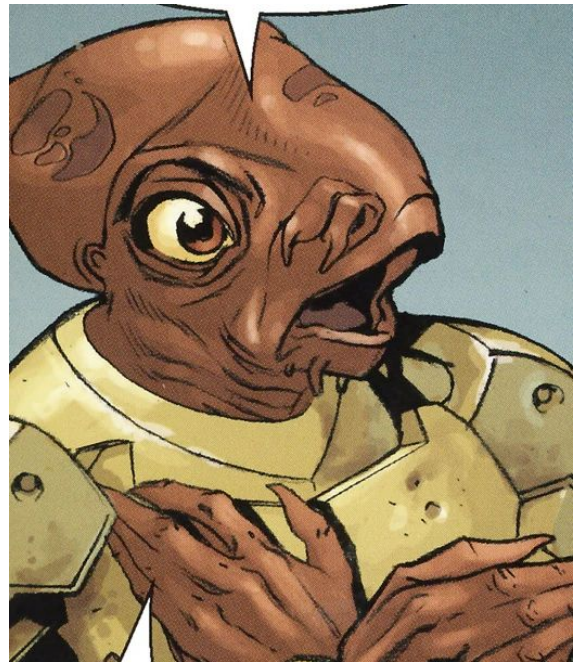


Name: Tanquar
 Homeworld: Dac
 Species: Mon Calamari
 Eye color: Brown
 Skin color: Brown
 Affiliation(s): Mon Calamari Rangers
 Move: 10



DEXTERITY: 3D

Blaster: 6D
 Dodge: 5D
 Melee Combat: 5D+2
 Vehicle Blasters: 5D

PERCEPTION: 3D

Command: 6D
 Persuasion: 5D
 Search: 5D+1

KNOWLEDGE: 2D

Bureaucracy: 4D+1
 Survival: 4D
 Survival; Ocean/Underseas: 7D
 Tactics: 5D
 Tactics; Underseas; 7D

STRENGTH: 3D

Brawling: 6D
 Swimming: 5D+2

MECHANICAL: 2D+2

Aquatic Vehicle Operation: 6D
 Repulsorlift Operation: 4D+2

TECHNICAL: 2D

Aquatic Vehicle Repair: 4D+1

SPECIAL ABILITIES

Moist Environment: When in moist environments, Mon Calamari receive a +1D bonus to all Dexterity, Perception and Strength attribute and skill checks.

Dry Environment: When in a very dry environments, Mon Calamari seem depressed and withdrawn. They suffer a -1D penalty to all Dexterity, Perception and Strength attribute and skill checks.

Aquatic: Mon Calamari can breathe both air and water and can withstand extreme pressures found in ocean depths.

Force Sensitive: N

Character Points: 3

Dark Side Points: 0

Force Points: 1

Equipment: Mon Calamari Ranger Uniform, Blaster Pistol (4D), Comlink

Description: Tanquar was the Mon Calamari leader of the Mon Calamari Rangers during the Second Imperial Civil War. With the advice and aid of the Imperial Knight Treis Sinde, Tanquar led a resistance on Dac to the genocide of the Mon Calamari by the Galactic Empire of Darth Krayt.

Biography

Leading the Rangers

Tanquar was a Mon Calamari from Dac who organized the Mon Calamari Rangers to resist the genocide of their species decreed by Emperor Darth Krayt and his Galactic Empire. The Rangers were joined by Treis Sinde, an Imperial Knight loyal to the Empire-in-exile, who helped them wage a guerrilla war against the attacking Imperials. Sinde suggested that the Rangers should try to capture the Acklay-class mobile fortress Sea Lion in order to use it as a mobile command base.

Using Krakana fighters, Tanquar led Sinde and the Rangers as they tailed the battle fortress, hiding their presence within the trenches of the ocean floor. However, just before they were set to spring their trap, the Sea Lion attacked a Mon Calamari refugee settlement and began slaughtering the beings residing there. Although Sinde wanted to wait so that they could surround and capture the craft, Tanquar was not willing to sacrifice any Mon Calamari for an objective. Tanquar led the Rangers into battle against the fortress' Shark Squadron. While the Krakana fighters slowly pushed back the Imperials' Shark fighters and inflicted substantial casualties, Sinde used the distraction to board the Sea Lion and damaged the craft's docking bay. However, as the Rangers were now out of position, the battle fortress was able to retreat from the battlefield.

With the Imperials defeated, the Rangers escorted the rescued refugees to their secret base, the Ranger Grotto. Tanquar was proud and considered the situation a victory, as the Rangers had driven away an Acklay and saved their people. Sinde disagreed and was frustrated that they had been unable to capture the Imperial craft. When the refugees questioned where they could go now, Tanquar initially agreed that they could stay at the base. However, Sinde refused and pointed out that they had no supplies for the refugees, who may have endangered the Rangers' mission or compromised their location. The refugees agreed with Sinde, and a portion of Tanquar's soldiers escorted the group outside of the base to a safe location.

Leviathan

Tanquar eavesdropped as Sinde used a communications device rigged up by the Mon Calamari Rangers to speak with his leader, the deposed Emperor Roan Fel. Fel ordered Sinde to return to Bastion, but Sinde believed he should stay, as his actions with the Rangers may convince the Mon Calamari to ally with Fel's true Empire. After Fel stated that the Mon Calamari had never been and would never be Imperials, Sinde reluctantly agreed to return to Bastion. Tanquar confronted Sinde on his choice to leave,

saying that he did not care about the Mon Calamari as he did his own people.

The confrontation was interrupted by news that the Ranger Shonmai had returned alone from patrol with news that a Sith-created Sea Leviathan was heading their way. Tanquar ordered the Rangers to prepare for battle, but Sinda advised against it; the Sith were trying to lure the Rangers out to destroy them. According to Sinda, the best choice for the greater good was to sacrifice the refugees the Leviathan was attacking. Tanquar refused, calling it the Imperial way, not that of the Mon Calamari. Reconsidering, Sinda proposed a different plan: the Rangers would attack the transport escorting the Leviathan while he dealt with the creature himself. Tanquar was overjoyed Sinda was still helping them, but was confused because his Emperor had ordered him to leave them. Sinda responded that he was helping because he was Tanquar's friend, not because the Emperor required allies.

Tanquar led the Rangers into the battle. This time, they stuck to the plan and attacked the transport carrying Vul Isen and Darth Azard. Meanwhile, Sinda used the Force to summon a school of Devilsquid and used them to overpower the Leviathan. Shonmai sacrificed herself to destroy the transport by ramming her fighter into it.

With the battle over, Sinda once again contacted Emperor Fel and was ordered to return. However, Sinda exploited a loophole; with no transportation off-world available and Fel unable to spare a transport for him, it was impossible to obey the command. Fel agreed that Treis could return when it was possible. Tanquar was happy that Sinda would be staying as a friend to the Mon Calamari.

A new ally

Tanquar later escorted Sinda to the surface so he could meet with his former apprentice, Sigel Dare. Once there, Sinda informed Dare of his decision to stay with the Rangers, despite the Emperor's orders, leading Dare to believe him a traitor. The Togrutan Jedi Master Asaak Dan, who had accompanied Dare, intervened in the duel between the Imperial Knights and offered to stay with the Rangers in Sinda's place. Sinda agreed and bid goodbye to Tanquar before leaving.

The evacuation of Dac

Three days after the execution of the Final Protocol, which would eliminate all life on Dac in a span of seven days, Tanquar, Master Dan, and the rest of the Rangers captured Heurkea as a secure evacuation point for the Galactic Alliance Remnant and a number of voluntary ships. As the last available shuttle prepared to depart, Tanquar insisted on staying with those that could not be saved. However, Asaak Dan reminded Tanquar that such personal feelings must be put aside; the leaders of the Mon Calamari, including Tanquar, had a responsibility to live and guide the survivors. Tanquar reluctantly agreed to evacuate.

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