# Characters D6 / Jod Na Nawood (Human Pira



Name: Jod Na Nawood
Species: Human
Gender: Male
Height: 1.82 meters
Hair color: Dark brown, later graying
Eye color: Blue
Skin color: Light
Affiliation(s): Bounty Hunters' Guild, Silvo's pirates, Skeleton Crew
Masters: A Jedi
Move: 10

DEXTERITY: 3D
- Blaster: 6D+1
- Brawling Parry: 5D+2
- Dodge: 6D
- Grenade: 4D
- Lightsaber: 4D
- Melee Combat: 5D+1
- Melee Parry: 4D+2
- Vehicle Blasters: 4D+2

PERCEPTION: 3D
- Bargain: 5D+1
- Con: 4D
- Command: 5D+2
- Gambling: 5D+1
- Hide: 4D+2
- Persuasion: 5D+2
- Search: 5D+1
- Sneak: 5D

KNOWLEDGE: 2D
- Bureaucracy: 3D+2
- Languages: 5D
- Planetary Systems: 5D+2
- Scholar; Pirate Lore: 5D+1
- Tactics: 4D+1
- Value: 5D+1

STRENGTH: 3D
- Brawling: 5D+2
- Climbing/Jumping: 4D+2

MECHANICAL: 3D+1
- Astrogation: 5D
- Capital Ship Piloting: 4D+2
- Capital Ship Gunnery: 5D

Communications: 4D+1
Sensors: 4D+2
Repulsorlift Operation: 5D
Space Transports: 6D
Starship Gunnery: 5D+2
Starship Shields: 5D
TECHNICAL: 2D+1
Computer Programming/Repair: 3D
Droid Programming/Repair
Space Transports Repair: 4D+2
Starship Weapons Repair: 4D+1

Special Abilities:
Force Skills:
Control 3D
Sense 3D+1
Alter 3D
Force Powers: Accelerate Healing, Concentration, Control Pain, Enhance Attribute, Reduce Injury, Remain Conscious, Resist Stun, Combat Sense, Danger Sense,Magnify Senses, Receptive Telepathy, Telekinesis, Lightsaber Combat

EQUIPMENT
CREDITS - 15
Blaster Musket (5D), Heavy Blaster Pistol (5D), Knife (Str+1D), Comlink, Street Clothes, Helmet (+1D vs Damage), Lightsaber (5D)

FORCE SENSITIVE Y
FORCE POINTS 5
DARK SIDE POINTS 2
CHARACTER POINTS 9

Description: Jod Na Nawood was a Force-sensitive human male pirate who operated under many aliases such as Crimson Jack, Dash Zentin, Professor Umiam Gorelox, Emissary, Jodwick Zank, or the "Mad" Captain Silvo. As captain of his own pirate crew during the New Republic Era, Na Nawood was deposed and imprisoned by his lieutenant Brutus around 9 ABY. Locked in the brig of Borgo Prime, he encountered a group of four children: Wim, KB, Neel, and Fern, and struck a deal with them; offering to help return them to their homeworld of At Attin in exchange for a reward. In truth, At Attin was reputed to be the location of an immense treasure horde, which Na Nawood sought for himself. The group worked alongside the droid SM-33 aboard the antique pirate ship, the Onyx Cinder.

***Biography***

*Early life and career*

During his formative years, by this point, Jod was living in a hole under the ground but he encountered a Jedi who taught him some of the basics of the Force before she was hunted down and killed. Witnessing this unfortunate fate of his master in front of his very own eyes, Na Nawood developed a disillusioned view and believed that the galaxy was dark with only a few sparks of light.

As a career, Na Nawood became a pirate and scoundrel operating under many different names and aliases, including Crimson Jack, which was the name the astronomer and his alleged friend

Kh'ymm knew him by. At some point he met the bounty hunter Pokkit and left her in a pit of leeches, Pokkit tried to track him down, but no one she asked had ever heard of a "Dash Zentin." Over his career, he used quick-thinking, charm, and conversation skills to escape difficult situations. He was considered to be an enigmatic individual, whose past and motivations were not always clear.

*New Republic Era*

During the New Republic Era, Na Nawood, operating under the name "Silvo," was the captain of a pirate crew and in command of a frigate. Around 9 ABY, he suspected that some of his subordinates had developed a hint of mistrust in his leadership—an uncertainty he sought to dispel with a quick influx of money. To this end, the pirates launched an attack on a merchant freighter, aiming to intercept its allegedly substantial shipment of credits.

After the assault team had overpowered the freighter's personnel, Silvo boarded the starship, accompanied by Gunter and Chaelt, and proceeded to the vault. Silvo ineffectively attempted to force the ship's captain to open the door, choking him in the process. When the captain denied transporting any valuable cargo, he had him tossed out the airlock. As the pirates cut through the vault door, Silvo promised his fellows hard credits, but the whole shipment shortly turned out to be nothing more than a single coin. Incited by Brutus's ensuing speech, the crew mutinied against Silvo, who desperately fought back and tried to explain himself. This act of rebellion eventually cemented Brutus as the new captain of the crew.

*Pirate prisoner*

Silvo was imprisoned in the brig of his former crew's base on the asteroid Borgo Prime, a shadowport in the Outer Rim. Some time later, a group of lost children from At Attin, the lost planet of eternal treasure, ventured to the asteroid, where they were taken to the same cell as the scoundrel. As Wim, Neel, Fern, and KB discussed their situation and next steps, Na Nawood listened in, revealing himself as an argument ensued between Wim and Fern. He offered to help the group return to the starship they had found back on At Attin, and help them return to the world, on the condition that he escape with them. After Fern questioned how they would reach the key to their cell, Na Nawood stepped forward, stating that the distance between the key and themselves was just an illusion, before using the Force to bring it towards his hand. Wim questioned if Na Nawood was a Jedi, to which the latter responded by shushing him and asking if he could keep a secret.

Na Nawood and the kids used the key to escape the cell but noticed that there were pirates guards around the corner. To distract them, Na Nawood used the force to knock over an object, and they quickly escaped. When Na Nawood and the children reached the Onyx Cinder, the children informed Na Nawood that SM-33 was still a captive of the pirates, and Na Nawood claimed that they should leave him, saying he is just a droid, but Fern insisted that they find him, and Nawood had to agree.

As Silvo walked through the Port and to the pirate brig, he heard Captain Brutus scream that Captain Silvo had escaped, hearing this, Silvo put on his hood. When Silvo arrived at the brig, he turned on a series of droids, including a B1 Battle Droid, who asked if they won the Clone Wars, and another droid, with the intent of rescuing a prince. When Silvo found SM-33, he quickly loaded him on to a cart. While Silvo did this, an Ishi Tib pirate, named Benjar Pranic saw him and recognized him. He told Silvo that he was a better captain the Brutus was and stalled him before reporting him to Captain Brutus. When he arrived back on the ship, pirates were chasing him. They prepared to jump to hyperspace, but realized that Na Nawood and the kids are stuck to the port via a strong rope. They tried to get out, but they were held back, and Nawood said it’s a strong rope.

He then prepared to jump into hyperspace with the rope attached, and KB said that doing so was very dangerous. They did it anyway and Na Nawood told the kids that they were going to meet an old friend of his.

Later while the kids repaired SM-33, while Na Nawood made a bowl of porridge in front of the children and he left, prompting the kids to scramble for the food. As Na Nawood investigated the ship, he searched through the clothes in the room. After trying on a boot, he pulled a knife out from the skeletal remains of a crew member. SM-33 came from behind and Na Nawood tried to ask SM-33 if the kids really were from At Attin, but SM-33 refuses to answer.

After the kids slept, Na Nawood noticed KB was still awake. She pointed out her suspicions that he was not a Jedi and she calculated the odds. Na Nawood retorted that not everything in the galaxy can be calculated and told her to trust her gut, with him switching off the lights and telling her to get some sleep.

Na Nawood piloted the Onyx Cinder into a star system featuring a massive gas giant and its rocky moon. He maneuvered the ship over the moon's rugged surface, passing a telescope array and an empty landing pad before soaring above a desolate, cratered wilderness. The children disembarked from the starship, stepping onto the cold, barren terrain of the moon. After weaving through a small crowd, Jod lead the four children in a single file along a narrow ridge. As they walked, he warned them about an old acquaintance they are meeting, admitting he knows her but does not trust her, fearing she might betray them.

As the Onyx Cinder arrived on At Attin, Jod pretended to be an emissary. He was therefore granted safe passage to the planet's surface.

*Battle of At Attin*
Na Nawood's deception that he was a Republic Emissary fell apart when he also claimed to be a Jedi, as the last transmission At Attin had received from the Republic claimed that the Jedi were traitors. Na Nawood deactivated the Supervisor and through manipulation and threats achieved passage of his crew through the Barrier. However, due to the actions of the Skeleton Crew and their parents (particularly Fara and Wendle) the New Republic was alerted to the goings-on and the Barrier was destroyed. In the course of the scuffle, Na Nawood lost his lightsaber to Wim and his ship was destroyed by New Republic X-Wings and B-Wings.

***Personality and traits***
Na Nawood, like many pirates, was notoriously greedy, which led him to find the treasure planet At Attin and betray the Skeleton Crew. He had no qualms about even killing innocent people, as he threatened the Skeleton Crew with tearing them apart if they told anyone on the planet At Attin and also ordered a simple merchant captain to be thrown down the airlock. Despite his cruel and ruthless nature, he cared for his crew as family to them, accepting an apology from one of his former crew members Benjar Pranic before being threatened with betrayal, and was generous enough to share the treasure of At Attin with his former crewmates. Having grown up in poverty and seeing his Jedi Master killed before his own eyes, he had a cynical outlook on life and viewed the galaxy as a cruel and cold place where any sliver of light was rare and sometimes required heinous acts to achieve and maintain.

***Powers and abilities***
As a Force-sensitive, Na Nawood was able to harness the power of the Force. He utilized his abilities to levitate a key in the air and used the Force to take back his weapons. He also knew how to use Force push and Force Pull, though his limited training prevents him from using these powers

at his full potential. Nawood also knew how to rely on charm, quick-thinking, and conversation skills as tactics to get out of danger. He was also versed in some of the teachings of the Jedi Order which enabled him to share bits of Jedi philosophy with outsiders to convince them that he was a Jedi and therefore trustworthy. Though not experienced with a lightsaber, Jod's efficiency with it improved overtime and was eventually able to assume basic stances and block stun bolts with not much trouble, while also managing to decapitate SM-33 with ease.

***Equipment***

As Silvo, Na Nawood wore a helmet and a face-covering mask with angular designs. His attire featured layered clothing with a long knee-length coat, with a bandolier loaded with ammunition across the chest. While escaping, he carried a scoped blaster pistol as well as a giant dagger-knife looted from a corpse aboard the Onyx Cinder. Na Nawood later claimed a lightsaber from Tak Rennod's lair for his own. After killing Brutus, Na Nawood regained his old attire; his old helmet, coat, bandolier, and Brutus' blaster musket in a reverse-draw holster.

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