Characters D6 / The High Priest (Lorrdian Pri



Name: The High Priest
Species: Lorrdian
Gender: Male

DEXTERITY 2D+2
- Dodge 5D+1
- Melee Parry 4D

KNOWLEDGE 4D
- Cultures 5D
- Kinetic Communication: 5D
- Scholar: Brotherhood of the Beatific Countenance Lore 6D
- Streetwise: 5D
- Survival 4D+1
- Willpower 5D

PERCEPTION 4D
- Bargain 6D+1
- Con 5D
- Persuasion 6D
- Persuasion; Oration: 8D
- Search 6D+1
- Sneak 4D+2

STRENGTH 2D+2
- Stamina: 5D

MECHANICAL 2D
- Repulsorlift Operation: 4D

TECHNICAL 3D
- Droid Programming/Repair: 4D
- First aid 3D+2

Force Sensitive: Y
Force Points: 1
Dark Side Points: 0
Character Points: 2
Move: 10

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 kinetic communication total. Individuals who know telekinetic conversation are considered fluent in that languag 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 persons disposition just by their posture. Given enough time, a Lorrdian can get a fairly accurate idea of a persons emotional state. The difficulty is determined based on the targets 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 persons 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.

Equipment: Lorrdian Cowl of Quiescence, Blue Gown of the Sullen Moon., 150 Credits, Comlink

Description: The High Priest was a male Lorrdian who was the leader of a congregation of the Brotherhood of the Beatific Countenance. As a result of taking his faiths concealment of individuality to heart, he even stripped himself of a name and was only referred to by his followers by a keening wail of specific pitch. The High Priest was present in Jedha City on the moon Jedha shortly before the city was destroyed by the Galactic Empire's Death Star. Whilst on Jedha, the High Priest wore a Lorrdian Cowl of Quiescence and the Blue Gown of the Sullen Moon.

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