Characters D6 / Giara Nacirem Fen (Near-Hun

Giara Nacirem Fen

Giara Fen, born Giara Nacirem, daughter of corrupt business tycoon Aarlis Nacirem, was born and raised into a life of corruption and greed. Her upbringing by her father would lead to her eventual fall from grace.

At age thirteen, Giara began to demonstrate basic Force abilities, which her father noticed and demanded that Giara never speak of her abilities or ever use them again. After all, if the Imperials found out about his daughter's abilities, it might be bad for business.

At age fifteen, Giara ran away, leaving her father and her homeworld of Kashan behind. Stowing away aboard of an outbound freighter, she would eventually travel to the polar regions of Wereling, a corrupt colony world run by a brilliant con artist and organized crime boss.

She met a young pirate by the name of Rickland Fen, a crewer, working on a ship commanded by Kel Sapur, and fell in love with him on sight. Mere weeks after their meeting, they were married in a local brothel on Wereling. The ceremony was all but elegant.

She convinced Rickland to give up his life of piracy and to move away from Wereling with her. Unforunately, Kel Sapur did not agree with this and personally paid Rickland a lethal visit for what Kel called dishonoring his pirate crew.

Rickland's untimely death sent Giara into a furious rampage, she gave completely into the Dark Side and it consumed her. Realizing that Kel was completely out of her reach with her current skill level, Giara opted to dedicate herself to training in preparation for a confrontation in the future.

During her training on Wereling - which was little more than violent outbursts in crowded bars to boost her combat skills - she crossed parths with a young man by the name of Stek Renu.

Stek Renu was a tormented young man, consumed by the Dark Side as well but at the limit of his skills. Stek's past always remained a mystery to Giara, but she really had no interest in his personal life. She knew she could learn a great deal from him. And she did.

Stek offered what training he could in the Jedi arts to Giara, and she absorbed every bit of information. She quickly became much more powerful than Stek, thus his life was no longer important to her. However, she opted to keep him around as his skills still might come in useful someday when she planned to confront Kel Sapur.

Still, one ghost always haunted Giara far past Kel Sapur - her father. With Stek, she returned to Kashan to wage a secret war against her father's immense corporate holdings. Since her father, Aarlis Nacirem, owned almost everything on Kashan, she operated from the shadows, striking a key elements of his operation at the exact right times. Then things began to get complicated.

Giara realized that the only way to gain vengeance upon her father would be to ally with local Imperials. Giara and Stek met with local Moff Jerr Uhlmann and laid out a plan to bring Kashan under Imperial control. Moff Uhlmann, at first reluctant, agreed to the plan.

An all out invasion was launched against Kashan, the planet's defenses crumbling in just minutes with Imperial troops securing the planet's capitol in just under an hour. Giara took to the streets of Kashan, helping to eliminate her father's underground corporate resistance forces while Stek set out to deal with some of the more notable independent figures on Kashan who were deemed threats by the Empire.

Stek met his end at the hands of a local rogue known as Sansuke Oni on a landing pad at the east end of the local spaceport. The loss did not effect Giara much as she never did care for the young Stek too much. However, she now realized just how much of a threat these independent figures could be to her personal plans.

Teaming up with an Imperial Intelligence team brought in from Coruscant itself, Giara launched a private campaign against these figures and critically injured each of them but could not eliminate them due to overall bad luck on her part.

Imperial control over Kashan was slipping and her plans were failing miserably. Resistance groups across the planet were striking terrible blows against the occupying Imperial forces, making it a very costly venture for Moff Uhlmann. Ultimately, Moff Uhlmann was forced to withdraw his forces from Kashan to use on other planets which were nearing uprising in the sector. Giara was on her own.

Giara confronted a young Jedi in training by the name of Fihr Rhain more than once, each time Fihr reaching out to heal Giara's tainted soul. Finally, with the aid of another upcoming Jedi, Minoron N'truun, Giara turned back to the light and reconciled with her father, who now accepted her for what she was - a Jedi.

Giara's reign of Light would not last long. Just weeks following her turn from the Dark Side, she was struck down by a Dark Jedi on the streets, in front of both Fihr and Minoron.

Type: Redeemed Jedi Knight
Species: Hunam
Gender: Female
Height: 1.69 meters
Weight: 68 kilograms
Age: 29

Physical Description:
Giara is a grey skinned near-human native to Kashan. Her eyes are a dark

grey, accenting his light grey skin. Her hair is short and black, usually kept under her red leather outfit.

Personality:
Giara is cold and very calculating. She doesn't tend to make many mistakes, and if she does, it is because she did not plan out her actions as well as she may have wanted.

DEXTERITY 4D
- Blaster 8D
- Brawling parry 6D
- Dodge 9D
- Lightsaber 8D+1
- Melee parry 8D

KNOWLEDGE 2D+2
- Languages 5D
- Streetwise 5D+2
- Survival 6D+1

MECHANICAL 2D+2
- Ground vehicle opertion 4D+2
- Repulsorlift operation 5D+1
- Space transports 5D+2

PERCEPTION 3D+2
- Command 6D
- Con 4D+2
- Search 5D+2
- Sneak 6D+1

STRENGTH 3D
- Brawling 4D+1
- Climbing/jumping 4D+2
- Stamina 5D

TECHNICAL 2D
- Lightsaber repair 4D+2
- Security 6D

Special Abilities:
- Force Skills: Control 6D, Sense 5D, Alter 5D+1
- Control: Absorb/dissipate energy, accelerate healing, concentration, control pain, enhance attribute, reduce injury, remain conscious, resist stun
- Sense: Combat sense, danger sense, life detection, life sense, magnify senses, receptive telepathy, sense Force
- Alter: Injure/kill, telekinesis
- Control/Sense: Lightsaber combat
- Control/Alter: Inflict pain
- Control/Sense/Alter: Affect mind

Move: 10
Force Sensitive: Yes
Force Points: 10
Dark Side Points: 4

Character Points: 64

Equipment:
red bladed doubled lightsaber (5D), blaster pistol (4D), comlink

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