Characters D6 / Zey Nep (Human Archaeologi



Name: Zey Nep
Homeworld: Coruscant
Species: Human
Gender: Female
Hair color: Blond
Eye color: Brown

DEXTERITY 2D+2
- Blaster 3D+2
- Brawling Parry 4D+2
- Dodge 5D
- Melee Combat 3D

KNOWLEDGE 3D+2
- Alien Species 5D
- Bureaucracy 4D+1
- Cultures 5D+2
- Languages 5D
- Planetary Systems 5D+2
- Streetwise 5D
- Survival 6D
- Value 5D+2

PERCEPTION 2D+1
- Bargain 3D+2
- Con 3D+2
- Hide 4D
- Persuasion 4D+1
- Sneak 4D

STRENGTH 2D+1
- Brawling 3D+2
- Climbing/Jumping 4D
- Swimming 3D+2

MECHANICAL 2D+1
- Astrogation 4D+2
- Communications 3D
- Repulsorlift Operation 4D
- Sensors 4D+2
- Space Transports 5D
- Starship Shields 4D

TECHNICAL 2D
- Security 3D+1

Force Points: 1
Dark Side Points: 0
Character Points: 3

Move: 10
Equipment: 750 Credits, Blaster Pistol (4D), Comlink, Various Sets of Clothing from Rugged to Ornate, Various Trinkets and Relics

Description: Zey Nep was a female Human who served as an assistant to Artuo Pratuhr, the archaeologist working for the Galactic Museum. In 22 BBY, she was a patron of the Outlander Club on Coruscant. After he was robbed of his money by double-crossing ex-member of Sisterhood of the Beatific Countenance from Lorrd, Seib Nod, Zey Nep helped to reclaim the money by training her blaster upon Nod's back when Pratuhr engaged the thief in a dock from which she tried to leave Coruscant. In a result, Pratuhr got the money back and the stolen Sisterhood artifacts which Nod used to lure the archaeologist were sent back to Lorrd.

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