

Name: Toshdor Ni

Species: Lorrdian

Gender: Male

DEXTERITY 2D+2

Blaster: 3D+2

Brawling Parry: 4D

Dodge 5D+1

Melee Weapons: 4D+2

Melee Parry 4D+1

KNOWLEDGE 3D

Culture 5D

Scholar: Sisterhood of the Beatific Countenance 6D

Streetwise: 4D+2

Survival 4D

PERCEPTION 3D

Bargain 4D+1

Persuasion 5D

Search 4D+1

Sneak 3D+2

Value: 5D

STRENGTH 2D+2

Brawling: 3D+2

MECHANICAL 2D

Repulsorlift Operation: 4D

TECHNICAL 2D

First Aid 3D+2

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 language 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 Lorradian 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 Lorradian is familiar with the persons culture, whether the person is attempting to conceal 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: Lorradians 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 Lorradians 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 Lorradian culture can learn the subtleties of the language.

Story Factors:

Former Slaves: Lorradians were enslaved during the Kanz Disorders and have a great sympathy for any who are enslaved now. They will never knowingly deal with slavers, or turn their back on a slave who is trying to escape.

Force Sensitive: N

Force Points: 2

Character Points: 4

Dark Side Points: 0

Move: 10

Equipment: 120 Credits, Concealed Blaster Pistol (4D), Sisterhood of the Beatific Countenance Robes, Qatameric Incense Censer

Description: Toshdor Ni was a male Lorradian member of the Brotherhood of the Beatific Countenance. He was a pilgrim visiting the Holy City on the moon Jedha shortly before its destruction during a test of the Death Star's superlaser. To hide a naturally occurring odor his species produced, Ni wore a censer that dispensed Qatameric incense.

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