Characters D6 / Seib Nod (Lorrdian Sister of t



Name: Seib Nod
Homeworld: Lorrd
Species: Lorrdian (Near-Human)
Gender: Female
Skin color: Light

DEXTERITY 2D+2
- Blaster: 5D+2
- Brawling Parry: 5D
- Dodge 5D+1
- Melee Weapons: 4D+2
- Melee Parry 4D+1

KNOWLEDGE 2D
- Culture 4D
- Scholar: Sisterhood of the Beatific Countenance 5D
- Streetwise: 4D+2
- Survival 4D+1

PERCEPTION 3D
- Bargain 4D+1
- Con 6D
- Persuasion 4D
- Search 4D+1
- Sneak 5D+2
- Value: 5D

STRENGTH 2D+2
- Brawling: 5D+2

MECHANICAL 2D
- Repulsorlift Operation: 4D

TECHNICAL 2D
- First aid 3D+2

Special Skills:

Kinetic Communication: Time to use: One round to one minute. This is the ability of Lorrdians to communicate with one another through hand gestures, facial tics, and very subtle body movements. Unless the Lorrdian trying to communicate is under direct observation, the difficulty is Very Easy. When a Lorrdian is under direct observation, the observer must roll a Perception check to notice that the Lorrdian is communicating a message; the difficulty to spot the communication is the Lorrdians's kinetic communication total. Individuals who know telekinetic conversation are considered fluent in that "language" and will need to make rolls to understand a message only when it is extremely technical or detailed.

Body Language: Time to use: One round. Traditionally raised Lorrdians can interpret body gestures and movements, and can often tell a person's disposition just by their posture. Given enough time, a Lorrdian can get a fairly accurate idea of a person's emotional state. The difficulty is determined based on the target's state of mind and how hard the target is trying to conceal his or

her emotional state. Allow a Lorrdian character to make a body language or Perception roll based on the difficulties below. These difficulties should be modified based on a number of factors, including if the Lorrdian is familiar with the person's culture, whether the person is attempting to coneal their feelings, or if they are using unfamiliar gestures or mannerisms.

Difficulty - Emotional State

Very Easy - Extremely intense state (rage, hate, intense sorrow, ecstatic).

Easy - Intense emotional state (agitation, anger, happiness).

Moderate - Moderate emotional state (one emotion is slightly significant over all others).

Difficult - Mild emotion or character is actively trying to hide emotional state (must make willpower roll to hide emotion; base difficulty on intensity of emotion; Very Difficult for extremely intense emotion, Difficult for intense emotion, Moderate for moderate emotion, Easy for mild emotion, Very Easy for very mild emotion).

Very Difficult - Very Mild emotion or character is very actively trying to hide emotional state.

Special Abilities:

Kinetic Communication: Lorrdians can communicate with one another by means of a language of subtle facial expressions, muscle ticks and body gestures. In game terms, this means that two Lorrdians who can see one another can surreptitiously communicate in total silence. This is a special ability because the language is so complex that only an individual raised fully in the Lorrdian culture can learn the subtleties of the language.

Story Factors:

Former Slaves: Lorrdians were enslaved during the Kanz Disorders and have a great sympathy for any who are enslaved now. They will never knowingly deal with slavers, or turn their back on a slave who is trying to escape.

Force Sensitive: N
Force Points: 7
Character Points: 4
Dark Side Points: 0
Move: 10

Equipment: 150 Credits, Concealed Blaster Pistol (4D), Sisterhood of the Beatific Countenance Robes

Description: Seib Nod was a female Lorrdian member of the Sisterhood of the Beatific Countenance on the planet Lorrd. A lifelong member, she grew bored of her cloistered lifestyle and opted for a life of crime instead. Stealing valuable artifacts from her temple, she fled Lorrd and went to the galactic capital world of Coruscant, where she intended to sell the stolen items. She found a buyer in archaeologist Artuo Pratuhr.

Pratuhr and his assistant, Zey Nep, met with Nod at the Outlander Club in 22 BBY. The archaeologist was initially wary of Nod's intentions, but the Lorrdian was able to convince him that she was acting on behalf of the Sisterhood in selling the items. Once he had handed over his money, she decided to double-cross him and left with both the items and the credits. She was later apprehended by Pratuhr and Nep, and was given a long sentence in CoCo Penitentiary.

Biography

A female Near-Human Lorrdian from Lorrd, Seib Nod was a lifelong member of the Sisterhood of the Beatific Countenance. As such, she was forced to live in a cloistered fashion, which soon bored her. With no funds whatsoever, she realized that in order to start a new life for herself, she would

have to procure them from somewhere. Not caring how she went about it, Nod stole several valuable artifacts from her temple, and departed Lorrd post haste, for the galactic capital of Coruscant. There, she continued to wear her religious fatigues to mask her criminal intentions.

Intending to pawn the stolen relics, she was contacted by Artuo Pratuhr, an archeologist who wanted to buy them for the Galactic Museum. Nod met with Pratuhr and his assistant, Zey Nep, at the Uscru Entertainment District's Outlander Club in 22 BBY, at the height of the Separatist Crisis. Initially, the archeologist was suspicious of Nod's intentions, but she claimed that the Sisterhood was selling the items to raise desperately needed funds. The clandestine nature of the sale was to conceal the fact that the Sisterhood was in such financial trouble that it needed to sell the relics in the first place.

Pratuhr agreed to the deal, but the criminal atmosphere of Galactic City caused Nod to make a snap judgment—drawing a blaster on the archeologist, she took his money, and fled the Outlander Club for an outbound flight. A few days later, while waiting at the dock, Nod was confronted by Pratuhr, who caught up to her. She did not feel threatened, however—she was armed, he was not. What Nod had not accounted for was the presence of Nep, who, standing behind her and disguised as a refugee, had her own blaster trained on her. Realizing that her plans were thwarted, she returned the money. Pratuhr then took her to the local authorities, and returned the relics to the Sisterhood. Nod was then incarcerated in CoCo Penitentiary for a considerable amount of time, during which she was pardoned by the Sisterhood for her crimes.

Personality and traits
Although the Sisterhood of Beatific Countenance required lifelong servitude, Seib Nod did not find her servitude spiritually fulfilling in the slightest, and so, due to her boredom, sought out more material possessions. She was desperate enough to break free of her situation by turning to crime as a way of raising money for herself. Once she had committed one criminal act, she was prone to lying to others, and she found herself so changed by her one act that she felt free to perform another. When she was jailed, she was at such a point that the forgiveness of her fellow Sisters meant nothing to her. Nod had light skin. As with all members of the Sisterhood, Nod had scripture tatooed on her body, including distinctive facial patterns. While traditionally members of the Sisterhood wore their robes and masks outside their temple to hide their skin, Nod maintained her religious garb in order to hide her mercenary nature.

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