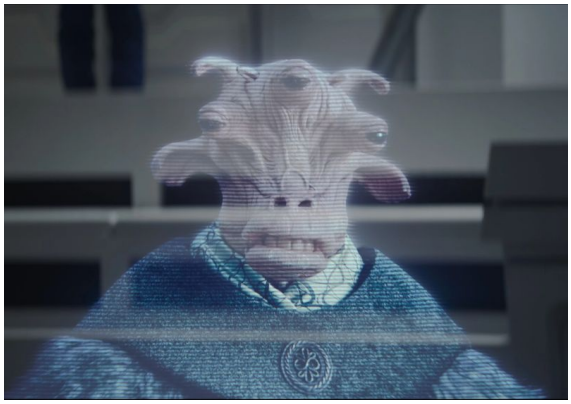
Characters D6 / Gran senator (New Republic



Name: Gran senator (New Republic)
Species: Gran
Move: 10

DEXTERITY: 1D+2
- Brawling Parry: 2D+2
- Blaster; Sporting Blaster: 4D+2
- Dodge: 5D+1

PERCEPTION: 3D+1
- Bargain: 5D+1
- Command: 6D
- Con: 5D+2
- Investigation: 5D
- Persuasion: 6D
- Search: 4D+2

KNOWLEDGE: 3D+1
- Alien Species: 5D
- Bureaucracy: 6D
- Cultures: 5D+1
- Languages: 5D+2

STRENGTH: 2D+1
- Brawling: 2D+2
- Climbing/Jumping: 3D

MECHANICAL: 2D+1
- Repulsorlift Operation: 3D+2

TECHNICAL: 2D
- Computer Programming/Repair: 4D+2
- Security: 4D+1

Special Abilities:

Vision: Grans unique combination of eyestalks gives them a larger spectrum of vision than other species. They can see well into the infrared range (no penalties in darkness), and gain a bonus of +1D to notice sudden movements. Gran were also able to sense one another's emotions and disposition by noting subtle changes in body heat and skin color. Gaining +1D to detect deception in skills checks such as Bargain, Con, etc.

Story Factors:

Eating Habits: Gran chewed and digested their food quite slowly, savoring the flavor carefully. A single meal could take almost an entire day to finish, but a Gran would often not need to eat for several days afterwards.

Loneliness: Gran had a strong need for companionship, Gran left alone for too long would go insane or die of loneliness. Generally, they needed other Gran for companionship, but some Gran were able to form sufficiently strong bonds with aliens.

EQUIPMENT

CREDITS Vast personal wealth

Concealed Sporting Blaster Pistol (4D), Senatorial Wardrobe, Comlink

FORCE SENSITIVE N
FORCE POINTS 1
DARK SIDE POINTS 0
CHARACTER POINTS 2

Description: A Gran senator was active during the New Republic Era and Ahsoka Tano's search for Ezra.

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