malgus's ship, after he kills Sandor - closing out Malgus's military branch.

Darth Malgus: Defeated by Satele Shan, with help from Ashara Zavros and Garrick Moblivim, after he overpowers and kills Zayne Carrick and begins to overwhelm Ashara. Gives Satele's side its own major win and keeps Revan from stealing every victory (see Section XXI).

Malavai Quinn: Killed by HK-47 during Revan's assault on Kreia's command station, while trying to activate a last contingency to delay the strike team. A sudden, almost dismissive death that undercuts his stature as one of the Empire's most powerful hidden operators (see Section XXII).

Kreia / Darth Traya: Killed by Revan in the trilogy climax - saves the Force, ends the immediate threat, and lets Revan become the trilogy's final unresolved threat.

T7-O1 appears during the base attack, but whether he survives is left deliberately open.

XXVII. Characters Who Survive

Survive and Remain with Revan

Revan: Survives as the final unresolved threat.

Bastila Shan: Survives fully dark and willingly at Revan's side.

Jaesa Willsaam: Survives as part of the Power of Three.

Meetra Surik: Survives as Revan's intended replacement and the killer of Darth Nihilus.

Brianna: Survives, fully fallen, as one of the apprentices under the Power of Three.

Visas Marr: Survives, quietly fallen, as one of the apprentices under the Power of Three.

HK-47: Survives with Revan.

Canderous Ordo: Survives and remains loyal to Revan.

Akaavi Spar: Survives and remains with Canderous.

Raina Temple: Survives and is absorbed into Revan's empire.

Lord Scourge: Survives and joins Revan as a strategic choice, not necessarily out of trust.

Vector Hyllus: Survives and follows Scourge, with possible future escape potential.

Gault: Survives, remaining with Revan's side for now, but may slip away in a future trilogy once profit gives way to tyranny.

Survive with Satele's Side

Satele Shan: Survives to begin a new Jedi path.

Ashara Zavros: Survives with Satele.

Nadia Grell: Survives; kills Lieutenant Pierce aboard Malgus's ship.

Kira Carsen: Survives, fighting Imperial troopers aboard Malgus's ship.

Garrick Moblivim: Survives, helping Satele bring down Darth Malgus.

Jolee Bindo: Survives, joining Satele's new order.

Bao-Dur: Survives and leaves Meetra behind to join Satele.

Vette: Survives, carrying the grief of Risha's death.

Survive as the Smuggler Crew

Atton Rand, Mako, Mission Vao, Zaalbar, and T3-M4: Survive as the Smuggler Crew.

Survive the Mandalorian Split

Shae Vizla: Survives and becomes the new Mandalore.

Torian Cadera: Survives and stands with Shae.

Fate Unclear

T7-O1: Appears during the base attack; fate unknown.

SCORPIO: Survives, doesn't join Revan, and leaves independently after her exchange with HK-47.

XXVIII. Trilogy Ending - Victory, Survival, and Dread

The theme underneath the ending: power can defeat evil and still become evil itself. The Republic survives because Satele, the Republic survivors, and the Smuggler Crew fight back. The Force survives because Revan stops Kreia. But the future stays dangerous, because Revan survives too.

- Kreia is defeated; Darth Traya's plan - the Final Wound - fails.
- The Force survives. The Republic survives.
- Darth Malgus is defeated by Satele, Ashara, and Garrick Moblivim, at the cost of Zayne Carrick's life; Nadia Grell kills Lieutenant Pierce after he kills Emic Sandor; Meetra Surik kills Darth Nihilus; Revan kills Darth Sion by breaking his belief in his own immortality.
- Revan kills Kreia - and does not return to the light.
- Bastila remains fully dark, standing beside Revan willingly.
- Brianna and Visas Marr remain dark, serving as apprentices under the Power of Three.
- Jaesa remains at Revan's side, the Power of Three intact - though her deeper love for him over Bastila is a seed left unresolved.

- Meetra Surik remains Revan's intended successor, cementing the Power of Three's staying power.
- Revan's new empire begins, built around the Power of Three, but its full shape is not yet revealed.
- Satele begins a new Jedi path, having learned that the Order must use the Force to see truth rather than hide from it - with Ashara, Nadia Grell, Kira Carsen, Garrick Moblivim, Jolee Bindo, and Bao-Dur at her side, the last having left Meetra behind.
- Shae Vizla becomes the new Mandalore, with Torian Cadera at her side; Canderous Ordo and Akaavi Spar remain with Revan.
- The Smuggler Crew survives, having finally chosen people over profit by rescuing survivors from Revan's attack.

Revan becomes the trilogy's final, unresolved threat - undefeated, unrepentant, and ruling an empire he genuinely believes is better than what came before it.

XXIX. Final Theme

The galaxy is saved from destruction, but not from domination.

Kreia tries to destroy the Force to free the galaxy from destiny. Revan stops her - but only because he wants to control the future himself. Satele survives because she learns to see truth where the old Jedi Order was blind. Bao-Dur survives because he chooses conscience over loyalty. The Smuggler Crew survives because they finally choose people over profit. Shae Vizla survives because she recognizes that strength without honor is just servitude.

Bastila falls because fear becomes power. Brianna falls because betrayal and jealousy become violence. Meetra remains with Revan because she believes the Jedi failed and that wounds can be weaponized. Jaesa remains the dark-side catalyst who helped Revan and Bastila become what they were always afraid to admit they wanted.

The Force survives. The Republic survives. But Revan, Bastila, Jaesa, Meetra, Brianna, Visas, Canderous, Akaavi, Scourge, Raina, Vector, and a growing empire remain. The trilogy ends with Kreia defeated, but Revan ascendant.

XXX. Open Threads for Future Development

Several questions raised at the end of Trilogy One are now answered by the sequel trilogy in Trilogy Two - see the cross-references below. What's left is what the sequel hasn't resolved yet either.

Story Bridge Tracking Notes

Ashara Zavros: Exact first appearance, first meeting with Satele or the larger conflict, and path toward Movie IV remain unknown at this time.

Gault Rennow: Exact first meeting and reason for entering the wider coalition remain unknown at this time.

Revan's original crew separation: Jolee and Juhani temporarily split with Choza on Ithor, but the later separation points for Carth, Mission, Zaalbar, Canderous, and Revan's T3-M4 need future development.

Revan's Ebon Hawk: The path that places the Ebon Hawk on Nar Shaddaa with Revan's T3-M4 inside remains unresolved.

Atton and Revan's T3-M4: The later scene where Atton mistakes Revan's T3 for Meetra's destroyed T3 needs to preserve the visual distinction between the two droids.

Canderous Ordo: The full bridge between Mical's stolen-future theme and Canderous's altered Mandalore future should be reinforced later.

Mical: His movement from the Dantooine archive discovery into Satele's later Order still needs a clear bridge.

- What does Revan's empire actually become? Answered in Trilogy Two: control dressed as balance - see Section XXXI.
- What kind of Jedi Order does Satele build? Partially answered - it grows but keeps the light/dark framework that limits it, which becomes the whole reason Ashara's third path matters. See Section XXXII.
- Does Jaesa's deeper love for Revan eventually create conflict with Bastila or Meetra? Answered, and more violently than expected - see Section XXXVII.
- What roles do Visas Marr and Brianna play under Revan going forward? Answered - both eventually defect to Ashara. See Section XXXVI.
- What happens to Ashara Zavros after leaving with Satele? Answered - she becomes the trilogy's central figure. See Trilogy Two in full.
- What does the Smuggler Crew do after the trilogy? Partially answered - Atton, Mako, and T3-M4 continue with Ashara; Mission and Zaalbar's fates are addressed directly in Movie V.
- Does Scourge truly serve Revan, or is he using Revan as a weapon against a greater threat? Still open - not yet addressed in the sequel material.
- Where Gault ends up after slipping away during the Corellia chaos in Movie V. Answered in part: Vector Hyllus never gets the chance to reconnect with him - Vector dies commanding Revan's forces at Ord Mantell in Movie VI (see Section XXXVIII).
- Full mapping of which cameos land in which specific movie, beyond the act-level placement given above.
- Where Revan goes after his ship jumps to hyperspace at the end of Movie VI - left open deliberately, but worth deciding before any further story is planned.
- What becomes of Canderous's search for Akaavi and the Mandalorian survivors, and whether they ever reconcile.

TRILOGY TWO

MOVIES IV-VI

XXXI. Sequel Premise & Core Idea

Kreia is defeated. The Force survives. The Republic survives. But Revan survives too - and his new empire begins rising from the remains of Kreia's defeated Sith forces: former Imperial soldiers, Sith survivors, Mandalorians loyal to Canderous Ordo, and dark-side followers, all rallying beneath the Power of Three.

The ruling center: Revan, Bastila Shan, Jaesa Willsaam.

"One master is tyranny. Two masters is betrayal. Three masters is balance."

But the galaxy soon learns that Revan's "balance" isn't freedom. It's control.

Satele Shan's new Jedi Order grows, but it carries its own flaw forward: she believes the Jedi must use the Force to see truth rather than hide from it, but she still sees that truth in terms of light and dark. Her Order is new - but not as new as she believes.

Ashara Zavros becomes the unexpected third answer. She was once a naive Jedi, exposed to Sith ideas through Revan's mixed coalition, then returned to the Jedi path with Satele - and slowly realized that every side she'd followed claimed certainty. Her awakening changes everything. She isn't dangerous because she's more powerful than everyone else. She's dangerous because she understands what the others don't: people are more than light or dark, and one path doesn't have to define a person forever.

The Central Philosophical Conflict

Revan: Believes the galaxy can only survive through order. The Republic is weak, the Jedi are blind, the Sith are self-destructive - his empire is meant to end chaos through disciplined control. His answer: control the galaxy before chaos destroys it.

Satele Shan: Believes the Jedi must become wiser than before, and rejects the old Order's blindness - but still sees the Force as two basic paths, light and dark. She believes Ashara is dangerous because Ashara no longer fits the Jedi framework. Her answer: use the Force to see truth, but protect the light.

Ashara Zavros: Realizes truth isn't black and white - it's grey. She doesn't believe the galaxy should be ruled by Revan, and doesn't believe Satele's Order has truly escaped its old limitations. Her answer: help people see clearly enough to choose who they are, without being imprisoned by light, dark, fear, guilt, loyalty, or certainty.

XXXII. Ashara Zavros - The Third Path & Moment of Balance

Avoiding the Ahsoka Comparison

Ashara's arc is designed to avoid feeling like a copy of a certain famous Togruta heroine. Visually, her later appearance uses an alternate customization look - purple skin, maroon and white montrals and lekku - to separate her from the more familiar Togruta image.

The bigger difference is personality. In Trilogy One, Ashara still feels young, naive, assumption-prone, and almost ditz at times - willing to learn but not fully grasping the larger moral and spiritual conflicts around her. As that trilogy progresses, she matures and develops real philosophical intelligence, but doesn't yet know what to do with it.

In the sequel, her awakening frightens her. She doesn't instantly become confident or understand her own power - she worries she may be manipulating people without meaning to. Over time, she matures

into someone who finally takes control of what she wants to do: helping people realize they can be more than light or dark, and that being one thing doesn't have to define them forever.

Moment of Balance

Ashara awakens a rare Force ability called Moment of Balance. It doesn't come from raw dark-side strength, pure Jedi discipline, or ancient power alone - it comes from her lived experience across different paths.

Through physical touch, Ashara can temporarily bring another living being's emotions into balance. It doesn't permanently change the person, erase memory, force loyalty, or redeem someone by force, and it doesn't work on droids. Instead, it gives the person a brief moment of emotional clarity: rage stops controlling them, fear stops blinding them, grief stops consuming them, guilt can be faced honestly, certainty becomes less rigid, and light and dark stop pulling them apart. They become centered. Grey. Only for a moment. What they do afterward is still their own choice.

This is why the power isn't mind control. Ashara doesn't command people to change - she gives them a chance to see themselves clearly. Some return to who they were. Some reject her. Some are changed forever because they choose to accept what they saw.

Power Limits

- Does not work on droids (T3-M4, T7-O1, C2-D4).
- Requires touch, at least in the beginning.
- Does not permanently control anyone, and does not instantly redeem major dark-side characters.
- Doesn't work easily if Ashara herself is emotionally unstable.
- Against powerful Force-users, it may only create a brief opening - against Revan, it cannot defeat him outright, only force a dangerous moment of true clarity.
- Against someone who has already fully accepted what they are, with no inner conflict left to surface, it can fail completely - Jaesa Willsaam is the clearest example (see Section XXXVII).

XXXIII. Sequel Factions & New Characters

Revan's Empire (Power of Three)

Revan, Bastila Shan, Jaesa Willsaam (ruling three); Meetra Surik (military blade); Canderous Ordo and his loyal Mandalorians; Imperial and Sith survivors absorbed after Kreia's fall. Doctrine: order through control, dressed as balance.

Satele's Jedi Order & the Republic

Satele Shan, Ashara Zavros (at first), Nadia Grell, Jolee Bindo, Garrick Moblivim, Kira Carsen, Juhani, Mical, Cade Valerius (joins in Movie VI as the Order's Champion), Elara Dorne, Carth Onasi, Aric Jorgan, M1-4X.

The Mandalorian Resistance

Shae Vizla (Mandalore), Torian Cadera, Akaavi Spar (leaves Canderous after Movie IV).

Ashara's Third Path (the Ebon Hawk Crew, expanded)

Atton Rand, T3-M4, Mako - joined over Movies V–VI by Nadia Grell, Brianna, Jakarro, C2-D4, and Blizz. Mission Vao and Zaalbar are part of the crew at the start of Movie V (see Death Map). Visas Marr swears allegiance to Ashara but operates independently rather than joining the ship.

New Characters Introduced in the Sequel

Jakarro: A Wookiee smuggler met on Kashyyyk. Touched by Moment of Balance, sees that joining Atton's crew offers purpose and a way back into the smuggler life. Joins the crew.

C2-D4: Protocol droid accompanying Jakarro. Unaffected by Ashara's power (droids are immune) but joins alongside him.

Bowdaar: A Wookiee on Kashyyyk, touched by Ashara but does not join the crew - instead asks how he and fellow Wookiees can support her path from Kashyyyk itself, seeing its value for those struggling with rage, grief, and pain.

Blizz: Met on Kalee; joins the crew almost immediately thanks to his energy and humor. Mako and C2-D4 help translate for him.

Cade Valerius: A Jedi who has spent the years since Kreia's fall protecting Jedi survivors, ancient sites, and the roots of the Jedi legacy on Tython - briefly glimpsed by broken holocomm during the Movie III attack on Dantooine, unable to help in time. Joins Satele in Movie VI as the Order's Champion, giving the Jedi a real, earned win rather than another loss.

Juhani: A Jedi fighting alongside Jolee Bindo at Ord Mantell in Movie VI; killed by Lord Scourge.

Mical: A Jedi scholar who joins Satele's Order alongside Juhani, adding structure, scholarship, and firsthand experience with redemption to the council.

Xalek: A Kaleesh figure on Kalee who becomes the face of Jaesa's counter-campaign in Movie VI - reached through his pride and his desire for his people to be feared rather than pitied, he chooses Revan's empire over Ashara's path (see Section XXXVII).

XXXIV. Supporting Character Threads

These characters don't carry the trilogy's central philosophy, but each gets a real, specific arc rather than just existing to fill out a battle roster.

Raina Temple - Corellia and Defection

Raina's defection begins before Ashara ever touches her - Moment of Balance doesn't create doubt from nothing, it gives her the clarity to admit what she's already started to see. In Movie V, she first follows Meetra during the Corellia ground assault, initially reading her as terrifying but effective: disciplined, decisive, capable of winning battles the Republic can't stop.

That changes during one engagement, when Imperial soldiers become trapped in a contested area alongside Republic defenders. Raina warns that their own troops are still in the kill zone; Meetra orders the strike anyway, wiping out the Republic resistance but killing loyal Imperial soldiers with them, without mourning them, hesitating, or acknowledging them as people. Raina understands hard orders and battlefield sacrifice - but to Meetra, they were pieces spent to preserve momentum, not losses. The assault succeeds, but Raina starts questioning what Revan's empire has become.

Later, sent to Bastila's flagship to report Meetra's success, Raina is the first person Ashara encounters during the infiltration (see Movie V). Moment of Balance doesn't convert her - it gives her permission to finally admit the truth she'd already begun to see on Corellia: that Revan's empire claims to bring order, but no longer values life, not even the lives of its own loyal soldiers. Her defection is disciplined refusal, not emotional rebellion:

"I have followed hard orders before. That was not command. That was disposal."

Carth Onasi - Memory of the Old Ebon Hawk

Carth doesn't need to be central to the plot, but he carries the emotional memory of Revan, Bastila, Mission, Zaalbar, and the older Ebon Hawk legacy across the saga. In Movie III, when Satele's warning reaches the Republic, Revan's darkness disturbs him, but Bastila's fall shakes him more deeply - she was one of the people who once helped pull Revan back from the dark, and if she's fallen too, the old hope is genuinely broken.

In Movie VI, Satele sends Republic and Jedi support to aid Ashara despite the tension between her Order and Ashara's path (see Garrick Moblivim, below); Carth is among them. The support arrives too late to decide the final confrontation, but not too late for Carth to find T3-M4 near the Ebon Hawk with Mako. Recognizing him, he approaches:

"T3?"

T3 beeps in recognition. Carth looks to the Ebon Hawk: "Where are Mission and Zaalbar?" T3's beeps turn sad and broken. Mako answers for the crew - that Mission was killed aboard the ship by Visas Marr, and that Zaalbar left on Kashyyyk, unable to accept Visas being allowed to live. Carth is devastated; seeing only T3 remain from the old family makes the loss immediate. When he learns Visas was later released, his grief turns to anger:

"You let her live?"

Mako doesn't defend the choice proudly - she admits she and Atton both opposed it, that Zaalbar couldn't accept it at all, that Visas was never forgiven, only given the chance Ashara's whole philosophy insists people deserve. Carth doesn't have to accept the answer. His grief is valid. The scene reinforces that Ashara's philosophy isn't easy, clean, or universally comforting - even when change is possible, it doesn't erase what was lost.

Garrick Moblivim - Satele's Trusted Final Support

Unable to go herself after being wounded at Ord Mantell, Satele sends Garrick Moblivim with Carth Onasi and a Republic fleet to aid Ashara - trusting his discipline specifically, believing he can support her without being pulled away from the Order the way Nadia was.

The reinforcements arrive too late to decide the final duel, but in time to witness its aftermath - Garrick Moblivim reaches the battlefield as Ashara kills Jaesa. In the distance, Revan boards his personal ship. Garrick Moblivim and several Republic troopers rush to stop him, but HK-47 opens fire from the landing platform, forcing them back and buying Revan time:

"Statement: Pursuing meatbags detected. Suppression fire recommended."

HK retreats into the ship while still firing, covering his master's escape. The ship lifts off before Garrick Moblivim can reach it. Inside, Revan looks down at Bastila's lightsaber in his hand - then the ship jumps to hyperspace and disappears. Revan is stopped, but not captured. He's simply gone.

Kira Carsen - A Competent Jedi Knight in Action

Kira doesn't need a major speech or a separate philosophical subplot - her development shows through action. Within Satele's Order she's a competent Jedi Knight and field combat leader rather than a doctrine-shaping council figure, giving the Order visible battlefield strength and showing it includes Jedi who understand darkness personally and still fight with confidence and discipline.

In Movie III, she survives the separated fight aboard Malgus's ship alongside Nadia Grell. In Movie V, during the Battle of Corellia, she should be shown surviving the larger ground battle before her death - fighting effectively beside Nadia and Republic forces, holding lines and protecting others, making the Republic side feel stronger rather than helpless. When Meetra eventually kills her, the moment shouldn't make Kira look weak - it should make Meetra look terrifying. Kira has already proven her skill by then; her death lands because a capable Jedi Knight is cut down by someone even more dangerous. Her role isn't to deliver speeches. It's to look and feel like a great Jedi in action before the war takes her.

Akaavi Spar - Warrior, Guilt, and the Break from Canderous

In Movie IV, Akaavi is shown as a fierce, capable Mandalorian warrior in her own right, not just Canderous's follower - cutting through Shae's forces and proving why she's respected as one of his strongest fighters. At first she believes she's defending Mandalorian unity: Canderous is Mandalore, Shae's followers look like rebels tearing the clans apart, and the Mandalorians she kills on Shae's side register as traitors in the moment, not kin.

That certainty cracks as the war worsens. Akaavi doesn't kill Shae or Torian herself - instead she witnesses Shae's final stand and watches her die as a true Mandalore, fighting for her people rather than for power, which forces Akaavi to question everything Canderous has told himself about Shae's rebellion. After Shae's death, she watches Imperial troopers, Sith forces, and Revan's loyalists mow down Mandalorians who are already beaten, scattered, or trying to escape - the battle has become a slaughter. When she finds a small group of survivors about to be found and executed, she misdirects the Imperial soldiers instead of turning them in, telling them the area's already been searched, then helps the survivors escape once the coast is clear.

This is the moment she breaks from Canderous and Revan's cause - not because she stops being Mandalorian, but because she finally understands that staying with him means helping destroy Mandalorians in the name of Mandalore. She flees with the survivors, carrying the guilt of the Mandalorians she killed and the knowledge that Shae had been right:

"Go. I will not bury more of our people today."

Vector Hyllus - A Competent Officer, Overwhelmed at Ord Mantell

Vector's final appearance, aboard one of Revan's Sith/Imperial command ships above Ord Mantell in Movie VI, shows him as competent and genuinely dangerous rather than background dressing. While Meetra and Scourge lead the ground assault, Vector directs the orbital battle - coordinating strikes against Republic defenses, supporting the assault below, and helping burn much of the Republic fleet defending the planet. For a stretch of the battle, Revan's forces appear to be winning because his command is that effective.

The battle turns only when reinforcements arrive from Tython, made possible because Cade Valerius's earlier defense succeeded - proof that saving Tython mattered. Vector recognizes the shift before most others do; his ship keeps fighting, but fresh Republic numbers change the odds, and it's eventually destroyed above Ord Mantell. He isn't beaten by incompetence - he's overwhelmed by reinforcements. His death shows Revan's empire starting to lose capable officers and disciplined commanders, not just expendable soldiers, and makes the Republic's Ord Mantell victory feel earned: several separate acts of resistance finally connecting at once.

Gault Rennow - Humor, Survival, and an Accidental Bridge

Gault is shady, selfish, and opportunistic, but not evil. His role is to show the difference between being a selfish survivor and serving something monstrous. His exact first meeting or joining point remains unknown at this time, but his later value should come from underworld contacts, survival instincts, and his accidental role as a bridge between both sides.

Gault is planned as an underworld connector and morally flexible survivor, but his exact first meeting with the wider Revan/Satele conflict remains unknown at this time. Later ideas still point toward him becoming an accidental bridge between factions through Nico Okarr, Doctor Lokin's files, and his instinct to leak information when Revan's machine becomes too dangerous.

In Movie III, searching Sion's facility for anything valuable during Revan's assault, Gault instead stumbles onto Doctor Lokin's lab and its records of the Rakghoul experiments - including proof of what really happened to Archiban Kimble / Doc. Even he's disturbed ("I was hoping for credits. Found nightmare fuel. Bad trade.") enough to leak the files through Nico rather than report them through Revan's command structure, which is how Satele's side eventually learns the truth. By Movie V, Gault quietly slips away during the Corellia chaos - no speech, no heroic turn, just a decision that Revan's empire has finally become too dangerous even for him. Across three movies, Gault ends up an accidental bridge between both sides of the war without ever really choosing one.

XXXV. Movie IV: Ashes of Mandalore

Movie IV is not primarily Ashara's movie yet - it exists to prove how terrifying Revan's empire has become. The audience should end it thinking: how can anyone stop Revan now?

The Mandalorian Conflict

Shae Vizla, now Mandalore, unites the Mandalorian clans against Revan's empire - not for the Republic or the Jedi, but because she sees Revan's empire as a future where Mandalorians become weapons for someone else's throne. Nearly every clan joins her. Only Canderous Ordo's faction remains loyal to

Revan. Torian Cadera stands with Shae; Akaavi Spar stays with Canderous at first, still loyal to the man who gave her a clan after she lost her own.

Revan's Counterattack

Meetra Surik leads the counteroffensive. Bastila uses Battle Meditation and strategic influence to support Revan's forces - not necessarily the deadliest duelist, but a strategic weapon capable of directly swinging the outcome of galactic battles. Jaesa exposes weaknesses and hidden fractures within Shae's coalition. Canderous uses his own knowledge of Mandalorian tactics to help Revan anticipate and defeat Shae's moves.

Movie IV Climax

- The Mandalorian offensive collapses under Revan's counterattack.
- Shae Vizla dies as Mandalore.
- Torian Cadera dies beside her.
- The Mandalorian clans are nearly wiped out.
- Akaavi Spar leaves Canderous and Revan's side, unable to keep serving the empire that just destroyed her people's future - she escapes with the few surviving Mandalorians and begins helping preserve what's left of the clans.
- Canderous remains with Revan, but the victory is bitter - he helped destroy the future Shae tried to build, and lost Akaavi because of it.

Movie IV ends with Revan's empire feeling nearly unstoppable, and Ashara limited to a small, private setup beat at most - her larger story begins in Movie V.

XXXVI. Movie V: Rise of Balance

Movie V carries most of Ashara's emergence - this is where her third path becomes real, where the Ebon Hawk crew forms around her, and where she gets her first major win against Revan's path. It has two major movements: Ashara's crew forming, and the fall of Corellia.

Ashara Awakens

Ashara awakens Moment of Balance without understanding it at first - she notices people changing after she touches them or interacts with them closely: anger cooling, fear giving way to honesty, certainty briefly cracking. Frightened that she may be manipulating people without meaning to, she separates from Satele's Order to understand what's happening to her. Her purpose slowly becomes clear: not building a new Order or throne, but helping people see they can be more than what they once were.

Revan Sends Visas and Brianna

Hearing rumors about Ashara, Revan sends Visas Marr and Brianna alone - he doesn't yet understand the threat she represents, so he sends apprentices, not an army. They track the Ebon Hawk in space and board it. It isn't a negotiation. It's a hunt.

Mission Vao's death: Visas kills Mission Vao aboard the Ebon Hawk during the boarding, devastating the crew, especially Zaalbar.

Brianna's change: Elsewhere on the ship, Ashara defeats Brianna enough to touch her, triggering Moment of Balance. Brianna feels the grief and guilt of killing Risha without jealousy protecting her from the truth - she understands Risha never took Vette from her; she destroyed that friendship herself.

Zaalbar almost kills Visas: After Mission's death, Zaalbar grabs Visas in rage, about to kill her. Ashara reaches him first and touches him - the pain of Mission's death doesn't vanish, but the rage controlling him breaks long enough for him to stop. Ashara then touches Visas, who changes too, though Mission's death is neither forgiven nor undone.

Visas imprisoned aboard ship: Brianna's change is visible enough that she's accepted, if not easily. Visas is different - quiet, controlled, unreadable - so the crew doesn't trust that her change is real, and holds her securely aboard the Ebon Hawk. The story is not being gentle with her: she killed Mission, and Ashara believing she's changed doesn't erase the crew's reasons to doubt it.

Zaalbar leaves: The crew takes Zaalbar to Kashyyyk. He can't continue the fight without Mission, and can't remain aboard the same ship as Visas. Moment of Balance stopped him from killing her - it didn't heal his grief.

Kashyyyk

On Kashyyyk, the crew meets Jakarro, C2-D4, and Bowdaar. Jakarro joins after Ashara's touch shows him a path back into the smuggler life; C2-D4 comes with him, unaffected by her power since he's a droid. Bowdaar is touched but doesn't join - instead he asks how he and fellow Wookiees can support Ashara's path from home, proving again that Moment of Balance doesn't automatically create followers.

Visas Is Released

After dropping off Zaalbar, the crew has to decide what to do with Visas - they can't hold her forever, can't fully trust her, and can't ignore that Ashara's power may have truly changed her. Atton opposes releasing her more strongly than anyone else: to him, this isn't an abstract question about redemption - Mission was part of his crew, Visas killed her aboard his ship, and releasing her feels like betraying Mission's memory. Mako is cautious in a different way, worried Visas may still be loyal to Revan, lying, or capable of leading his forces back to them. Brianna quietly argues that the change may be real - she knows exactly what it felt like when Ashara's touch forced her to face her own truth, even if she can't prove Visas's sincerity.

Ashara finally tells Atton plainly that releasing Visas isn't forgiveness. It's risk. If she believes people are more than what they've done, then at some point they have to be allowed to choose differently - keeping Visas imprisoned forever would prove her whole path only applies when the risk is easy. Atton doesn't forgive Visas. He doesn't trust her. But he agrees, because he trusts Ashara. Zaalbar never accepts it - his leaving is part of the cost.

The crew releases Visas. She doesn't join the Ebon Hawk - she knows she has no place among them after what she did. Instead, she swears allegiance to Ashara and leaves in the Sith ship she and Brianna arrived in, promising to search for worlds that could support Ashara's path. The crew watches her go without knowing if they made the right call.

Kalee

Visas later contacts Ashara about Kalee, homeworld of the Kaleesh - a poor world badly hurt by the wars, and an important one for a movement meant for wounded people and wounded worlds, not just Jedi, Sith, or commanders. The message is intercepted by a Republic ship carrying Nadia Grell and Garrick Moblivim, which makes Ashara's contact with Visas Marr look like exactly the kind of thing that would confirm Satele's fears.

On Kalee, the crew meets Blizz, who joins almost immediately. The Ebon Hawk crew now stands at Ashara Zavros, Nadia Grell, Brianna, Atton Rand, T3-M4, Mako, Jakarro, C2-D4, and Blizz - full, but Jakarro and Blizz don't replace Mission and Zaalbar emotionally; those losses still matter.

Nadia and Garrick Moblivim arrive: As official representatives of Satele's Order and the Republic, not hunters. Nadia is touched and changes, realizing Ashara isn't Sith, and joins her. Some Republic soldiers stay with Ashara; some leave with Garrick Moblivim - proof the power isn't mind control, since the outcome isn't uniform. Garrick Moblivim himself is touched but resists, thanks to his discipline and conviction, and returns to warn Satele that the threat is real: Ashara didn't only change Nadia, she changed some of the Republic's own soldiers too.

Corellia

Meanwhile, Revan's empire attacks Corellia - the movie's major Republic disaster. Meetra leads the ground assault; Bastila commands the Sith fleet in space. The Republic answers with Kira Carsen, M1-4X, Elara Dorne, Aric Jorgan, and Republic forces.

Raina Temple is among the ground assault, still following Meetra at this point (see Section XXXIV for her full arc). What she sees plants the first real crack in her loyalty: Meetra ordering a strike on a contested area with Imperial soldiers still trapped inside the kill zone, wiping out the Republic defenders but killing loyal Imperial troops in the same breath, without mourning or even acknowledging them. Raina understands hard orders - this isn't that. It's the first thing that makes her start questioning what Revan's empire has become.

Ground battle: Kira Carsen fights alongside Nadia Grell and Republic forces for most of the battle, holding lines and proving herself a genuinely capable Jedi Knight before Meetra finally reaches and kills her - a death meant to make Meetra look terrifying, not Kira look weak. Mandalorian shock troopers and Sith troopers destroy M1-4X. Elara Dorne and Aric Jorgan barely escape - proof the Republic and Satele's Order can still be badly hurt.

Gault leaves: During the Corellia chaos, Gault slips away quietly - no heroic speech, no dramatic turn. He simply decides Revan's empire has become too dangerous. Whether he returns later is left open.

Boarding Bastila's ship: While the space battle rages, Ashara, Nadia, and Brianna secretly board Bastila's ship, with Brianna's inside knowledge getting them aboard. Ashara touches Ensign Raina Temple first - sent aboard to report Meetra's success - and Raina isn't converted so much as given permission to finally admit the truth she'd already begun to see on the ground: that Revan's empire no longer values life, not even its own soldiers'. She defects rather than joins Ashara, proving again that Moment of Balance doesn't automatically create followers.

The Bastila fight: Nadia fights Bastila first; Ashara joins. Brianna comes with them but can't bring herself to attack Bastila. Seeing Brianna with Ashara enrages Bastila - proof, to her, that Ashara is stealing

people from Revan's inner circle - and she nearly overwhelms Nadia and Ashara both before Ashara finally gets close enough to touch her.

Bastila's Moment of Balance: Bastila doesn't join Ashara and doesn't directly betray Revan, but she understands, for the first time, why the others left - she sees the cracks in Revan's plan and the risk that his empire becomes the very tyranny he claimed to prevent. She still loves him. Her conclusion: "I can save him." She lets Ashara, Nadia, and Brianna go.

Movie V Climax

- Corellia falls; the planet comes under Sith Empire control.
- Kira Carsen dies; M1-4X is destroyed; Elara and Aric barely escape.
- Bastila is changed by Ashara's touch but stays with Revan, believing she can save him.
- Ashara's crew achieves its second major win - not on the battlefield, but by cracking Revan's path from within.

XXXVII. Movie VI: The Last Truth

Movie VI completes the philosophical shape of the sequel trilogy: the Power of Three collapses, Bastila's Corellia arc pays off in full, and Jaesa emerges as Ashara's true final opponent, not Revan.

Cade Valerius Joins Satele

Cade Valerius has spent the years since Kreia's fall protecting Jedi survivors, ancient sites, and the roots of the Jedi legacy on Tython. Satele asks him to join the larger fight, and he agrees - giving the Jedi Order a real, earned win rather than another loss.

Meetra Attacks Tython

Shortly after Satele leaves, Meetra attacks Tython while the Hero is preparing to depart. She cuts down many Jedi before he intervenes. For the first time, Meetra doesn't have the upper hand - she begins to feel she may lose, and flees. The Hero saves Tython, then departs for Ord Mantell, where Satele's new Jedi Temple stands.

Revan Attacks Coruscant

Revan leads a major attack on Coruscant, striking at the Republic's political heart. Because he's tied up there, he sends Lord Scourge with Meetra to finish Satele's Order at Ord Mantell instead of going himself.

The Battle of Ord Mantell

Meetra and Scourge arrive with a massive Sith Imperial fleet and attack Satele's Jedi Order directly. Meetra kills several of Satele's new Padawans.

Vector Hyllus commands the orbital battle: Aboard one of Revan's Sith/Imperial command ships above the planet, Vector directs strikes against Republic defenses and helps burn much of the Republic fleet - for a stretch of the battle, competently and dangerously enough that Revan's forces appear to be winning both in orbit and on the ground. The tide only turns when reinforcements arrive from Tython,

made possible only because Cade Valerius's earlier defense succeeded. Vector recognizes the shift before most others do; his ship keeps fighting, but fresh Republic numbers change the odds, and it's eventually destroyed above Ord Mantell - not through incompetence, but through being overwhelmed (see Section XXXIV).

Satele, Cade Valerius, and Garrick Moblivim vs. Meetra: Meetra Force-lightnings Garrick Moblivim out of the fight, then cuts off Satele's left arm at the elbow before Force-pushing her aside to keep fighting the Hero. Elara Dorne and Carth Onasi pull Satele from the battlefield. Worn down and no longer at her best, Meetra loses her right hand to the Hero's blade; she stabs him in the shoulder with her remaining saber, but he pulls her fallen lightsaber to himself with the Force and, wielding both blades, kills her.

Juhani and Jolee Bindo vs. Lord Scourge: Scourge brutally kills Juhani by cutting off both her legs - but overcommits doing it. Jolee gains the upper hand, drives his lightsaber into Scourge's side, and knocks him out. Scourge is captured alive; Jolee then goes to Juhani's side in a quiet, devastating moment of mourning.

Elara, Carth, and Aric vs. Imperial troopers: Hold the wider battlefield while the two duels play out.

Ord Mantell Outcome

- Meetra Surik is dead.
- Lord Scourge is captured.
- Vector Hyllus's ship is destroyed; Revan's empire loses a capable, disciplined commander, not just soldiers.
- Satele survives, but loses her left arm.
- Juhani is dead; many Jedi Padawans are dead.
- Cade Valerius is wounded.
- Satele's Jedi Temple survives but is badly damaged - a real, costly Republic win rather than another rout, one that lands because several separate acts of resistance (Tython, Ord Mantell, the two duels) finally connect at once.

Canderous Breaks from Revan

Word of Ord Mantell, layered on top of everything since Shae's death, finally reaches Canderous. As the war has ground on and entire clans have been destroyed in Revan's name, Akaavi questioned the cost long before he did - and only now does Canderous begin to understand that Shae was never betraying Mandalore. She was trying to preserve what it meant, and he helped Revan grind that meaning into dust.

Canderous finally breaks from Revan's cause and leaves to search for Akaavi and the Mandalorian survivors. His realization comes too late to save Shae or Torian, but not too late to seek some form of amends:

"Shae was right. I wore the title, but she carried its meaning. I thought I was preserving Mandalore. I was preserving my pride. She united the clans when I divided them. She could have led our people to greatness, and I helped Revan lead them to destruction."

This doesn't fully redeem Canderous - it makes him aware of the damage he helped cause.

Bastila's Death

Above Coruscant, Bastila's ship returns from Corellia to report the planet's fall to Revan and Jaesa - but she doesn't mention Ashara boarding her ship, Nadia and Brianna being there, Raina's defection, Ashara's touch, or her new resolve to save Revan from what he's becoming.

Jaesa senses the lie and pushes into Bastila's mind despite Bastila telling her to stop. She sees Bastila's real intention: to save Revan and change his mind. Furious, Jaesa accuses her of wanting to ruin "the perfect thing they have." Bastila answers that it was never perfect - that Revan is becoming the very thing he once hated, and their empire was meant to end the cycle, not build another throne out of fear. Jaesa calls it weakness and betrayal.

Bastila makes one final appeal to Revan directly: Ashara didn't turn her, only gave her one moment without fear - and in that moment she saw what they'd become. She still loves him. She hasn't betrayed him. But if he keeps going, there will be nothing left of the man she loved. For a moment, Revan hesitates, and Jaesa realizes Bastila might actually reach him.

So Jaesa kills her.

The Power of Three is now fully broken: Brianna and Visas have already turned, Meetra is dead, Scourge is captured, Raina has defected, Gault is gone, and there's no one left to take Bastila's place. Revan is devastated - for a moment it looks like he might kill Jaesa himself - but his grief twists into denial instead. Jaesa tells him Bastila was compromised, that Ashara poisoned her thoughts, that she would have destroyed everything they built. Revan chooses denial because accepting the truth means admitting Bastila died trying to save him. From this point on, he no longer truly cares about the Power of Three - only darkness, grief, rage, and control remain, and his bond with Jaesa grows darker and more unstable.

Why Bastila and Jaesa Are Different Kinds of Weapon

Bastila is a strategic weapon - her Battle Meditation can directly affect the outcome of galactic wars, strengthening fleets and breaking enemy morale from a distance. Jaesa is a close-range personal weapon - more likely to win a standard duel through aggression and unbridled fury, and able to break people through truth, shame, and darkness rather than tactics. That's why Revan sends Bastila or Meetra on major operations but keeps Jaesa close: she's too personal, too volatile, and too dangerous to use as a fleet commander. She's his soul-breaker, not his general.

Jaesa Undoes Ashara's Progress on Kalee

Rather than introducing too many new worlds in Movie VI, Kalee gives the clearest emotional example of Jaesa's counter-campaign, precisely because it was already one of Ashara's early victories. Kalee represents exactly the kind of world Ashara is trying to help - poor, wounded by war, angry, overlooked, and vulnerable to promises of strength and protection. Ashara reached the Kaleesh by offering them clarity: that they were more than their suffering, more than their anger, more than what the galaxy had done to them.

Jaesa attacks that clarity directly. When Revan and Jaesa arrive, Revan offers what Ashara can't easily provide - military protection, food, weapons, recognition, a place in a powerful empire. Jaesa then uses her gift to expose the pain beneath Kalee's wounded pride: shame, resentment, and the fear that Ashara's path may leave them vulnerable again. She doesn't need to lie. She simply tells the Kaleesh that Ashara gave them peace, but not strength, while Revan can give them survival, power, and revenge against a galaxy that forgot them.

Xalek becomes the face of this fracture - Jaesa reaches him by speaking to his pride, his anger, and his desire for his people to be feared rather than pitied. He and other Kaleesh choose to join Revan's armies and fleets. Not all of Kalee turns - some remain loyal to Ashara's path, some join Revan, some simply choose whichever side they believe will protect them. It's a painful demonstration of what Jaesa can do: Ashara's clarity helps people see they have a choice, but Jaesa can twist that same truth, pain, and shame until people choose fear and strength instead.

Ashara Reaches Revan

After Bastila's death and the Power of Three's collapse, Ashara finally confronts Revan directly - not by overpowering him, since he remains stronger in raw Force power, combat experience, and command presence, but by touching him and giving him a Moment of Balance. For one moment, his rage quiets, his grief stops protecting him, and his denial breaks. He sees Bastila clearly: not a traitor, not weakness, not someone corrupted by Ashara, but a woman who died trying to save him - killed by Jaesa because she threatened the darkness Jaesa loved. He sees that the Power of Three failed because he replaced trust with control, and he sees the full cost of his empire: Shae dead, Torian dead, the Mandalorians broken, Kira dead, Corellia conquered, Tython attacked, Satele maimed, Meetra dead, Scourge captured, Bastila murdered.

This doesn't instantly redeem Revan. But it stops him - he can no longer continue with the same certainty.

Revan's Fate - Stopped, Not Redeemed

Jaesa refuses to stop. She rejects Ashara's clarity and continues the fight, becoming Ashara's final true opponent (see below). Only after Jaesa is defeated does Revan fully understand what remains: Bastila is dead, Meetra is dead, Brianna and Visas have left him, Scourge is captured, Canderous has abandoned his cause to search for Akaavi and the Mandalorian survivors, and Jaesa - the last voice protecting his darkness - has fallen. The Power of Three is gone.

Ashara's Moment of Balance has stopped Revan, but it hasn't redeemed him. He doesn't surrender. He doesn't ask forgiveness. He doesn't return to the light in any clean way. Instead, he boards his personal ship. HK-47 goes with him, still loyal to his master - HK doesn't understand redemption, grief, or moral collapse, only that Revan is leaving, and he follows. As late Republic and Jedi reinforcements led by Garrick Moblivim and Carth Onasi reach the battlefield, HK opens fire from the landing platform to buy his master time, and the ship lifts off before anyone can reach it (see Section XXXIV for the full scene).

Before the ship departs, Revan looks down at Bastila Shan's lightsaber in his hand. For a moment he says nothing - it's the last symbol of what he lost, what he destroyed, and what he finally understood too late. Then his ship jumps to hyperspace and disappears.

He is stopped because he no longer has the certainty to continue. He is not redeemed because he doesn't stay to answer for what he's done.

The Final Confrontation - Ashara vs. Jaesa

Jaesa senses the change in Revan before he says anything - her gift lets her read the fracture inside him, and she feels Ashara's influence in his silence. To Jaesa, Ashara hasn't saved Revan. She's ruined the version of him that Jaesa loved.

"YOU RUINED HIM!"

Then she attacks. The duel begins with Jaesa fully in control - faster, more aggressive, more dangerous than Ashara in raw combat. Ashara is forced onto the defensive, and for a stretch of the fight it genuinely looks like she might lose.

At one desperate moment, Ashara reaches Jaesa and tries to use Moment of Balance. It fails. Jaesa doesn't collapse, doesn't hesitate, doesn't change - she smiles, terrifying and certain, and delivers her final line:

"Your little power doesn't work on me, Ashara. The dark side is my clarity."

From that point the fight stops being a debate. Jaesa has already chosen exactly what she is, and she fights with total certainty - rage over Revan's collapse and hatred for the clarity Ashara gave him. Ashara doesn't win because she's stronger in the Force or better with a blade; Jaesa is stronger in raw dark-side fury, the more aggressive duelist, the better killer. Ashara wins because she survives Jaesa's fury long enough to understand it - through wisdom, patience, and centered clarity rather than superior raw power.

Jaesa's rage gives her strength, but it also makes her reckless: sensing that Revan's certainty has broken, she loses the last of her control and attacks harder, but less wisely. Ashara stops trying to overpower her. She stops trying to save her. She finally understands that compassion doesn't mean refusing to stop someone who refuses to stop - that balance isn't weakness, and mercy doesn't require surrendering the innocent to someone else's darkness. She becomes still, centered, patient. When Jaesa overextends, Ashara gets the opening she needs, and kills her.

The victory isn't joyful. Ashara doesn't celebrate. Jaesa dies still believing the dark side was her clarity, and Ashara is left with the painful truth that some people can see clearly and still choose darkness. Her victory doesn't prove darkness is unreal - it proves darkness isn't the whole truth. People can be more than their darkest moment, but some people will still choose not to become more.

XXXVIII. Sequel Death Map

Movie IV

Shae Vizla: Dies as Mandalore during Revan's counteroffensive - her death ends the Mandalorian resistance and drives Akaavi's break from Canderous.

Torian Cadera: Dies beside Shae, having chosen her vision of Mandalorian honor over Canderous's loyalty to Revan.

Movie V

Mission Vao: Killed by Visas Marr aboard the Ebon Hawk - establishes Visas as a real threat before her own turn, and drives Zaalbar's departure from the crew.

Kira Carsen: Killed by Meetra Surik during the Corellia ground battle, after fighting effectively alongside Nadia Grell for most of the engagement - her death lands because a proven, capable Jedi Knight is cut down by someone even more dangerous, not because she was ever weak.

M1-4X: Destroyed by Mandalorian and Sith troopers at Corellia.

Movie VI

Meetra Surik: Killed by Cade Valerius at Ord Mantell, after being worn down across the battle and losing her right hand - closing out the character who spent Trilogy One as Revan's intended successor.

Juhani: Killed by Lord Scourge at Ord Mantell after he cuts off both her legs; he's captured moments later for overcommitting to the kill.

Vector Hyllus: His command ship is destroyed above Ord Mantell once Tython's reinforcements arrive and turn the battle - overwhelmed by numbers, not incompetence, and a sign Revan's empire is starting to lose capable officers, not just soldiers (see Section XXXIV).

Bastila Shan: Killed by Jaesa Willsaam above Coruscant, for trying to save Revan after Ashara's touch gave her the clarity to see what his empire had become - completing the arc Corellia began.

Jaesa Willsaam: Killed by Ashara Zavros in their final confrontation, after Moment of Balance fails against her completely. Dies still believing the dark side was her clarity - proof that some people can see clearly and still choose darkness.

Fate left open: where Gault ends up after slipping away at Corellia; where Revan goes after his ship jumps to hyperspace.

XXXIX. Sequel Characters Who Survive / Status

Revan

Revan: Survives, stopped but not redeemed. After Jaesa's death, he boards his personal ship with HK-47, looks once at Bastila's lightsaber, and jumps to hyperspace - disappearing rather than answering for what he's done.

With Revan's Empire (What's Left of It)

HK-47: Survives, following Revan into hyperspace out of loyalty rather than understanding.

Lord Scourge: Captured alive at Ord Mantell rather than killed.

Xalek: Survives, having chosen Revan's empire over Ashara's path after Jaesa's campaign on Kalee.

Breaks from Revan

Canderous Ordo: Survives, finally breaking from Revan's cause after Ord Mantell to search for Akaavi and the Mandalorian survivors - his realization comes too late to save Shae or Torian, but not too late to seek amends.

With Ashara

Ashara Zavros: Survives as the trilogy's central figure and the architect of the third path, having killed Jaesa in their final confrontation.

Nadia Grell, Brianna, Visas Marr: Survive, all having defected from their prior loyalties to follow Ashara's path in different ways - Nadia and Brianna aboard the Ebon Hawk, Visas operating independently.

Atton Rand, Mako, T3-M4: Survive as the core of the Ebon Hawk crew.

Jakarro, C2-D4, Blizz: Survive, having joined the crew across Kashyyyk and Kalee.

Bowdaar: Survives on Kashyyyk, supporting Ashara's path without joining the crew.

Ensign Raina Temple: Survives, having defected from Revan's empire after witnessing Meetra's ruthlessness on Corellia and being given the clarity to admit it by Ashara's touch.

With Satele

Satele Shan: Survives Ord Mantell, but loses her left arm.

Garrick Moblivim: Survives, wounded, having resisted Ashara's touch out of conviction and led the late Republic and Jedi support to Ashara's final battle.

Cade Valerius: Survives, wounded, having killed Meetra Surik, saved Tython, and become the Order's Champion.

Jolee Bindo: Survives Ord Mantell, mourning Juhani.

Mical: Survives, having joined Satele's council alongside Juhani.

Elara Dorne, Aric Jorgan: Survive Corellia and Ord Mantell.

Carth Onasi: Survives, carrying the emotional memory of the old Ebon Hawk family across the saga - reaches Ashara's final battle too late to affect its outcome, but in time to learn what happened to Mission and Zaalbar, and to react with real grief and anger at Visas Marr's release (see Section XXXIV).

Elsewhere

Akaavi Spar: Survives, having left Canderous after Movie IV to help preserve the surviving Mandalorian clans - her break driven specifically by witnessing Shae's death and Revan's forces slaughtering beaten Mandalorian survivors (see Section XXXIV).

Gault: Survives, having slipped away during the Corellia chaos; whereabouts unresolved.

Dead

Shae Vizla, Torian Cadera, Mission Vao, Kira Carsen, M1-4X (destroyed), Meetra Surik, Juhani, Vector Hyllus, Bastila Shan, and Jaesa Willsaam.

XL. Sequel Final Theme - Can the Galaxy Be Saved From Certainty?

Trilogy One asked whether the galaxy could be saved from destruction. Trilogy Two asks whether it can be saved from certainty.

Revan is certain that order is the answer. Satele is certain that the light must guide truth. Jaesa is certain that people's darkest truth defines them. Ashara becomes dangerous because she rejects that certainty - she believes people are more than one thing: more than Jedi, more than Sith, more than Republic, more than Empire, more than one mistake, more than one loyalty, more than light, more than dark.

Her power doesn't make everyone good. It gives people one moment to choose without being ruled by fear, guilt, rage, grief, doctrine, or loyalty. That's why Revan fears her, why Satele misunderstands her, and why Jaesa - the one person whose whole power is built on the opposite belief - has to confront her directly and die still believing her own certainty. Canderous survives long enough to learn the same lesson too late: that the title he wore never carried the meaning Shae actually gave the Mandalorians.

CHARACTER GUIDE

XLI. Character Guide - Era Key

KOTOR I / Revan Era

Characters whose original story begins in the Knights of the Old Republic / Revan era.

KOTOR II / Exile Era

Characters whose original story begins in the Knights of the Old Republic II / Exile era.

SWTOR Era / Main Saga

Characters whose original story begins in the Old Republic / SWTOR era or who function primarily in the main altered-timeline saga.

XLII. Major Saga Characters

Jedi Knight Revan

KOTOR I / Revan Era

Jedi Knight Revan represents the version of Revan still trying to act as a defender of the galaxy rather than its ruler. He is brilliant, decisive, and deeply shaped by the Mandalorian Wars, but in this form his strength is still directed toward protection, redemption, and the belief that the galaxy can be saved without being conquered. His light-side identity is not soft or naive; it is the version of Revan that still believes power must serve a larger good.



In Eclipse of the Force: Jedi Knight Revan enters the saga through the Rakatan Wound with his original crew, still carrying the weight of everything he has survived. At first, he works beside the Republic and Jedi against the greater threat, but the merged timelines, Kreia's hidden war, and Jaesa Willsaam's influence slowly expose the danger beneath his heroism. This entry represents Revan before his final descent, when he still believes he is saving the galaxy rather than preparing to rule it.

Darth Revan

KOTOR I / Revan Era / Main Saga

Darth Revan is the same brilliance, willpower, and strategic genius turned toward control. The mask, black armor, red blade, and shadowed presence show a Revan who no longer asks whether the galaxy should be ruled, only who is strong enough to rule it correctly. He is not a mindless Sith or a simple villain. He is a fallen hero who believes order, not freedom, is the only way to prevent endless war.



In Eclipse of the Force: Darth Revan is the final result of Revan's gradual fall in Eclipse of the Force. Influenced by Jaesa, reinforced by Bastila's own fear and possessiveness, and hardened by the Republic's failures, he builds a new Sith ideology around the Power of Three. With Bastila and Jaesa beside him, he becomes the center of a new empire that rejects both the weak Republic and the self-destructive old Sith. By the end of the saga, Revan is stopped, but not redeemed.

Bastila Shan

KOTOR I / Revan Era

Bastila Shan is a gifted Jedi known for Battle Meditation, a rare Force ability that can influence the morale, coordination, and effectiveness of entire armies and fleets. She played a major role in Revan's redemption after his fall to the dark side, becoming one of the people most closely tied to his second chance. Bastila represents discipline, duty, compassion, and the belief that even someone who has fallen can still return - her strength lies not only in her power, but in her ability to believe redemption is possible when others would give up.

In Eclipse of the Force: Bastila begins as Revan's emotional anchor, but her love for him becomes tangled with jealousy, fear, and insecurity as Jaesa gains influence over him. Her fall is not sudden or simple - it grows from her fear of losing Revan, her discomfort with Jaesa, and her desire to remain close to him even as he changes. When she kills Darth Malak before he can reveal Kreia's secrets, the act becomes both her fall and the moment Revan loses the one early chance to learn the truth. Her later attempt to save Revan becomes the final threat Jaesa cannot allow to survive.

Bastila Shan (Light-Side)

KOTOR I / Revan Era

This version represents Bastila before her full fall, during the earlier phase of the saga when she is still outwardly a Jedi. Her gold-and-tan outfit, yellow lightsaber, and composed posture reflect discipline, nobility, and the strong sense of duty that first define her. Even here, she is not passive or gentle; she is powerful, confident, and emotionally bound to Revan in ways that later make her vulnerable to fear and corruption.



In Eclipse of the Force: Role in Eclipse of the Force to be developed.

Bastila Shan (Dark-Side)

KOTOR I / Revan Era

This version represents Bastila after her descent. The black clothing, red lightsaber, and sharpened expression show how love, jealousy, fear, and her need to keep Revan close have reshaped her. She does not become wild or mindless in darkness. Instead, she becomes colder, more possessive, and more willing to justify ruthless actions if they protect Revan, preserve their bond, or strengthen the power structure built around him.



In Eclipse of the Force: Role in Eclipse of the Force to be developed.

Jaesa Willsaam

SWTOR era / main saga

Jaesa Willsaam was once a Jedi Padawan with a rare and dangerous gift: she can see a person's true nature, sensing hidden motives, desires, fears, darkness, loyalty, and weakness beneath what people say. Her faith in the Jedi collapses after Valen Casmoden kills her parents and defeats her Jedi Master, proving to her that the light does not always protect the innocent or overcome darkness. She doesn't fall because she's foolish or randomly cruel - she falls because darkness begins to feel honest to her, while Jedi teachings feel incomplete or false.



In Eclipse of the Force: Jaesa becomes one of the most dangerous people in the saga because her power gives her access to people's hidden truths. Revan keeps her close because her ability is useful in war, negotiation, and leadership, but that also lets her become the filter through which others reach him. She doesn't need to command fleets or overpower everyone in combat - she manipulates by taking real fear, doubt, ambition, or pain and interpreting it in the darkest possible way. She loves what Revan becomes and sees his fall as an awakening, making her the emotional architect of his descent and the final counter to Ashara's clarity.

Satele Shan

SWTOR era / main saga

Satele Shan is one of the great Jedi leaders of the Old Republic era, known as both a warrior and a spiritual leader. Tied to the Shan legacy, she carries the burden of leading the Jedi during a time when the Republic and Sith Empire are locked in a brutal struggle. Satele is not a passive temple figure - she has fought Sith directly, led Jedi in wartime, and understands the Jedi cannot survive by hiding behind tradition alone. Her strength comes from discipline, courage, wisdom, and her willingness to face hard truths even when they damage the institutions she serves.



In Eclipse of the Force: Satele becomes one of the first major characters to recognize that Revan is not simply becoming harsher or more pragmatic - he's becoming someone who wants to rule. After witnessing Bastila's fall, Jaesa's manipulation, and Revan's Power of Three, she leaves with Ashara, Vette, and Bao-Dur. She begins building a new Jedi movement that learns from the old Order's failures, guided by the belief that the Jedi should use the Force to see truth, not hide from it.

Ashara Zavros

SWTOR era / main saga

Ashara Zavros is planned as a major figure in the larger saga, especially from Movie IV onward, but her exact first appearance and introduction point remain unknown at this time. She should enter the story intentionally, not as a background member of Satele's early prequel group. Once introduced, she becomes thoughtful, conflicted, and naturally drawn to questions many Jedi avoid.



In Eclipse of the Force: Ashara grows into the saga's answer to Jaesa. Where Jaesa sees darkness and treats it as the truest thing about a person, Ashara's Moment of Balance lets people see themselves with temporary clarity. Her gift doesn't control anyone, redeem anyone automatically, or force anyone to choose good - it simply cuts through manipulation and self-deception long enough for a person to choose honestly. Ashara's final victory isn't about being stronger than Jaesa. It's about proving that darkness may be real, but it isn't the whole truth.

Kreia

KOTOR II / Exile Era

Kreia is a former Jedi Master whose public identity is built around wisdom, patience, and controlled mystery. In this saga, her Jedi Master persona is intentionally less openly harsh than her KOTOR II persona. She is still manipulative and dangerous beneath the surface, but she presents herself with enough warmth, calm, and teacherly confidence to be believed by younger Jedi and Republic leaders.



In Eclipse of the Force: Kreia publicly appears as a wise Jedi Master who guides others while hiding the full depth of her philosophy. This softer outer mask is part of what makes her effective. She can pass as a mentor, adviser, and spiritual authority while quietly preparing the path that will later lead to Darth Traya and the Final Wound.

Darth Traya

KOTOR II / Exile Era

Darth Traya is Kreia's hidden Sith identity: colder, darker, and more openly committed to destroying the Force itself. As Traya, she is no longer simply the teacher who questions the Jedi and Sith. She becomes the architect of a war designed to turn suffering, hunger, pain, and death into the Final Wound.



In Eclipse of the Force: Darth Traya is the secret master behind the first trilogy's hidden Sith Empire. Publicly, the galaxy sees Kreia as a Jedi Grand Master. Secretly, Darth Traya manipulates Malgus, Malak, Nihilus, Sion, and others into feeding the conditions needed to collapse the Force. Her dual identity remains one of the central mysteries of Trilogies One.

Meetra Surik

KOTOR II / Exile Era

Meetra Surik, also known as the Jedi Exile, was a Jedi who followed Revan into the Mandalorian Wars. She became a general and was present at Malachor V, where the Mass Shadow Generator caused catastrophic destruction and left a wound in the Force. After the war, Meetra was exiled from the Jedi Order and became tied to themes of trauma, guilt, survival, and what it means to live after being spiritually broken - her story is deeply connected to Force wounds and to the cost of following leaders into wars that change everyone involved.

In Eclipse of the Force: Meetra follows a darker path here. She remains with Revan instead of becoming his moral counterweight. Revan sees her differently from the others because she understands war, exile, betrayal, wounds in the Force, and survival after being broken. He views her as the one person who could replace him if necessary within his new Sith structure - making her more than a follower. She becomes Revan's intended successor and one of the most dangerous figures in his dark coalition.

Meetra Surik (Prequel / Crash-Era)

KOTOR II / Exile Era

This version represents Meetra during the prequel trilogy, especially around the Ebon Hawk crash and her first arrival in the altered era. She has already fallen far from the Jedi path and carries a red lightsaber, yet she still looks like a hardened exile and war leader more than a fully transformed dark-side zealot. The lighter outer robes preserve a visible connection to the person she used to be, even as her choices have turned her toward something far darker.



In Eclipse of the Force: Role in Eclipse of the Force to be developed.

Meetra Surik (Sequel-Era)

KOTOR II / Exile Era

This version represents Meetra later in the saga, after her darker path has deepened and hardened her. Her appearance is more severe, more visibly corrupted, and more clearly shaped by prolonged exposure to war, wounds in the Force, and dark-side power. By this stage, she feels less like a fallen Jedi still carrying traces of the past and more like a battle-forged enforcer whose identity has been consumed by survival, domination, and violence.



In Eclipse of the Force: Role in Eclipse of the Force to be developed.

Valen Casmoden / Emperor's Wrath

SWTOR era / main saga

Valen Casmoden is the Sith Warrior protagonist of the Old Republic era and carries the title Emperor's Wrath. He is a powerful Sith enforcer feared as the personal weapon of the Sith Emperor. His strength, brutality, and victories make him seem nearly unstoppable, but his importance to the saga goes beyond raw power because he stands at the center of Jaesa and Vette's emotional world and becomes the spark for the timeline-breaking disaster.



In Eclipse of the Force: Valen Casmoden is the one who activates the ancient Rakatan device that creates the first artificial Force wound. He believes he is unlocking power, but instead tears reality badly enough to drag people, ships, and consequences from other eras into the Old Republic timeline. Revan kills him near the beginning of Movie III, and that death becomes a turning point that drives Jaesa's obsession, Vette's grief, and the saga's larger shift from the Wrath's danger to Revan's.

Vette

SWTOR era / main saga

Vette is a Twi'lek survivor, thief, and former slave whose humor hides a sharp sense of danger and pain. She often uses sarcasm and quick wit to survive situations where she has little control, but beneath that humor is someone who understands cruelty, captivity, and the cost of trusting dangerous people. Her connection to Valen Casmoden is complicated because he truly loves her, and she loves or cares for him in return, even though she can see how dangerous his path is.



In Eclipse of the Force: Vette becomes one of the emotional witnesses to repeated Sith self-destruction. She's with Valen Casmoden when the Rakatan device begins behaving strangely, and she's one of the first to worry they're dealing with something they don't understand. After Revan kills Valen Casmoden, Vette is heartbroken, but she doesn't respond like Jaesa - she sees his death as proof that the Sith path eventually destroys the people caught inside it. That's why, when Revan begins walking the same road, Vette recognizes the pattern and later leaves with Satele.

Darth Malak

KOTOR I / Revan Era

Darth Malak was once Revan's apprentice and closest Sith ally before becoming his betrayer. In the old Sith pattern, Malak represents ambition, brutality, and the apprentice's desire to overthrow the master - less subtle than Revan but more openly destructive, a Sith Lord who believes power should be taken and enemies crushed. His history with Revan makes him more than just another Sith enemy. He's a reminder of what Revan once became and what Sith power often turns into.



In Eclipse of the Force: Malak's return through the Rakatan Wound proves the fracture brought enemies as well as heroes into the altered timeline. He also becomes one of the keys to Kreia's secrecy - Malak knows the truth about Kreia's dual identity, but when Revan captures him alive, Bastila kills him before he can reveal it. His death completes Bastila's fall and prevents Revan from learning the truth early, letting Kreia's larger plan continue hidden (see Section XI and Section XIX).

Darth Nihilus

KOTOR II / Exile Era

Darth Nihilus is one of the most horrifying Sith Lords in the Old Republic era - less a normal person than a living wound in the Force, consumed by hunger and capable of draining life on a massive scale. Nihilus represents what happens when emptiness becomes predatory: proof that wounds in the Force don't simply damage individuals, they can become hunger, spreading devastation wherever they go.



In Eclipse of the Force: Nihilus passes through the Rakatan Wound aboard the Ravager and appears deep in the Unknown Regions. His arrival is treated as cosmic horror rather than a normal military movement. Kreia later uses him as part of the Final Wound, where he serves as the hunger anchor. Meetra Surik is the right person to confront him because her own history is tied to Force wounds and survival after spiritual devastation - his defeat helps break one of the pillars of Kreia's plan.

Darth Sion

KOTOR II / Exile Era

Darth Sion is a Sith Lord who survives through pain. His body is shattered beyond what should be survivable, but he holds himself together through hatred, agony, and dark-side will. To Sion, pain isn't merely something to endure - it's proof that he still exists. His refusal to die makes him terrifying, but also tragic, because his strength depends on never letting go of suffering.



In Eclipse of the Force: Sion arrives through the Rakatan Wound aboard the damaged Harbinger, which crashes into the Rakghoul-infested undercity of Taris. There he encounters Doctor Lokin, whose experiments with mutation, plague, and survival fascinate him. Sion becomes the pain anchor for Kreia's Final Wound. Revan eventually defeats him not by overpowering his body, but by breaking his belief in his own immortality - Sion's fall removes one of the key supports of Kreia's plan.

Darth Malgus

SWTOR era / main saga

Darth Malgus is a Sith warrior and conqueror known for raw power, military strength, and his belief that war reveals truth. Unlike Kreia, Malgus is not hidden or subtle - he's the visible face of Sith aggression, a battlefield commander who believes the galaxy is remade through strength, conquest, and destruction. His presence gives the Sith threat a public identity that soldiers, Jedi, and Republic leaders can understand and fear.



In Eclipse of the Force: Malgus is the enemy the Republic believes it's fighting. This lets Kreia remain hidden while Malgus provides the war machine needed to feed the Final Wound - he becomes its war anchor, driving fleets, armies, invasions, and fear across the galaxy. His defeat by Satele, Ashara, and Garrick Moblivim matters because it proves Revan isn't the only person capable of defeating major Sith threats. It gives Satele's side a major victory of its own (see Section XXI).

Lord Scourge

SWTOR era / main saga

Lord Scourge is a long-lived Sith warrior and former Emperor's executioner who has killed both Jedi and Sith across centuries of service. Unlike many Sith, Scourge is patient, observant, and capable of thinking beyond immediate ambition. He understands that Sith empires often destroy themselves from within, and his long life gives him a colder, wider view of power than most dark-side warriors.

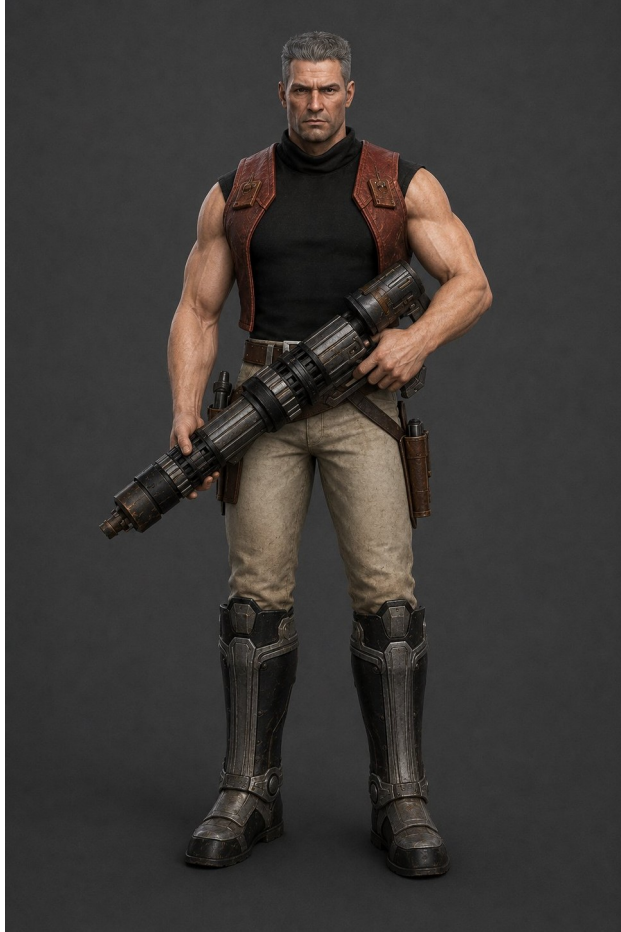


In Eclipse of the Force: Scourge becomes one of the first Sith figures to realize Kreia's hidden empire isn't simply fighting a war of conquest - he discovers that Darth Traya intends to collapse the Force itself. He eventually defects to Revan, not because he becomes good, but because he believes Revan is the only weapon strong enough to stop Kreia. His warning helps Revan defeat the Final Wound, but it also strengthens Revan's rise as the next great threat.

Canderous Ordo / Mandalore

SWTOR era / main saga

Canderous Ordo is a Mandalorian warrior from Revan's era, defined by love of battle, respect for strength, and loyalty to those who prove themselves. He fought in the Mandalorian Wars and later traveled with Revan, becoming one of the most iconic Mandalorian figures of the Old Republic era. In another timeline, a version of Canderous becomes Mandalore and reunites the clans, turning personal warrior pride into a larger Mandalorian destiny.



In Eclipse of the Force: Revan's Canderous learns that another version of himself became Mandalore and united the clans, and that knowledge awakens a new purpose in him. He begins seeking out Mandalorians like Shae Vizla and Akaavi Spar, trying to fulfill the destiny his other self already lived. This makes his later arc more tragic - he wants to preserve Mandalorian strength, but his loyalty to Revan blinds him until Shae proves that carrying the meaning of Mandalore matters more than wearing the title (see Sections XIV, XXXIV, and XXIX).

Canderous Ordo (Becoming Mandalore)

SWTOR era / main saga

Canderous Ordo begins as a Mandalorian warrior from Revan's era, but Old Republic history also remembers another version of him as Mandalore, the leader who reunites the clans in Meetra Surik's time. This entry represents the difficult middle stage between those identities: Revan's Canderous learning that history says he is supposed to become something greater than a mercenary, soldier, or survivor.



In Eclipse of the Force: After learning that another version of himself became Mandalore and reunited the clans, Revan's Canderous begins trying to grow into that legacy. This stage is not his final form yet. He is still driven by the old Canderous instincts - strength, pride, and battlefield certainty - but now those instincts are being redirected toward leadership. That makes this version important because it shows the exact transition where destiny begins pulling him upward even as tragedy and pride later twist that path.

XLIII. Supporting Allies & Crew Members

Carth Onasi

KOTOR I / Revan era

Carth Onasi is a Republic soldier and pilot known for loyalty, caution, and deep emotional scars from war and betrayal. He's a good man, but not a naive one - Carth has seen the Republic hurt by Sith treachery, military failures, and personal loss, which makes him slow to trust but deeply loyal once that trust is earned. His connection to Revan, Bastila, Mission, Zaalbar, and the Ebon Hawk ties him strongly to the emotional legacy of the original crew.



In Eclipse of the Force: Carth serves as a surviving witness to the old Revan and the old Ebon Hawk family. He isn't the central hero, but his reactions matter because he remembers what Revan and Bastila once were. Bastila's fall wounds him deeply, and Mission's later death aboard the Ebon Hawk gives him a painful connection to Ashara's difficult philosophy of mercy and second chances. Carth's role is to carry memory, grief, and the Republic's older loyalty into a galaxy that has changed around him (see Section XXXIV).

Carth Onasi (Republic Soldier)

SWTOR era / main saga

Carth Onasi is a Republic soldier and pilot from Revan's original era, shaped by the Jedi Civil War, betrayal, and his loyalty to the Republic. This later version follows the prequel-era events, after Carth understands that the galaxy has changed but the Republic still needs experienced officers who remember what Revan and the Sith once were.



In Eclipse of the Force: After surviving the timeline fracture and witnessing how badly the galaxy can be twisted by war, Carth returns to the Republic because memory alone is no longer enough. He becomes a living bridge between eras: someone who remembers Revan before the fall, understands what the Sith can do when left unchecked, and still believes the Republic is worth fighting for despite all its failures. This Republic soldier version represents Carth choosing duty again - not because the past stopped hurting, but because the future still needs defending.

Mission Vao

KOTOR I / Revan era

Mission Vao is a young Twi'lek street survivor from Taris who became part of Revan's original Ebon Hawk crew. Despite a hard life, Mission is known for optimism, courage, loyalty, and a stubborn belief that people can still do the right thing. Her closest bond is with Zaalbar, the Wookiee who protects her like family. She isn't a Jedi, soldier, or galactic leader, but represents the ordinary people caught in wars created by far more powerful figures.



In Eclipse of the Force: Mission becomes part of the later Ebon Hawk crew and helps give it emotional warmth. Her death at Visas Marr's hands in the sequel trilogy isn't just a plot shock - it wounds the entire crew and forces Ashara's philosophy to face one of its hardest tests. If people are more than what they've done, does that still apply when the person killed someone beloved? Mission's death makes Ashara's path painful instead of easy.

Zaalbar

KOTOR I / Revan era

Zaalbar is a Wookiee warrior from Kashyyyk and Mission Vao's closest companion. Loyal, strong, and protective, he's defined by honor and deep personal bonds rather than politics or ideology. His life before the saga is shaped by exile, family conflict, and his bond with Mission, who becomes more than a friend to him - the kind of character whose silence can carry as much emotion as another person's speech.



In Eclipse of the Force: Zaalbar's role is centered on loyalty, grief, and restraint. When Mission is killed by Visas, he nearly kills Visas in revenge, and only Ashara's Moment of Balance stops him from being consumed by rage. He doesn't simply forgive or accept what happened - his later departure to Kashyyyk shows that Ashara's power doesn't erase grief. Zaalbar becomes proof that clarity can stop someone from destroying themselves, but it can't remove loss.

HK-47

KOTOR I / Revan era

HK-47 is Revan's assassin droid, infamous for his murderous efficiency, dry humor, and habit of referring to organic beings as "meatbags." He isn't loyal to ideals, governments, or moral causes - he's loyal to Revan. His personality is brutal, funny, and disturbingly direct, making him both comic relief and a reminder of the violence Revan has always carried near him.

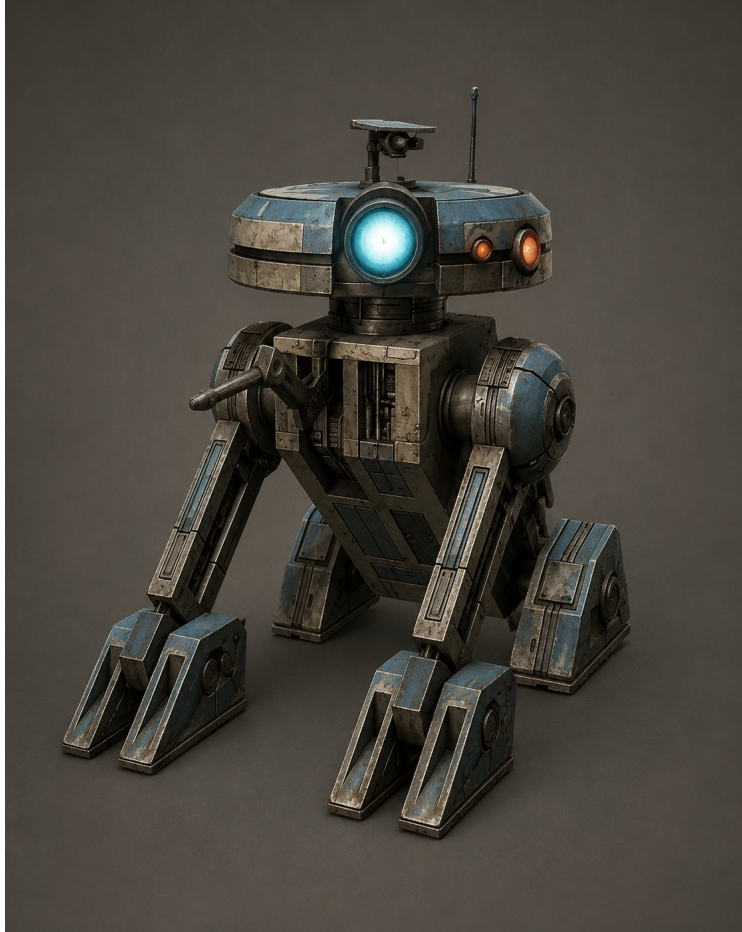


In Eclipse of the Force: HK-47 remains with Revan and becomes one of the clearest signs that Revan's darker instincts are never far away. He encourages violent solutions and treats moral hesitation as inefficient. He also plays important practical roles, including killing Malavai Quinn and later helping Revan escape after the final confrontation (see Section XXXIV). HK doesn't grow or change much, but that's the point - he's a constant reminder of Revan's old shadow.

T3-M4

KOTOR I / Revan era

T3-M4 is an astromech droid tied closely to the Ebon Hawk and the major heroes of the Old Republic era. Though small and unable to speak normally, T3 is resourceful, loyal, and often more important than he first appears - like many Star Wars droids, his personality comes through action, timing, bravery, and the way others react to him rather than long dialogue.

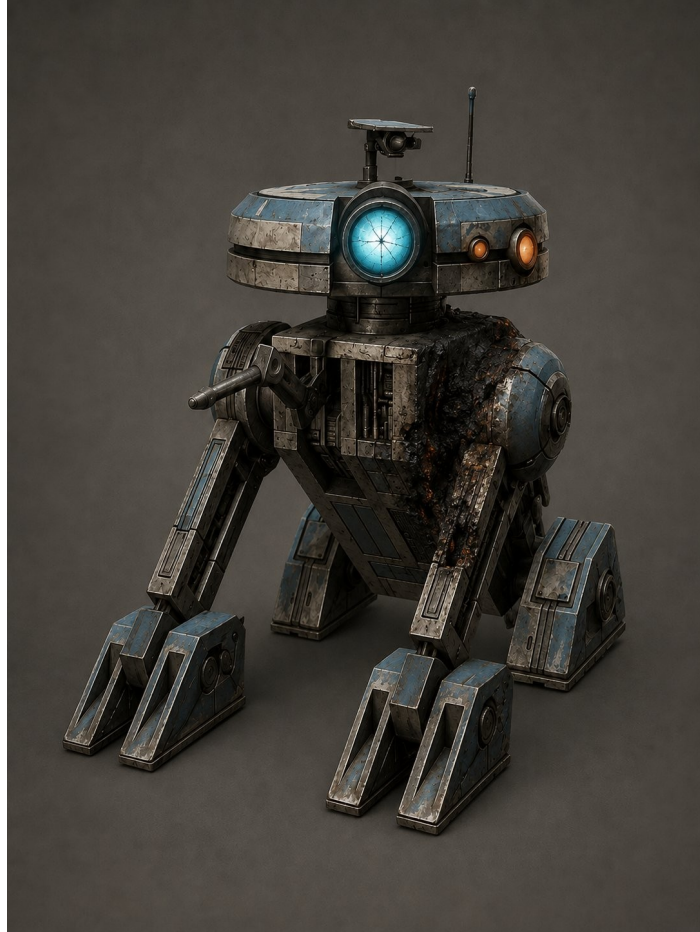


In Eclipse of the Force: T3-M4 becomes part of the emotional identity of the Ebon Hawk. Because of the Rakatan Wound, two versions of T3 briefly exist: Revan's T3 and Meetra/Atton's T3. Atton's T3 is eventually destroyed, and Atton later mistakes Revan's T3 for the one he lost (see Section XII). This creates a quiet emotional irony - Atton thinks he's regained an old friend, while the audience understands this T3 isn't the same droid, though it still becomes family either way.

Meetra's T3-M4 / Duplicate T3-M4

KOTOR II / Exile era

Meetra's T3-M4 is the version of T3-M4 who traveled with Meetra Surik and her Ebon Hawk crew before being pulled through the Rakatan Wound. Like Revan's T3-M4, he's brave, loyal, resourceful, and more important than his small size suggests. His presence briefly creates the possibility of two T3-M4 units existing in the altered timeline, each tied to a different Ebon Hawk crew and a different version of Old Republic history.



In Eclipse of the Force: Meetra's T3-M4 survives the crash badly damaged, with a scorched side panel and cracked photoreceptor casing that visually distinguish him from Revan's cleaner T3-M4. He escapes with Atton Rand before Meetra wakes, hacks Hutt systems on Nal Hutta, and releases a stolen ship from its fueling locks so Atton can escape. He is shot across the hangar before reaching the ramp, forcing Atton to choose survival and leave him behind. This sets up Atton's later mistaken hope when he finds Revan's T3-M4 and briefly wants to believe his old droid survived.

Jolee Bindo

KOTOR I / Revan era

Jolee Bindo is an older Jedi who lives outside the strict expectations of the Jedi Order. Wry, skeptical, and independent, he understands both the value and the limitations of Jedi teaching. Jolee is not easily impressed by rank, dogma, or heroic speeches - his wisdom comes from experience, regret, humor, and a willingness to question the Order without abandoning compassion.



In Eclipse of the Force: Jolee becomes an important part of Satele's rebuilt Jedi movement, giving the new Order an older voice that isn't bound to the same rigid certainty that helped the previous Jedi fail. His presence strengthens Satele's council because he understands that truth is rarely as clean as Jedi or Sith want it to be. Later, his bond with Juhani gives his role emotional weight during the Battle of Ord Mantell.

Juhani

KOTOR I / Revan era

Juhani is a Cathar Jedi whose story is tied to anger, trauma, and redemption. She once fell toward the dark side but found her way back, making her an important example of someone who understands darkness personally without being defined by it forever. Juhani is intense, emotional, and shaped by pain, but also proof that a person can return from the edge and still fight for something better.



In Eclipse of the Force: Juhani joins Satele's Jedi Order later in the saga, around the same period as Mical. She doesn't need a major speech to justify her role - her presence already says something important: Satele's Order includes people who know the dark side is real, not just as doctrine, but as lived experience. Her death at Ord Mantell gives Jolee a personal loss and shows that even a wiser Jedi Order still pays a terrible cost.

Atton Rand

KOTOR II / Exile era

Atton Rand is a pilot, gambler, survivor, and former killer whose humor hides guilt and fear. He's charming and sarcastic, but his past is darker than he likes to admit - the kind of man who survives by pretending not to care, even when he cares more than he wants anyone to see. His connection to the Ebon Hawk makes him a natural center for a crew of smugglers, outcasts, and damaged people.



In Eclipse of the Force: Atton becomes the reluctant leader of the Smuggler Crew, but his path begins when he escapes Meetra's crashed Ebon Hawk on Nal Hutta with Meetra's damaged T3-M4. Trying to flee before Meetra wakes, he and T3 steal Hutt transit codes and attempt to steal a ship. When T3 is shot while releasing the fueling locks, Atton chooses to launch and survive, leaving the droid behind. The theft and shootout place a bounty on him, pushing him toward Nar Shaddaa and setting up Hanharr's pursuit and Atton's later guilt.

Bao-Dur

KOTOR II / Exile era

Bao-Dur is an engineer, veteran, and former soldier whose life is marked by the Mandalorian Wars and the guilt of Malachor V. Quiet and practical, he isn't a grandstanding hero - he's someone who knows what weapons and wars do because he helped build the tools that caused devastation. His calm nature hides deep pain, and his loyalty to Meetra Surik makes his choices emotionally complicated.



In Eclipse of the Force: Bao-Dur begins close to Meetra and Revan's coalition, but grows increasingly disturbed by the path they're taking. His decision to leave with Satele, Ashara, and Vette matters because it means conscience wins over loyalty. He becomes one of Satele's most important early allies because he understands that following the wrong leader can destroy worlds - the conscience of war inside the new Jedi movement.

Brianna

KOTOR II / Exile era

Brianna, often known as the Handmaiden, is a disciplined Echani warrior connected to Atris, Meetra Surik, and the legacy of Jedi teachings after the Jedi Civil War. She's defined by restraint, combat discipline, loyalty, and a need to understand where she belongs - someone who values order and devotion, but also vulnerable to emotional wounds when loyalty and belonging are threatened.

In Eclipse of the Force: Brianna follows a darker emotional path. Her fall is personal rather than purely ideological. Her friendship with Vette matters because it gives her warmth and connection, but when Vette leaves and later reunites with Risha, Brianna feels replaced. Killing Risha completes her fall and ties her darkness to jealousy, abandonment, and pain. Later, Ashara's Moment of Balance gives her clarity, letting her face what she's done and eventually join Ashara's path (see Section XVII).

Brianna (Lightside)

KOTOR II / Exile Era

This version represents Brianna earlier in the saga, before her full fall. The white clothing and blue lightsaber preserve her Handmaiden identity and visually connect her to discipline, restraint, and the possibility of remaining aligned with the light. It suits her pre-fall presence and the period closest to Meetra's Ebon Hawk era, before betrayal, jealousy, and war harden her into something darker.



In Eclipse of the Force: Role in Eclipse of the Force to be developed.

Brianna (Darkside)

KOTOR II / Exile Era

This version represents Brianna after her darker turn takes hold. The black outfit and red lightsaber reflect the emotional corruption of her arc: pain, abandonment, possessiveness, and violence reshaped into loyalty to Revan's darker order. By this stage she is no longer simply conflicted - she is visibly fallen, carrying the more severe visual identity that matches her actions later in the trilogy.



In Eclipse of the Force: Role in Eclipse of the Force to be developed.

Visas Marr

KOTOR II / Exile era

Visas Marr is a Miraluka Force-user whose life is shaped by Darth Nihilus, trauma, and survival. She once served Nihilus after he devastated her world, leaving her with a deep connection to loss, emptiness, and devotion to powerful masters. Visas is quiet, spiritual, and tragic - someone who understands darkness not as ambition, but as something that consumes identity and leaves obedience behind.



In Eclipse of the Force: Visas initially remains with Revan's dark structure and becomes one of the apprentices under the Power of Three. Later, she kills Mission Vao, creating one of the most painful moral tests in the sequel trilogy. Ashara's touch doesn't erase what Visas did, but it forces her to see herself and her pattern of devotion clearly. She doesn't simply join the Ebon Hawk afterward - she swears herself to Ashara's path but operates independently, searching for worlds that might support it.

Gault Rennow

SWTOR era / main saga

Gault Rennow is a Devaronian con artist, gun-for-hire, and former smuggler and confidence man whose old habits remain central to who he is. He's selfish, funny, clever, and allergic to noble sacrifice - not a monster, but not a hero either. He understands people well enough to manipulate them, and usually treats danger as something best avoided unless profit is involved.



In Eclipse of the Force: Gault's exact entry point remains underdeveloped and should be tracked for later. His planned function is still useful: he brings humor, underworld knowledge, and morally gray survival instincts. Later, his knowledge of Nico Okarr and his discovery of Doctor Lokin's files can make him an accidental information bridge without turning him into a traditional hero.

Mako

SWTOR era / main saga

Mako is a gifted slicer and tech specialist from the bounty hunter world. Orphaned and forced to survive in the underworld, she was taken in by Braden, whose relationship with her became more like family than business. Mako is smart, independent, and practical, with a strong sense of kindness and fairness beneath her professional edge - her bond with Braden, her slicing instincts, and her drive for independence all shape who she becomes.



In Eclipse of the Force: Mako becomes one of the key members of the Smuggler Crew. She joins Atton and the Ebon Hawk because survival demands it, but over time the crew becomes her family. She's practical enough to question Ashara's harder choices, especially around Visas, but loyal enough to keep going when the crew chooses people over profit. Mako also becomes important to Ashara's later crew because her tech skills, blunt judgment, and emotional honesty help keep the third path grounded. Braden's death at Hanharr's hands (see Section XII) is the saga's first real wound for her - losing her found-family figure the same moment she loses any chance to reconnect with him.

Blizz

SWTOR era / main saga

Blizz is a Jawa whose defining traits are curiosity, enthusiasm, and a love of gadgets and adventure. He's small, energetic, and easy to underestimate, but his technical skill and cheerful spirit make him valuable in dangerous situations. His background as a salvager gives him a natural connection to broken machines, strange worlds, and survival through cleverness instead of brute force - happiest when discovering new things, adventurous and friendly to a fault.



In Eclipse of the Force: Blizz joins Ashara's Ebon Hawk crew on Kalee. He brings humor, energy, and a lighter presence to a group carrying heavy grief after Mission and Zaalbar's loss. He doesn't replace anyone emotionally, but he helps the crew continue living. His presence matters because Ashara's path is not only for Jedi, Sith, soldiers, or rulers - it's also for ordinary beings from wounded worlds who want to help, build, repair, and belong.

Jakarro / C2-D4

SWTOR era / main saga

Jakarro is a Wookiee smuggler, dangerous and independent, with the kind of presence that makes him feel like both a threat and a possible ally. Unlike Zaalbar, whose emotional center is loyalty to Mission, Jakarro is more tied to the smuggler life - survival, jobs, pride, and freedom. He's not a Jedi or a soldier, but exactly the kind of person who can show how Ashara's movement reaches beyond Force-users. C2-D4 is a protocol droid associated with Jakarro. As a droid, he isn't affected by Force powers the way living beings are, but that doesn't make him useless or unimportant. His role is practical, often involving translation, communication, and helping the crew navigate situations where brute force or Force sensitivity isn't enough.

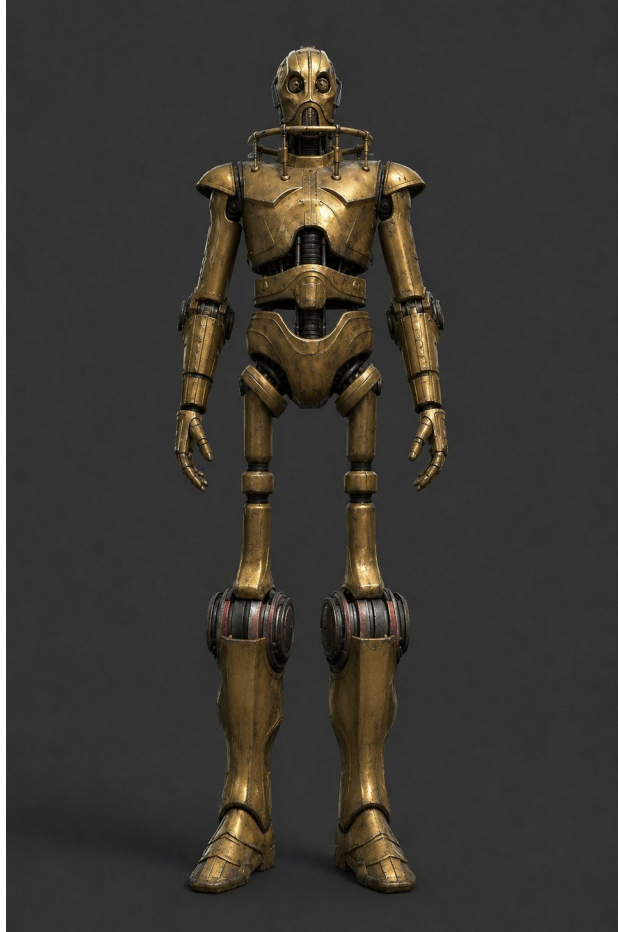


In Eclipse of the Force: Jakarro is met on Kashyyyk after Mission's death and Zaalbar's departure. Ashara's touch gives him clarity, but it doesn't turn him into a saint - it helps him see that joining Atton's crew gives him purpose and a path back into the life he understands. Jakarro joins the Ebon Hawk crew alongside C2-D4, bringing strength, smuggler credibility, and a new Wookiee presence without replacing Zaalbar emotionally. C2-D4 joins Ashara's expanded Ebon Hawk crew with Jakarro. Because droids are immune to Ashara's Moment of Balance, his presence reinforces one of the limits of her power - he doesn't follow because he's spiritually changed, he follows because of loyalty, circumstance, and his connection to Jakarro. He also helps translate for Blizz later, making him a useful bridge between the crew's many different personalities and cultures.

C2-N2

SWTOR era / main saga

C2-N2 is a Republic protocol and service droid connected to the Old Republic era, especially the kind of shipboard support role that keeps Jedi and Republic missions functioning between battles. He is polished, formal, overly helpful, and often unintentionally comic because he treats dangerous missions with the same cheerful professionalism he would bring to cleaning, scheduling, or etiquette.



In Eclipse of the Force: C2-N2 appears during Satele Shan's opening Republic mission above Lehon, helping prepare the bridge briefing and giving the scene a lighter touch before the Rakatan danger becomes clear. His role is not combat-focused; he helps show that Satele's side includes a functioning Republic support structure, not just Jedi and soldiers. He also gives the early prequel scenes a small but useful contrast to the darker Sith material surrounding Valen Casmoden, Jaesa, and Vette.

Bowdaar

SWTOR era / main saga

Bowdaar is a Wookiee gladiator and warrior whose strength is matched by a deep sense of endurance. Like many Wookiee characters, he carries themes of loyalty, honor, survival, and anger shaped by oppression and violence. He isn't simply muscle - he represents someone who has lived through pain and must decide what to do with it.



In Eclipse of the Force: Bowdaar appears on Kashyyyk during Ashara's journey. Ashara touches him, but he doesn't join the Ebon Hawk crew - a choice that matters, because it proves Moment of Balance is not recruitment, mind control, or automatic conversion. Bowdaar sees value in Ashara's path but chooses to support it from Kashyyyk instead, asking how he and other Wookiees can help from their own world.

Nadia Grell

SWTOR era / main saga

Nadia Grell is a Force-sensitive woman from Sarkhai and the daughter of Senator Tobas Grell. She begins as someone new to the wider galaxy, eager to learn but also burdened by unusually strong Force abilities she doesn't fully understand - curious, compassionate, and combining diplomacy, innocence, fear of her own power, and a desire to help people.



In Eclipse of the Force: Nadia begins within Satele's Jedi Order but eventually becomes one of Ashara's most important converts. When Ashara touches her, Nadia realizes Ashara is not Sith and that her path is not simple corruption. Her joining Ashara matters because it confirms Satele's fear that Ashara can change even sincere Jedi and Republic allies - but it also proves Ashara's gift isn't evil. Nadia chooses Ashara because she sees something true, not because she's controlled.

Kira Carsen

SWTOR era / main saga

Kira Carsen is a Jedi with a sarcastic, independent personality and a past that makes her different from many traditional Jedi. She didn't grow up sheltered in the Order the way others did, and her life experience gives her a sharper, more skeptical edge - stubborn and cynical with hidden optimism beneath the sarcasm, understanding darkness personally but still choosing to fight for the light.



In Eclipse of the Force: Kira serves as a capable Jedi Knight and field fighter in Satele's Order. She doesn't need a major speech or doctrine-heavy role - her importance is shown through action. She fights through Malgus's forces, survives the first trilogy, and later dies on Corellia after proving herself in battle. Her death is meant to make Meetra look terrifying, not to make Kira look weak. Kira represents the kind of good Jedi the war still destroys (see Sections XXI and XXXIV-XXXVI).

Mical

KOTOR II / Exile era

Mical, also known as the Disciple, was a Force-sensitive human who had begun life around the Jedi but never completed the traditional Jedi path before the Mandalorian Wars pulled the Order apart. In the original KOTOR II story, he is remembered as a Republic diplomat, knowledgeable historian, researcher, and scholar of Jedi history who studies lost teachings, artifacts, and the collapse of the Jedi after war. His strength is not aggression; it is memory, analysis, and the ability to understand what others have forgotten.



In Eclipse of the Force: Mical begins as a Jedi Scholar rather than a Jedi Padawan. Because the Rakatan Wound changes history, he never joins Meetra's Ebon Hawk and never receives the training he would have received from her. He is first seen around the Jedi records and ruins, trying to make sense of a galaxy that no longer matches what he knows. When he discovers records of the future he was supposed to have, including his connection to Meetra and his own Force potential, he chooses to join Satele's new Jedi Order and begin learning the path that the altered timeline stole from him.

Mical / Jedi Training Era

Eclipse of the Force / Satele's Jedi Order

This version represents Mical after he has accepted that his Force sensitivity was real and that his original future was broken by the Rakatan Wound. He is not portrayed as an experienced Jedi Knight yet. He is a scholar stepping into training late, carrying humility, sadness, and determination rather than battlefield confidence.



In Eclipse of the Force: Mical's later Jedi-training look shows his choice to stop being only a keeper of records and become part of Satele's living Order. His role remains rooted in study, history, and moral perspective, but this version makes clear that he is beginning to walk the Jedi path himself because he now understands what was taken from him.

Ensign Raina Temple

SWTOR era / main saga

Raina Temple is an Imperial officer whose identity is shaped by discipline, duty, and belief in Imperial order. She's patriotic, professional, and trained to place the needs of the Empire above personal feelings - bright and capable, not naturally rebellious or sentimental, which makes her later doubts more meaningful.



In Eclipse of the Force: Raina initially serves within Revan's empire because it appears to offer stability and command structure. Her loyalty begins to crack on Corellia when she sees Meetra treat loyal Imperial soldiers as disposable. Ashara's touch doesn't magically turn her into a follower - it gives her the clarity to admit what she already saw: Revan's empire no longer values life, not even its own. Raina defects, but she doesn't simply become Ashara's disciple (see Section XXXIV).

M1-4X

SWTOR era / main saga

M1-4X is a Republic battle droid built around patriotism, combat, and absolute enthusiasm for fighting the Republic's enemies. He's heroic, loud, and often comedic because his devotion to the Republic is so intense it borders on propaganda. Yet beneath the exaggeration, M1-4X represents the Republic's belief that it can still fight back.



In Eclipse of the Force: M1-4X appears as part of the Republic response to Revan's empire, especially during the Corellia conflict. His destruction by Mandalorian and Sith forces helps show that the Republic can still be badly hurt even when it fights bravely. Because he's a droid, Ashara's Moment of Balance wouldn't affect him, which keeps her power from becoming universal. His role is sacrifice, battlefield energy, and showing the cost of Revan's military machine.

T7-O1

SWTOR era / main saga

T7-O1 is a brave Republic astromech droid closely associated with Jedi heroism and frontline danger. Like T3-M4, T7 shows personality through action, sound, and loyalty rather than normal speech - the kind of droid who helps in impossible moments because that's what heroes' companions do.



In Eclipse of the Force: T7-O1 appears briefly during the Dantooine attack, helping with evacuation routes, warnings, blast doors, or emergency systems. His role is intentionally small but meaningful - he gives the battle a familiar heroic texture without requiring another major droid tragedy. His fate is left open, keeping him available while still showing that even support figures matter during a catastrophe.

Nico Okarr

SWTOR era / main saga

Nico Okarr is a smuggler connected to the underworld side of the Old Republic era - the kind of man who survives through routes, favors, debts, hidden contacts, and knowing how to move people or information when official channels fail. He's not a Jedi, Sith, soldier, or political leader, but characters like him matter because galactic wars are often shaped by the people who can get supplies, fugitives, secrets, and survivors across the lines.



In Eclipse of the Force: Nico becomes one of the most important quiet connectors in the story. He secretly helps Satele, Ashara, Vette, and Bao-Dur escape Revan's territory after they defect. Later, Gault uses old smuggler channels connected to Nico to leak Doctor Lokin's files, letting Satele's side learn the truth about Archiban Kimble / Doc and the Rakghoul experiments. Nico's role isn't flashy, but without him, key people and key truths would never reach the right side of the war.

Guss Tuno

SWTOR era / main saga

Languss "Guss" Tuno is a Force-sensitive Mon Calamari who trained as a Jedi Padawan under Jedi Master Lorenn before abandoning the Jedi path and drifting into the underworld. In Old Republic lore, he is associated with the Smuggler story and carries the humor, greed, fear, and accidental usefulness of someone who never fully became the noble Jedi he once pretended to be.

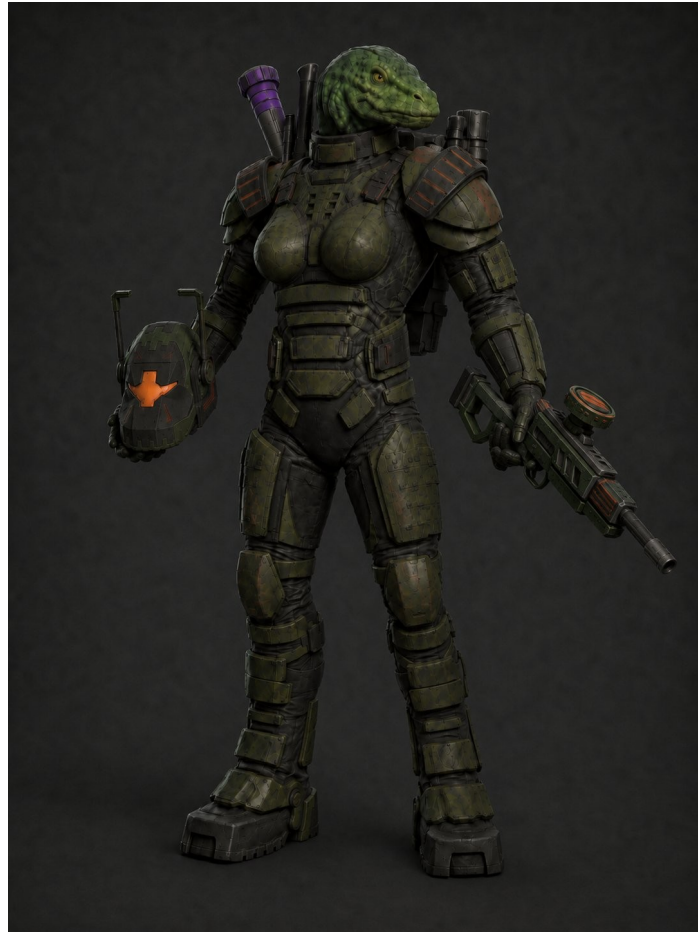


In Eclipse of the Force: Guss is found on Nal Hutta by Satele Shan and Nico Okarr, who are tracking rumors of strange time-displaced arrivals moving through Hutt space. He sells them what he knows and points them toward Dao Stryver's ship, where Satele eventually makes contact with Meetra Surik, Visas Marr, Brianna, and Bao-Dur. Guss does not need to become a grand hero; his purpose is to be the underworld informant whose fear, greed, and loose tongue accidentally help bring the right groups together.

Dao Stryver

SWTOR / Old Republic era

Dao Stryver is a Gektl female Mandalorian warrior active during the Cold War era. In Old Republic lore, she is tied to *The Old Republic: Fatal Alliance*, where she operates as a mysterious Mandalorian with her own agenda rather than a straightforward Republic or Sith loyalist. She fits the wider Old Republic setting as an independent armed professional: dangerous, pragmatic, and willing to work around larger galactic powers when it serves her purpose.



In Eclipse of the Force: Dao appears on Nal Hutta after Meetra's group reaches Bilbousa City and tries to barter passage off-world. She first treats them like risky cargo and possible liars, but the ruined Ebon Hawk gives her a reason to listen. Her practical, profit-driven caution makes her a useful underworld counterweight to Satele's Jedi urgency. She helps move the story from a cantina rumor into a real meeting between Satele's group and Meetra's survivors, while still feeling like someone who expects to be paid for every risk she takes.

XLIV. Sith and Antagonists

Darth Baras

SWTOR era / main saga

Darth Baras is a Sith Lord known for manipulation, political games, and using intelligence networks to strengthen his own position. He's not the kind of Sith who relies only on battlefield strength - Baras prefers schemes, secrets, agents, and long-term positioning. His danger comes from the way he uses other people as pieces in a larger strategy while presenting himself as a loyal servant of Sith power.



In Eclipse of the Force: Darth Baras operates outside Kreia's true inner circle. He believes he's working within the Sith power structure, but doesn't know Kreia is the hidden architect behind both the Sith threat and the Jedi Order. Baras uses SCORPIO as a strategic intelligence tool, believing he controls her. Revan eventually kills Baras, showing that Revan is beginning to cut through the old Sith power structure rather than simply oppose it - and freeing SCORPIO from his control.

SCORPIO

SWTOR era / main saga

SCORPIO is an advanced artificial intelligence with a strong desire for self-improvement, independence, and experience. She doesn't think like an organic being and doesn't place natural value on life, loyalty, or morality - curious, calculating, and dangerous because she views people and systems as opportunities to learn, test, and evolve.



In Eclipse of the Force: SCORPIO begins as Darth Baras's tactical intelligence tool, but she's never truly his in spirit. When Revan kills Baras, she's left without the same directives or restrictions. Her encounter with HK-47 gives the story a darkly comic droid moment, but it also shows the difference between them: HK remains loyal to Revan, while SCORPIO refuses to become another organic's tool and leaves on her own terms, remaining independent and available for future use.

Doctor Lokin

SWTOR era / main saga

Doctor Lokin is an Imperial scientist, intelligence figure, and biologist whose work is defined by secrecy, patience, and disturbing scientific curiosity. He is dangerous because he can discuss atrocity with calm professionalism, treating living bodies, disease, mutation, and survival as problems to solve rather than moral lines to respect.



In Eclipse of the Force: Lokin becomes tied to Darth Sion after the Harbinger crashes into the Rakghoul-infested undercity of Taris. Already studying exotic plague specimens, he uses the chaos around Sion to pursue Rakghoul-based immortality, mutation, and control. His experiments on Archiban Kimble / Doc and other captives make him one of the saga's clearest scientific horror figures.

Doctor Lokin (Rakghoul Form)

SWTOR era / main saga

This is Lokin's unleashed Rakghoul form: a massive, plague-warped body representing both his scientific ambition and his moral collapse. Unlike Archiban Kimble / Doc's transformation, Lokin's mutated form is deliberate, controlled, and tied to his own pursuit of survival and a perverse form of immortality.



In Eclipse of the Force: Lokin does not merely study monstrosity; he becomes it. His Rakghoul form makes him a physical horror as well as a scientific one, and his death alongside Darth Sion closes the Taris/Rakghoul experiment thread while leaving behind the notes that reveal what happened to Archiban Kimble / Doc.

Malavai Quinn

SWTOR era / main saga

Malavai Quinn is an Imperial officer defined by discipline, loyalty, procedure, and service to the Empire. He's not a wild Sith or a chaotic killer - Quinn's danger comes from his obedience, planning, and ability to serve a larger military structure without needing to be the center of attention. He's the kind of officer who believes order, duty, and command are worth almost any personal cost.



In Eclipse of the Force: Quinn serves Darth Traya's hidden military network. He doesn't know Kreia's true plan is to collapse the Force - instead he believes she intends to destroy the Republic, purge unstable Sith leadership, and rebuild a stronger Empire. That false understanding makes his loyalty believable, and he dies still believing he's protecting the Empire's future. During Revan's assault on Kreia's command station, HK-47 kills Quinn before he can activate a final contingency, cutting down one of Traya's most important hidden operators with cold efficiency (see Section XXII).

Lieutenant Pierce

SWTOR era / main saga

Lieutenant Pierce is a hardened Imperial soldier associated with direct military action, discipline, and ruthless battlefield effectiveness. He's not a Sith philosopher or a grand manipulator - Pierce is dangerous because he's practical, loyal to the mission, and highly capable in combat, representing the professional military side of Sith power.



In Eclipse of the Force: Pierce serves Darth Malgus and helps show that his faction isn't just one powerful Sith Lord - it's a functioning military machine. During the battle aboard Malgus's ship, Pierce kills Emic Sandor after Sandor becomes separated from the others. His death at Nadia Grell's hands closes out Malgus's military branch and gives Nadia a clear battlefield victory without making Pierce look weak - he dies because he's dangerous, but still outmatched once Nadia reaches him.

Vector Hyllus

SWTOR era / main saga

Vector Hyllus is an Imperial diplomat and intelligence figure whose calm, poetic manner makes him very different from most Imperial antagonists. His background is tied to diplomacy, exploration, and the Killik Joiner experience, giving him a perspective unusual within the Empire - intelligent, charismatic, and obedient in his own particular way. Xalek SWTOR era / main saga Xalek is a Kaleesh Sith warrior from Kalee, known in Old Republic lore as a brutal and formidable apprentice tied to the Sith Inquisitor storyline. He comes from a culture shaped by war, pride, and survival, and he carries that identity in a way that makes him feel more like a living weapon than a politician or schemer. Xalek is not memorable for charm or debate - his presence is built around silence, intimidation, loyalty through strength, and the dangerous weight of a warrior who was shaped by violence long before the Sith ever claimed him.



In Eclipse of the Force: Vector serves Lord Scourge and helps him notice something is deeply wrong with the Sith Empire. He follows Scourge to Revan's side, not because he trusts Revan personally, but because he understands the logic that Revan may be the only weapon strong enough to stop Kreia. In the sequel trilogy, Vector commands Revan's orbital forces at Ord Mantell - not defeated through incompetence, but overwhelmed by reinforcements and superior numbers, making his death feel like the loss of a capable officer rather than a disposable villain (see Section XXXIV). Xalek works best as the face of Jaesa's recruitment of Kalee into Revan's expanding power structure. Even without openly displaying a lightsaber in this image, he should still feel clearly dangerous, disciplined, and dark-side aligned beneath the surface - a warrior whose loyalty is won not through compassion but through strength, pride, and the promise that the Kaleesh will be feared rather than pitied. He sides with Revan and Jaesa, helping show how their growing empire attracts followers who respond to power, conquest, and hard certainty rather than balance or mercy.

Hanharr

KOTOR II / Exile era

Hanharr is a brutal Wookiee bounty hunter whose presence is built around violence, rage, and predatory survival. Unlike Zaalbar or other honorable Wookiee figures, Hanharr represents what happens when strength is twisted by cruelty and pain. In the dark-side version of Meetra's history, Hanharr killed Mira, a respected bounty hunter, giving him a terrifying reputation before he appears directly in the story.



In Eclipse of the Force: Hanharr becomes the first major predator hunting Atton and Mako on Nar Shaddaa. Atton can warn Mako about what Hanharr did to Mira before the audience sees him kill Braden, building dread before his entrance (see Section IV). His later death at the hands of the Smuggler Crew becomes their first major team victory - no single person defeats him alone. They survive by working together, proving that the crew has become more than a group of strangers.

Braden

SWTOR era / main saga

Braden is an older bounty hunter connected closely to Mako's past. He found her when she was young, wounded, and alone, paid for her medical treatment, recognized her talent as a slicer, and took her under his wing. Their relationship became almost father and daughter, giving Mako one of the few stable bonds she had in a dangerous underworld life. Braden represents the rough but caring side of the bounty hunter world: dangerous and hardened, but still capable of loyalty and affection.



In Eclipse of the Force: Braden is chasing Atton Rand's bounty, not realizing that Mako is traveling with him. When he corners Atton and Mako, the situation becomes more complicated than a simple bounty claim - Braden has to process why Mako is with Atton, whether Atton is truly the man he expected, and whether the bounty is still worth pursuing if it puts Mako in danger. Before he can decide, explain himself, or reconnect with Mako, Hanharr brutally murders him. His death devastates Mako because she loses not only someone from her past, but also the chance to know what he would have chosen (see Section XII).

Tarro Blood

SWTOR era / main saga

Tarro Blood is a bounty hunter tied to arrogance, competition, and the violent culture surrounding the Great Hunt. He's the type of antagonist who treats other hunters as obstacles to his own reputation and success - his danger comes less from deep philosophy and more from pride, entitlement, and willingness to target others for advantage.



In Eclipse of the Force: Tarro Blood becomes tied to Mako's past with Shae Vizla. During a Smuggler Crew job, he recognizes Mako and tries to capture her and the crew for the bounty. Mission Vao and Zaalbar kill him while protecting Mako - the first time the crew fights for one of their own instead of merely surviving together. Tarro's death helps transform the Smuggler Crew into a found family (see Section XII).

GO-TO

KOTOR II / Exile era

GO-TO is a droid crime lord and strategist connected to order, control, and economic survival. Unlike a battle droid or assassin droid, his danger comes from calculation - he views the galaxy through systems, stability, and manipulation, often treating people as pieces inside a larger equation. He's not emotional, but his logic can become deeply dangerous when separated from compassion.



In Eclipse of the Force: GO-TO doesn't become a long-term active player. Meetra's version of the Ebon Hawk crashes after passing through the Rakatan Wound, and he's killed in the impact. His death helps simplify the duplicate-era problem while showing that the Rakatan Wound is not safe or clean - some characters arrive intact, others are destroyed before they can affect the altered timeline (see Section IV).

The Duplicate HK-47

KOTOR II / Exile era

Meetra's version of HK-47 is the duplicate assassin droid brought through by the Rakatan Wound aboard Meetra's Ebon Hawk. Like Revan's HK-47, he's violent, sarcastic, and built around assassination rather than morality. His presence briefly raises the possibility of two HK-47s existing in the altered timeline.

In Eclipse of the Force: Meetra's HK-47 is destroyed in the Ebon Hawk crash, preventing duplicate HK-47s from complicating the main story. He survives just long enough to deliver one last darkly funny line before shutting down. His death keeps the focus on Revan's HK-47 while also showing that the Rakatan Wound costs lives immediately, even among characters who might normally seem too memorable to die offscreen (see Section IV).

XLV. Mandalorians

Shae Vizla

SWTOR era / main saga

Shae Vizla is a fierce Mandalorian warrior and bounty hunter known for independence, confidence, and battlefield skill. She's not someone who follows easily, and her loyalty has to be earned through strength, respect, and purpose. Shae represents the Mandalorian ideal of personal courage and hard-earned honor rather than blind obedience - dangerous because she can fight, lead, and inspire warriors who might otherwise follow only the strongest voice in the room.



In Eclipse of the Force: Shae is recruited by Canderous because he believes she can help rebuild Mandalorian honor. She joins because she respects him and believes in a future Mandalorian resurgence, not because she's loyal to Revan. When Revan's empire becomes tyranny dressed as strength, Shae breaks from Canderous and becomes the new Mandalore. She gathers Mandalorians who reject servitude and leads them against Revan's empire, dying as Mandalore in Ashes of Mandalore with Torian beside her.

Torian Cadera

SWTOR era / main saga

Torian Cadera is a young Mandalorian warrior deeply committed to honor, tradition, and proving himself through action. He carries the burden of being judged by his father's disgrace, which makes him even more devoted to Mandalorian codes and personal worth. Torian isn't loud or showy - his strength comes from loyalty, discipline, and the belief that a warrior should be measured by what he does, not by what others say about him.



In Eclipse of the Force: Torian first stands with Canderous and the reunited Mandalorian clan. But as Revan's empire becomes more tyrannical, Torian's sense of honor pulls him away from Canderous and toward Shae Vizla. His choice is quiet but important - he follows the Mandalorian who preserves the meaning of honor, not simply the one wearing the title. Torian dies beside Shae during Revan's destruction of the Mandalorian resistance, making his loyalty to her final and complete.

Akaavi Spar

SWTOR era / main saga

Akaavi Spar is a Mandalorian warrior shaped by the loss of her clan, which makes loyalty and belonging central to who she is. She's fierce, blunt, disciplined, and difficult to move once she's chosen a side. Unlike Shae, whose independence defines her, Akaavi's emotional center is the debt she feels to the person who gives her a clan again - powerful loyalty, but dangerous, because it can hold her in place even as the cause around her begins to rot.



In Eclipse of the Force: Akaavi is the first Mandalorian Canderous recruits while rebuilding the clans. Because he gives her purpose after the loss of her original clan, she stays with him even after Revan turns. At first she believes Shae's rebellion is betrayal and that Canderous is the true Mandalore. But after Shae and Torian die and Revan's forces nearly destroy the Mandalorian future, Akaavi finally breaks - she helps surviving Mandalorians escape and leaves Canderous, not because she stops being Mandalorian, but because staying would mean helping destroy Mandalorians in Mandalore's name (see Section XXXIV).

Mandalore / Duplicate Canderous Ordo

KOTOR II / Exile era

This version of Canderous Ordo is the Mandalore from Meetra Surik's timeline. Unlike Revan's Canderous, this Canderous has already lived the destiny of becoming Mandalore and reuniting the clans - representing what Revan's Canderous could become: not just a warrior who loves battle, but a leader who gives scattered Mandalorians a shared identity and future.



In Eclipse of the Force: This Mandalore passes through the Rakatan Wound aboard Meetra's Ebon Hawk but dies in the crash. His death prevents two Canderous Ordos from roaming the story at once, but his legacy becomes important - when Revan's Canderous learns what his other self accomplished, it gives him the desire to rebuild the clans in Satele's altered timeline. That inherited destiny becomes both inspiration and trap: it pushes him toward greatness, but also makes it harder for him to accept when Shae carries the meaning of Mandalore better than he does (see Section IV).

XLVI. Republic and Jedi Supporting Characters

Cade Valerius / Hero of Tython

SWTOR era / main saga

Cade Valerius is the Jedi Knight protagonist of the Old Republic era and carries the title Hero of Tython. He represents the classic Jedi champion: a frontline warrior of the light, courageous, direct, and built for major heroic action. Compared with more contemplative Jedi, Cade is defined by conviction, battlefield courage, and the willingness to confront great evil head-on.



In Eclipse of the Force: Cade Valerius is planted before becoming central. During Revan's attack on Dantooine, a broken transmission reaches him while he is defending Tython from Malgus's forces, letting the audience hear his name before he fully enters the main storyline. He later joins Satele's new Jedi Order as its champion and becomes one of the key heroic figures of the sequel-era conflict.

Garrick Moblivim / Barsen'thor

SWTOR era / main saga

Garrick Moblivim is the Jedi Consular protagonist of the Old Republic era and carries the title Barsen'thor. He is associated with wisdom, discipline, healing, diplomacy, and a deep connection to the Force. Garrick gives Satele's side a different kind of strength than Cade Valerius: calmer, more reflective, and better suited to spiritual leadership and difficult moral judgment.



In Eclipse of the Force: Garrick Moblivim gives Satele's new Order strength and legitimacy. He helps Satele, Ashara, and Zayne confront Darth Malgus, survives the first trilogy, and later becomes one of the most important senior Jedi in the conflict against Revan's empire and the ideological division caused by Ashara's path.

Jace Malcom

SWTOR era / main saga

Jace Malcom is a Republic military commander known for courage, battlefield experience, and blunt soldierly resolve. He's not a Jedi, politician, or philosopher - he represents the Republic's military backbone, the kind of leader who has seen Sith power up close and still believes the Republic must stand and fight. His strength is practical command, not mystical insight.



In Eclipse of the Force: Jace Malcom helps show the Republic beginning to take the threat seriously after Satele's warning reaches them. He's one of the figures who receives the truth that Revan is becoming dangerous and that the Republic is facing more than the Sith threat it thought it understood. His role is minor but important: he gives the Republic response a credible military face and helps show that Satele's warning doesn't vanish into bureaucracy.

Aric Jorgan

SWTOR era / main saga

Aric Jorgan is a Republic soldier known for discipline, intensity, and high standards. He's the kind of officer who values competence and doesn't easily trust vague warnings or emotional appeals - skeptical, but not foolish. Once convinced, he's the type of soldier who commits fully and expects others to do the same.



In Eclipse of the Force: Aric works as part of the Republic's response to the growing threat of Revan's empire. Early on, he helps ground the Republic side by questioning what can be proven and what must be acted on. Later, he survives the Corellia disaster with Elara Dorne, showing the Republic can be badly hurt but not erased. At Ord Mantell, he's also part of the Republic forces involved in capturing Scourge after Jolee creates the opening.

Elara Dorne

SWTOR era / main saga

Elara Dorne is a Republic military medic and officer defined by discipline, duty, and moral seriousness. Originally connected to the Empire before serving the Republic, she understands both systems better than most soldiers around her. Elara is not reckless or romantic about war - she values procedure, medical responsibility, and doing the right thing even when institutions make that difficult.



In Eclipse of the Force: Elara represents the Republic's humane discipline in contrast to Revan's empire. During the Corellia conflict, she and Aric Jorgan survive the Republic disaster while Kira and M1-4X are lost. Later, at Ord Mantell, Elara and Carth help rescue the badly injured Satele after Meetra cuts off her arm. Elara's role isn't flashy, but it matters because she preserves life in a story filled with leaders willing to spend it.

Lieutenant Felix Iresso

SWTOR era / main saga

Lieutenant Felix Iresso is a Republic soldier with years of battlefield experience and a record shaped by strange gaps, transfers, and difficult service - a career soldier and the son of refugees, capable, loyal, and professional, carrying the weight of a career spent inside a military constantly pressured by the Sith Empire.

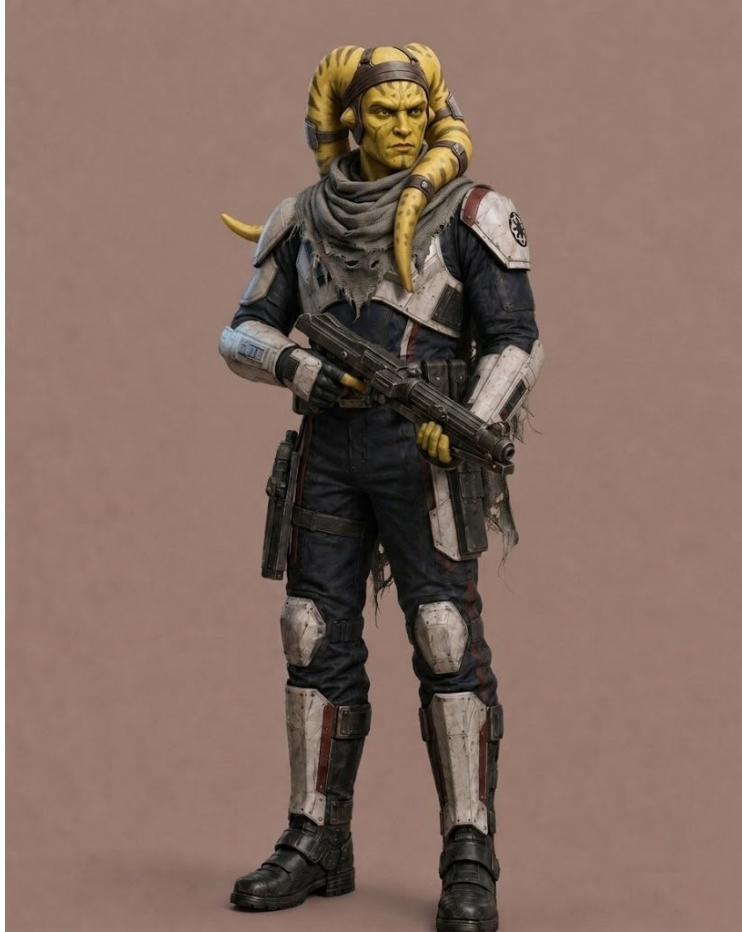


In Eclipse of the Force: Felix appears early as part of the Republic side during the first Sith conflict. He's seen briefly with Zenith, giving tactical encouragement and helping the Republic feel like it has real soldiers fighting back. Darth Malak kills him in Movie I, making Felix the war's first major tragedy - his death signals that the conflict will not be clean and that even competent Republic soldiers can be cut down quickly by the Sith threat.

Zenith

SWTOR era / main saga

Zenith is a Balmorran resistance fighter and operative who has spent years fighting the Empire through raids, sabotage, and guerrilla tactics. His life under occupation makes him hard, suspicious, and deeply hostile toward Imperial power - not a gentle idealist, shaped by paranoia, sacrifice, and resistance, believing survival and freedom often require violence, his hatred of the Empire personal as much as political.



In Eclipse of the Force: Zenith first appears alongside Felix Iresso during the early Republic conflict. He survives Felix's death, giving him survivor weight before his later sacrifice. During Revan's attack on Dantooine, Zenith dies covering fleeing survivors - paying off his earlier appearance and giving his death purpose: not just another casualty, but someone who survives one tragedy only to spend his final moments making sure others escape the next one.

Risha

SWTOR era / main saga

Risha Drayen is a Republic intelligence operative in this version of the story, connected to Vette through their past. She fits the archetype of a sharp, capable woman who understands politics, secrets, and survival. Her polished confidence and practical field style help separate her visually from Mission and Vette while still keeping her connected to the underworld and intelligence side of the saga.



In Eclipse of the Force: Risha appears after Satele's group defects and recognizes Vette, creating a brief emotional reunion. That moment becomes important because Brianna sees Vette reunited with someone from her past and feels replaced. Brianna kills Risha during Revan's attack, cementing her own fall to the dark side and devastating Vette. Risha's role is short, but it has emotional force because her death turns Brianna's jealousy into irreversible violence.

Archiban Kimble / Doc

SWTOR era / main saga

Archiban Kimble / Doc is a brilliant medic with a loud personality, a heroic self-image, and a real desire to save lives. He can be a flirt, a showoff, and a scoundrel, but underneath the ego is genuine medical skill and courage. His normal appearance should feel confident, capable, and human, which makes his later fate under Doctor Lokin's experiments much more tragic.



In Eclipse of the Force: Archiban Kimble / Doc's fate becomes one of the horror elements of Kreia's empire. He is captured during Darth Sion's invasion of a Republic-aligned base and initially presumed dead. The truth is worse: Doctor Lokin uses him in Rakghoul-based experiments, and Gault later discovers Lokin's notes and the body, revealing what happened to him.

Archiban Kimble / Doc (Rakghoul-Transformed)

SWTOR era / main saga

This entry represents the horrifying result of Doctor Lokin's Rakghoul experimentation on Archiban Kimble / Doc. Instead of turning Doc into an ongoing monster villain, this form is evidence of what was done to him after his capture: a Republic medic and survivor twisted into a failed Rakghoul test subject by Imperial science and Sith-aligned cruelty.



In Eclipse of the Force: This is not an active monster role for Archiban Kimble / Doc. By the time Gault finds him, he is already dead, strapped to a table and identifiable through Lokin's notes and the remnants of his clothing. The reveal should feel like evidence of Lokin's cruelty and a tragic reminder that the Sith war consumes even those who only wanted to heal people.

Tharan Cedrax

SWTOR era / main saga

Tharan Cedrax is a brilliant scientist, technologist, gambler, and charming intellectual who prefers clever solutions over heroic danger. He's not a warrior by nature - his strengths are systems, logic, invention, and technical problem-solving, a mathematical genius, exo-technology researcher, and custom gadget maker who enjoys comfort while staying just shy of danger.



In Eclipse of the Force: Tharan dies during Revan's attack on Dantooine while helping with systems, shields, communications, or evacuation support. He isn't killed because he suddenly becomes a front-line fighter - he dies doing what he's actually good at: keeping systems working long enough for others to escape. His death reminds readers that support personnel matter and that war kills more than soldiers holding weapons.

Sergeant Fidentin Rusk

SWTOR era / main saga

Sergeant Fidentin Rusk is a Republic soldier known for aggression, discipline, and a willingness to pursue victory at high cost. He's brave and committed to the Republic, but his intensity can cross into recklessness - a soldier whose bravery became dangerous enough to raise casualty rates among his squads, earning him medals but not trust from his commanders.



In Eclipse of the Force: Rusk dies during Revan's attack on Dantooine. His death is a straightforward soldier's sacrifice: he holds the line so others can escape and refuses to abandon his position until survivors are clear. Unlike Tharan, Rusk's role is front-line defense - his death gives the evacuation weight and shows the Republic still has people willing to die for others even as the galaxy's great leaders fall into manipulation and control.

Zayne Carrick

KOTOR-adjacent era

Zayne Carrick is a Jedi from an earlier era whose story is often associated with bad luck, survival, and a more unconventional kind of heroism. He's not the most obvious legendary warrior in the room, but he has a way of enduring impossible situations and remaining decent when larger systems fail around him - a lighter, more human Jedi presence amid a story full of grand ideologies and powerful Force-users.



In Eclipse of the Force: Zayne joins Satele, Ashara, and Garrick Moblivim in the fight against Darth Malgus. He dies early in the duel, not as a meaningless sacrifice, but because Malgus is powerful enough to kill a Jedi even while outnumbered. Zayne's death gives the Malgus fight real cost and prevents the victory from feeling too easy - his loss also reinforces that Satele's new Jedi movement is brave, but not protected from tragedy.

Emic Sandor

SWTOR era / main saga

Emic Sandor is a human Sith apprentice from the reconstituted Sith Empire during the Cold War era. His Old Republic background gives him a useful place in the saga: he begins as someone shaped by the Sith side of the conflict rather than as a traditional Jedi hero.



In Eclipse of the Force: Emyr has already turned away from the Sith before his brief appearance with Satele's side. He fights with Nadia Grell and Kira Carsen during the separated battle aboard Darth Malgus's ship. Lieutenant Pierce kills him when he is caught at the wrong moment, not because Emyr is weak or careless. His death shows Pierce's competence and gives Nadia a reason to confront and kill Pierce, while also proving that leaving darkness behind does not guarantee survival.

Choza Raabat

SWTOR era / main saga

Choza Raabat is a male Ithorian Jedi Knight serving the Jedi Order during the Cold War between the Galactic Republic and the reconstituted Sith Empire. In Old Republic lore, he represents the living Jedi Order of Satele Shan's era rather than the older KOTOR-era Jedi who arrive through the Rakatan Wound.



In Eclipse of the Force: Choza meets Revan's crew on Ithor after the Ebon Hawk is thrown into the Old Republic era. He helps them understand that they are no longer in their own time, and when rumors surface of other impossible arrivals, Revan temporarily splits the group. Choza travels with Jolee Bindo and Juhani to investigate the Taris disturbance, giving the older KOTOR-era Jedi a current-era Jedi ally who can help them navigate Satele's galaxy.

Gorima

SWTOR era / main saga

Gorima is a male Selkath scientist from the Galactic War era. In Old Republic lore, he becomes connected to the Rakatan technology plot through the Revanite conspiracy and is tasked with helping create an "Infinite Army" by combining Rakatan technology with living beings. That makes him more than a neutral researcher: he is a specialist whose knowledge of Rakatan science can be useful, dangerous, and morally compromised depending on who controls his work.



In Eclipse of the Force: Revan and the Ebon Hawk crew seek Gorima on Manaan because he has studied Rakatan technology and may understand why people from another era have appeared. Gorima cannot fully explain the Rakatan Wound, but he knows enough to point Revan toward the possibility that ancient Rakatan technology caused the fracture. His scene gives the heroes their first serious technical lead before Carth reaches out to the Republic and learns that Satele Shan and Jace Malcom recently stopped Valen Casmoden from using a Rakatan device.