

Name: Loriach

Species: Alazmec

Gender: Female

Move: 10

Dexterity: 2D+1

Brawling Parry: 5D

Dodge: 5D+1

Blaster: 6D+2

Melee Combat: 5D

Melee Parry: 5D+1

Perception: 3D

Bargain: 4D

Hide: 5D

Search: 4D+1

Sneak: 6D

Knowledge: 2D

Languages: 4D

Planetary Systems: 4D+1

Survival: 5D

Intimidate: 5D

Strength: 3D

Climbing/Jumping: 5D

Brawling: 4D

Stamina: 4D+2

Mechanical: 2D

Repulsorlift Operation: 4D+1

Technical: 2D

Blaster Repair: 5D+1

Repulsorlift Repair: 5D

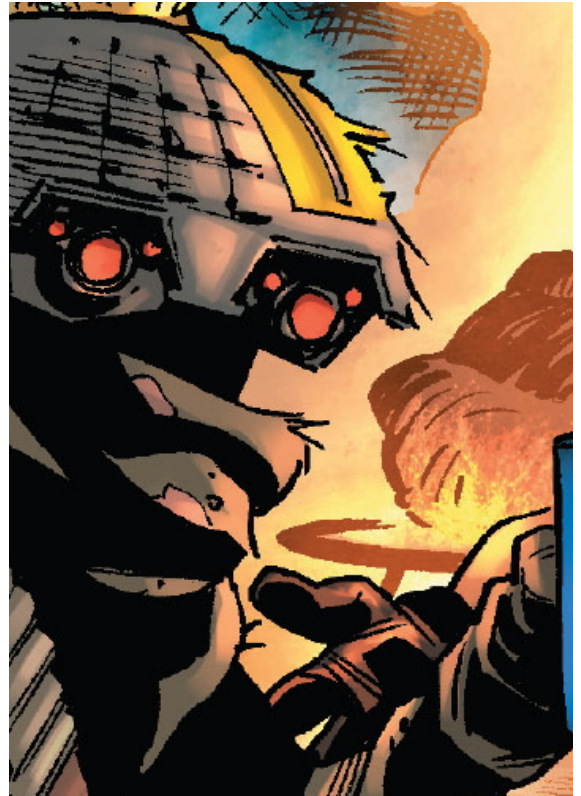
Special Abilities:

Heat Resistance: Alazmec due to their natural environment are more resistant to heat, adding 2D to their Stamina to avoid the effects of heat exposure, and +1D to their Strength to resist heat damage.

Equipment: Blaster Rifle (5D damage), Rugged Clothing, Macrobinocular Goggles (-1 range penalty), Comlink, Helmet (+2 vs Energy Damage, +1D vs Physical Damage)

Force Sensitive: No

Force Points: 2



Dark Side Points: 2

Character Points: 5

Description: Loriach was a Alazmec female sniper who was a member in the Assassins Guild. Loriach and fellow assassins Chilla Zin and Gee-Ninety were hired to kill a pontiff on Vincorba who had allied with the Crimson Dawn criminal syndicate as part of a test by the Sith Lord Darth Vader in his quest to destroy Crimson Dawn, with Loriach firing the shot that killed the pontiff.

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