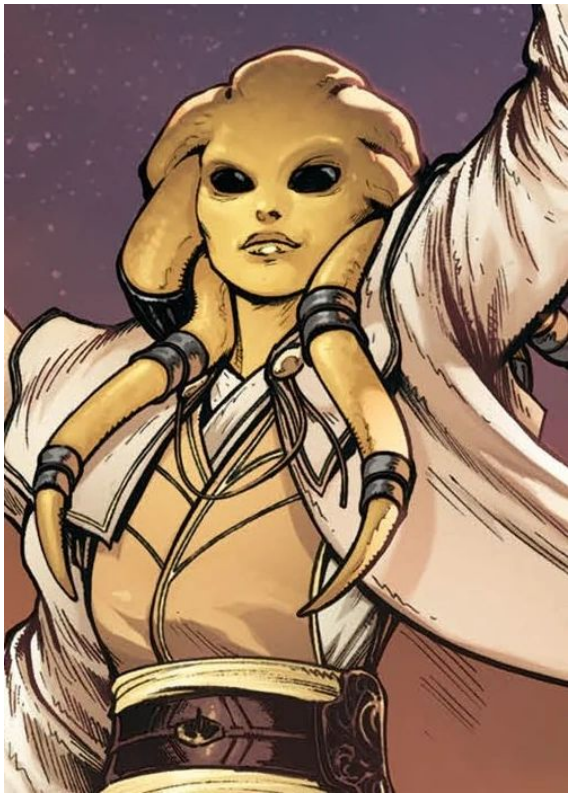
Characters D6 / Soleil Agra (Nautolan Jedi Ma



Name: Soleil Agra
Homeworld: Glee Anselm
Species: Nautolan
Height: 1.75 meters
Eye color: Black
Skin color: Yellow
Move: 10

DEXTERITY: 3D
- Blasters: 4D+1
- Brawling Parry: 4D+1
- Dodge: 7D+2
- Lightsaber: 8D+1
- Melee Combat: 4D+1
- Melee Parry: 4D+2

PERCEPTION: 3D
- Bargain: 5D
- Command: 5D
- Investigation: 5D+2
- Persuasion: 5D
- Search: 5D+2

KNOWLEDGE: 2D+1
- Intimidation: 3D+2
- Languages: 2D+2
- Scholar (Jedi Lore): 6D
- Tactics: 4D+2

STRENGTH: 3D+2
- Brawling: 5D+2
- Swimming: 5D+1

MECHANICAL: 2D+1
- Astrogation: 4D+2
- Repulsorlift Operation: 4D+1
- Starfighter Piloting: 5D+2
- Starship Gunnery: 5D+1
- Space Transports: 5D

TECHNICAL: 2D
- Computer Programming/Repair: 4D+1
- First Aid: 4D+1
- Lightsaber Repair: 5D+2

SPECIAL ABILITIES

Aquatic Nature: Nautolans, being amphibious, gain a permanent +1D+1 bonus to all Swimming and Survival: aquatic skill rolls.

Low-light Vision: A Nautolan can see twice as far as a normal human in poor lighting

conditions.

Pheromone Sense: Nautolans possess tendrils which act as their major sensory organs, and they barely function outside of water. The tendrils are so sensitive that they can sense odors and pheromones, which can allow an observant Nautolan some idea of a target's emotional state. Because of this, Nautolans gain a +1D+1 bonus to all skills rolls involving social interaction (i.e. Bargain, Command, Con, Intimidation, Investigation and Persuasion) when in water. When out of water, this bonus is reduced to a mere +1 pip.

Force Skills:

Control: 9D+2
Sense: 9D+1
Alter: 9D

Force Powers: Absorb/Dissipate Energy, Accelerate Healing, Concentration, Control Pain, Enhance Attribute, Hibernation Trance, Resist Stun, Combat Sense, Danger Sense, Life Detection, Life Sense, Magnify Senses, Receptive Telepathy, Sense Force, Telekinesis, Lightsaber Combat, Accelerate Anothers Healing, Control Anothers Pain, Affect Mind, Projected Fighting, Lesser Force Shield

EQUIPMENT

CREDITS - 500

Lightsaber (5D), Jedi Robes, Utility Belt

FORCE SENSITIVE: Y
FORCE POINTS 8
DARK SIDE POINTS 0
CHARACTER POINTS 18

Description: Soleil Agra was a Nautolan Jedi Master native to the Mid Rim planet Glee Anselm who sat on the Jedi High Council of the Jedi Order during the High Republic Era. She had yellow skin and black eyes, and wore a set of white and gold Jedi robes. Agra pushed the Order's understanding of the Drift formation forward, which she likened to a school of fish on Glee Anselm. According to the Vurk Jedi Master Harli Cogra, she was a fine pilot and was an expert at bridging minds through the Force.

Following the destruction of Starlight Beacon, Agra alongside Grand Masters Pra-Tre Veter and Xo Lahru sent out an urgent transmission on behalf of Grand Master Yoda and the Jedi Council to all Jedi informing them of Starlight Beacon's fall, as well as warning them to avoid the Outer Rim Territories as the Nihil continued their attacks, before finishing the message with a request for the Jedi to regroup on the Core Worlds planet Coruscant. Cogra noted in the Chronicles of the Jedi, which they were wrote in the weeks following the destruction of Starlight Beacon, that Agra's compassion and quiet strength in the wake of recent tragedies were inspiring, especially to Padawans and Jedi Knights who struggled to overcome their experiences.

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