

Zaalbar - Bio

Written by The Old Republic

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An in depth character biography of Zaalbar from the Xbox and PC role playing video game Star Wars: Knights of the Old Republic (also known as SWKotOR and KotOR).

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Quick Facts

Here are some quick facts about Zaalbar. His species is Wookiee. His home world is Kashyyyk. He is affiliated with Mission Vao and Revan. His favorite weapon is Bacca's Ceremonial Blade.

Spoiler warning: Plot and/or ending details follow.

History

Zaalbar, or 'Big Zee', was a Wookiee, a loyal companion of Revan onboard the Ebon Hawk.

Zaalbar comes from the Wookiee homeworld of Kashyyyk. His peaceful life was dramatically interrupted when his brother Chuundar became the chief of the Wookiees and an agent of Czerka Corporation, selling his people to the slavers and eroding the ways of the Wookiee culture, slowly turning them all into more willing slaves. Unable to stand this, Zaalbar left Kashyyyk as an exile, a 'madclaw', being branded that title for usage of his climbing claws in battle - which was forbidden by the ways of the Wookiees.

Zaalbar finally found himself on the distant planet of Taris, where he befriended a young Twi'lek girl named Mission Vao. Zaalbar's strength and fearsomeness allowed Mission to survive in the harsh society of the Lower City of Taris. The two often looked for adventures in the Undercity Sewers - and one day, Zaalbar was caught by Gamorrean slavers. Mission escaped the sewers, just in time to find Revan, who was heading to the sewers during his quest of liberating Bastila Shan and escaping Taris. Revan freed Zaalbar, and in turn the Wookiee offered him a life-debt.

Zaalbar followed Revan from that minute - until Revan landed in the forests of Kashyyyk, seeking an ancient Star Map. Revan and his companions were all taken to Chuundar upon entrance into

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the Wookiee city, where Zaalbar was imprisoned and Revan was tasked with killing an exile in the Shadowlands. Unexpectedly, it turned out that this exile was Freyyr, the father of Zaalbar and Chuundar, who was too late to find the truth in Zaalbar's accusations of Chuundar selling his fellow Wookies.

At this point the player can choose to either spare Zaalbar's father, help lead a revolt against the slavers and free the Wookiees (keeping Zaalbar in your party) or you can kill the madclaw exile, further ensure the slavery of the Wookiee people and leave with the gratitude of Chuundar (losing Zaalbar).

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