

Name: Zey Nep  
 Homeworld: Coruscant  
 Species: Human  
 Gender: Female  
 Hair color: Blond  
 Eye color: Brown

DEXTERITY 2D+2

Blaster 3D+2  
 Brawling Parry 4D+2  
 Dodge 5D  
 Melee Combat 3D

KNOWLEDGE 3D+2

Alien Species 5D  
 Bureaucracy 4D+1  
 Cultures 5D+2  
 Languages 5D  
 Planetary Systems 5D+2  
 Streetwise 5D  
 Survival 6D  
 Value 5D+2

PERCEPTION 2D+1

Bargain 3D+2  
 Con 3D+2  
 Hide 4D  
 Persuasion 4D+1  
 Sneak 4D

STRENGTH 2D+1

Brawling 3D+2  
 Climbing/Jumping 4D  
 Swimming 3D+2

MECHANICAL 2D+1

Astrogation 4D+2  
 Communications 3D  
 Repulsorlift Operation 4D  
 Sensors 4D+2  
 Space Transports 5D  
 Starship Shields 4D

TECHNICAL 2D

Security 3D+1



Force Points: 1

Dark Side Points: 0

Character Points: 3

Move: 10

Equipment: 750 Credits, Blaster Pistol (4D), Comlink, Various Sets of Clothing from Rugged to Ornate, Various Trinkets and Relics

Description: Zey Nep was a female Human who served as an assistant to Artuo Pratuhr, the archaeologist working for the Galactic Museum. In 22 BBY, she was a patron of the Outlander Club on Coruscant. After he was robbed of his money by double-crossing ex-member of Sisterhood of the Beatific Countenance from Lorrd, Seib Nod, Zey Nep helped to reclaim the money by training her blaster upon Nod's back when Pratuhr engaged the thief in a dock from which she tried to leave Coruscant. In a result, Pratuhr got the money back and the stolen Sisterhood artifacts which Nod used to lure the archaeologist were sent back to Lorrd.

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