Characters D6 / Nee Alavar (Lorrdian Senator



Name: Nee Alavar
Homeworld: Lorrd
Died: 19 BBY
Species: Human (Lorrdian)
Gender: Female
Height: 1.68 meters
Eye color: Brown
Skin color: Fair

DEXTERITY: 2D+1
Blaster: 3D+2
Dodge: 4D+2
PERCEPTION: 3D
Bargain: 6D+2
Command: 5D+2
Con: 5D+2
Hide: 4D+2
Persuasion: 6D+2
Sneak: 4D+2
KNOWLEDGE: 3D
Alien Species: 4D+2
Body Language: 5D
Bureaucracy: 6D
Cultures: 5D
Intimidation: 4D+1
Kinetic Communication: 5D
Languages: 6D+2
Planetary Systems: 5D+1
STRENGTH: 2D
Brawling: 3D+1
MECHANICAL: 2D
Communications: 4D
Space Transports: 3D+1
Repulsorlift Operation: 4D+2
TECHNICAL: 2D+1
Computer Programming/Repair: 3D+1
Droid Programming/Repair: 3D+2
First Aid: 3D

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: 2
Character Points: 4
Dark Side Points: 0
Move: 10

EQUIPMENT

CREDITS Vast personal wealth

Holdout Blaster Pistol, Comlink, Senatorial Wardrobe, Comlink

Description: Nee Alavar was a human female senator of the Galactic Republic during the Clone Wars. She became a member of the Delegation of 2,000, a group of senators concerned with the actions of Supreme Chancellor Sheev Palpatine during the war.

After Palpatine was rescued during the Battle of Coruscant in 19 BBY, Alavar was among a group of senators who greeted him upon his safe return to the planet Coruscant. She was later one of several delegation members who attended a meeting with Palpatine in his office in order to discuss

their concerns.

Biography
Nee Alavar was a human female who served as a senator in the Senate of the Galactic Republic. During the Clone Wars, Alavar became a member of the Delegation of 2,000, a group of senatorial representatives who were concerned with the conduct of Supreme Chancellor Sheev Palpatine during the war and wanted him to revoke the emergency powers he had been granted.

In 19 BBY, she was among a group of senators who gathered on a landing pad of the Senate Building on the planet Coruscant in order to greet Palpatine after he was rescued from Separatist General Grievous by the Jedi Anakin Skywalker and Obi-Wan Kenobi during the Battle of Coruscant. After Palpatine arrived in a Util-313 speeder bus, Alavar followed him and the rest of the group into the Senate Building while speaking to fellow senator and delegation member Malé-Dee.

Alavar was later one of several delegation members, alongside senators Padmé Amidala and Fang Zar, who met with Palpatine in his office to discuss their concerns. Due to the chancellor's popularity in the Senate, Alavar and her colleagues had to be very careful in how they approached the conversation in order to not appear unpatriotic or traitorous. Soon after, Palpatine was declared Galactic Emperor, and many members of the Delegation of 2,000 were arrested for treason.

Personality and traits
As a Lorrdian, Nee Alavar had a keen eye for recognizing individuals' body language. She kept herself in heavy robes so her political opponents could not discern her movements.

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