Parkaus

* Agent – Sniper
* Biochem, Bioanalysis, **Diplomacy**
* Bank:
	+ Bay 4 – Biochem overflow

Arrebith

* Warrior – Marauder
* Synthweaving, Archaeology, Underworld Trading
* Bank:

Sahyasar

* Bounty Hunter – Mercenary
* Armstech, Scavenging, **Investigation**
* Bank:
	+ Bay 2 & 3 – Dye Storage
* Imperial Gunships

Vaxim

* Inquisitor

Yjasset

* Inquisitor – Sorcerer
* Synthweaving, Archaeology, Underworld Trading
* Bank
	+ Bay 2: companion gifts
	+ Bay 3: XP Boosts

Qorbin

* Trooper – Commando
* Biochem, Bioanalysis, , **Underworld Trading**

Byrec

* Jedi Knight – Guardian
* Synthweaving, Archaeology, **Diplomacy**
* Bank:
	+ Bank 2 -5: Cartel Storage

Bar’ku

* Trooper -- Vanguard
* Armortech, Scavenging, **Underworld Trading**

Nicademus

* Consular – Shadow
* Artifice, Archaeology, Treasure Hunting

Malachai

* Smuggler – Scoundrel
* Cybertech, Scavenging, Slicing
* Bank:
	+ Bay 3, 4, 5 – Resource Storage

Budnirn

* Smuggler