

Characters D6 / Affanar (Ho-din Nihil E

Name: Affanar

Died: 229 BBY, Ballum

Species: Ho'Din

Eye color: Black

Skin color: Yellow-green

Affiliation(s): Nihil

DEXTERITY: 2D

Blaster: 4D+2

Brawling Parry: 4D+2

Dodge: 4D+1

Melee Combat: 5D

Melee Parry 5D+1

PERCEPTION: 3D

Bargain 6D+1

Persuasion: 6D

Search 5D+2

Sneak 4D+1

KNOWLEDGE: 3D

Bureaucracy: 6D+2

Business: 5D+1

Cultures: 4D+2

Intimidation: 5D+1

Willpower: 5D

STRENGTH: 2D

Brawling: 4D+1

Climbing/Jumping: 3D+2

MECHANICAL: 2D+2

Communications: 6D

Repulsorlift Operation: 4D+2

Space Transports: 4D+1

TECHNICAL: 2D+2

Computer Programming/Repair: 4D+1

Droid Programming/Repair: 4D

First Aid: 5D

Security: 5D



Special Abilities:

Knowledge Skills:

Ecology: Moltok. Time to use: at least one hour. This specialization can only be acquired by characters (normally only Ho'Dins) who have spent at least 10 years on Moltok. This is the ability to recognize and identify the countless plants on Moltok.

(A) **First Aid: Ho'Din Herbal Medicines:** Must have first aid 5D. Time to use: at least one hour. This specialization can only be acquired by characters (normally only Ho'Dins) who have spent at least 10 years on Moltok. This specialization covers the ability to use Moltok's various medicinal plants for healing and disease control. To determine the difficulty to make the correct medicines, the gamemaster should determine the difficulty. For example, healing a broken leg or arm would be an Easy to Difficult difficulty, curing a rash would be Very Easy, stopping a disease native to Moltok could range from Very Easy to Heroic, curing a disease not known on Moltok will probably be Heroic. The character then makes the skill roll to determine if the medicine is made properly the effects of the medicine depend upon the situation. For example, the medicine may cure the disease, allow the patient extra healing rolls, and/or give bonus dice to future healing rolls.

Story Factors:

Nature Worship: The Ho'Din will go to great lengths to ensure the survival of the planet, considering the existence of plants to be more important than the existence of animal organisms.

Move: 10

Force Sensitive: No

Force Points: 2

Dark Side Points: 2

Character Points: 4

Equipment:

Comlink, Datapad, Expensive Clothing, Concealed Blaster Pistol (4D), Staff (Str+1D damage)

Description: Affanar was a Ho'Din individual who served as a Nihil envoy to the palace of Skarabda on Ballum. They were accompanied by Lycos and a Nameless. Affanar told Skarabda that the Nihil offered a "solution to [her] current misfortune," the Hutts' imminent expulsion from Republic space as predicted by the Nihil Minister of Advancement. The Nihil, through Affanar, offered Skarabda enforcer droids and a fleet of Cloud ships to command, in exchange for her "undying gratitude."

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