

Name: Shima

Died: 148 BBY, Brendok

Species: Human

Gender: Female

Hair color: Black

Eye color: Brown

Skin color: Dark

Affiliation(s): Brendok coven

Dexterity: 2D

Brawling Parry: 3D

Dodge: 4D

Melee Combat: 3D

Melee Parry: 3D+1

Knowledge: 3D

Languages: 5D+2

Scholar; Witch Lore: 6D+1

Survival: 5D+1

Perception: 2D

Bargain: 5D+2

Persuasion: 6D+1

Search: 4D+1

Sneak: 4D+2

Strength: 2D

Brawling: 3D+2

Climbing/Jumping: 4D

Mechanical: 2D

Beast Riding: 3D+2

Repulsorlift Operation: 4D

Technical: 3D

First Aid: 3D+1

Move: 10

Force Sensitive: Yes

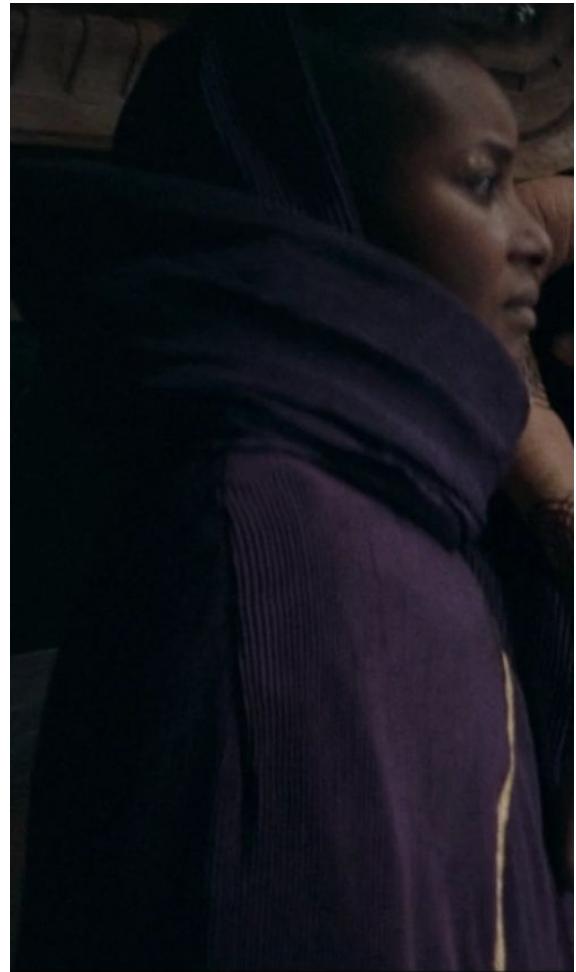
Force Points: 3

Dark Side Points: 2

Character Points: 5

Special Abilities:

Control: 4D+1



Sense: 4D+1

Alter: 4D

Force Powers: Absorb/Dissipate Energy, Accelerate Healing, Concentration, Control Disease, Control Pain, Detoxify Poison, Enhance Attribute, Force Of Will, Hibernation Trance, Rage, Reduce Injury, Remain Conscious, Remove Fatigue, Resist Stun, Metamorphosis, Combat Sense, Danger Sense, Life Detection, Life Sense, Receptive Telepathy, Sense Force, Force Jump, Injure/Kill, Telekinesis, Force Push, Greater Force Shield, Projective Telepathy, Force Lightning, Inflict Pain, Affect Mind, Telekinetic Kill

Shimas Powers effectively work the same as Jedi Force Powers, but they manifest with a visible dark cloud around them them.

Witch Magic: Chant of Empowerment, Chant of Manipulation, Weave of Teleportation, Ichor of Invisibility, Chant of Resurrection

Equipment:

Witches Robes, Dagger (Str+1D),

Description: Shima was a Force-sensitive human female who was a witch, and served as ensign and adviser to Aniseya as part of a coven on the planet Brendok during the High Republic Era.

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