

Name: Loi'e

Species: Near-human

Gender: Female

Hair color: Black

Eye color: Blue (right), Gold (left)

Skin color: Tan

## DEXTERITY 3D

Blaster: 5D+1

Brawling Parry: 5D

Dodge: 5D+2

Melee Weapons: 6D

Melee Parry 5D+2

Throwing Weapons 6D

## KNOWLEDGE 3D

Bureaucracy: 3D+2

Business: 4D

Languages: 4D+2

Planetary Systems: 3D+2

Streetwise: 5D+2

Value: 4D+1

## PERCEPTION 4D

Bargain: 4D+2

Con 6D+2

Persuasion: 5D+2

Performance (dancing): 6D+2

Search: 4D+1

Sneak: 5D

## STRENGTH 3D

Brawling: 5D+1

Climbing/Jumping: 6D+2

## MECHANICAL 2D

Communications: 3D

Repulsorlift Operation: 4D

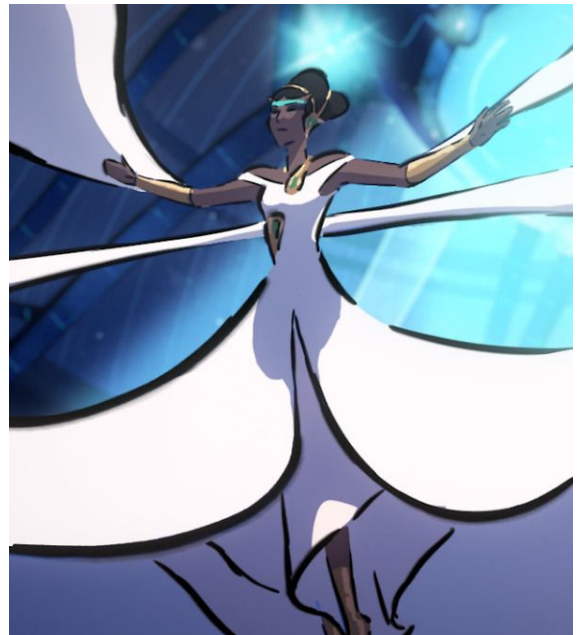
## TECHNICAL 2D

Demolitions: 5D

First Aid: 4D

Security: 3D

Equipment:



Performers Clothing, Concealed Blaster Pistol (4D), Comlink, 500 Credits, Bracer Blades (Str+2D)

FORCE SENSITIVE - N

FORCE POINTS 3

DARK SIDE POINTS 0

CHARACTER POINTS 7

Move: 10

Description: Loi'e was a cabaret performer and spy for the Alliance to Restore the Republic during the Imperial Era. Following the destruction of her village by the forces of the Galactic Empire, during which her infant son was taken from her, Loi'e utilized her unique skill set as the premier dancer at an Imperial-frequented cabaret known as Loi'e's Follies and secretly acted as an anti-Imperial spy for the Rebel Alliance alongside allies such as Hétis, Jon, and other employees at the venue.

During one performance, Loi'e noticed a man wearing the same clothing as the Imperial officer who took her son nearly twenty years before. Wanting answers, she compromised her show and her mission to confront the man, leading to a battle between her allies and the Imperials inside the cabaret as she realized that the man was her long-lost son. Loi'e gave him part of her jewelry, secretly carrying a tracking device so they could eventually find their way back to each other, before joining her allies as they fled from the cabaret.

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