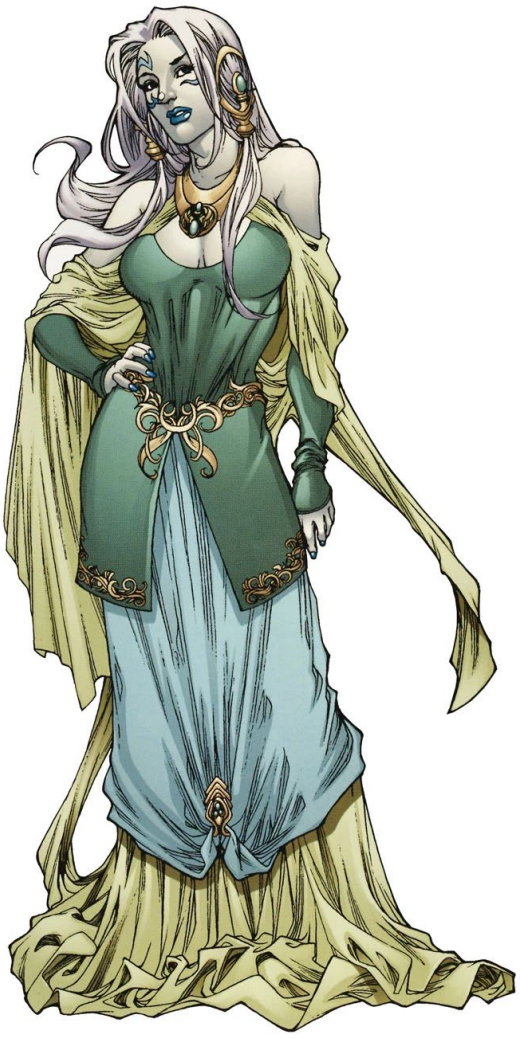
Characters D6 / Jarael {Edessa} (Arkanian Of



Name: Jarael (Edessa)
Homeworld: Taris
Born: 3988 BBY, Osadia
Species: Arkanian Offshoot/Sephi
Gender: Female
Hair color: White
Eye color: Blue
Skin color: White
Affiliation(s): New Generation Academy, The Crucible, Cargryph Capital Management

DEXTERITY 5D
- Blaster 5D+2
- Brawling Parry 6D+2
- Dodge 7D+2
- Melee Weapons 7D+2
- Melee Parry 6D
- Throwing Weapons 6D

KNOWLEDGE 2D+2
- Languages 4D
- Planetary Systems 5D+2
- Scholar (Crucible Lore) 4D+1
- Streetwise 6D
- Survival 5D

PERCEPTION 3D+2
- Bargain: 5D
- Con 4D+2
- Disguise: 7D+1
- Hide 5D
- Persuasion 5D+1
- Sneak 6D

STRENGTH 2D+2
- Brawling 6D+2
- Climbing/Jumping 5D

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

TECHNICAL 2D+1
- Computer Programming/Repair: 3D+1

Droid Programming/Repair: 3D+2
Security 5D+1
Space Transport Repair: 5D

Special Abilities:

Infra Red Vision: Arkanians can see into the Infra Red, allowing them a bonus +1D to counter penalties for darkness, however unless they wear blinders under younger hotter suns, they suffer a -1D penalty to visual rolls.

Body Alteration: It is standard practice for Arkanian Offshoots to have undergone genetic manipulation of their bodies, enhancing them for various roles within Arkanian society. Game Rules: The player chooses 2 attributes, and moves 1D from one of these to the other depending on the role that the Arkanians set for this character or their ancestors. So an Offshoot selected for heavy labor could move 1D from their Knowledge to their Strength, allowing them a 3D maximum Knowledge but a 5D maximum Strength. But could also be used to create technical geniuses, or enhance their senses.Best video game consoles

Story Factors:

Sub-race: The Offshoots were treated as second-class or non-citizens by the baseline Arkanians, and the question over what to do with them was termed the "Offshoot question." Arkoh Adasca planned to use Adascorp's genetic engineering expertise to solve the problem in a generation. Indeed his grandfather, Argaloh Adasca, attempted to exterminate the Offshoots with a plague that ravaged those of advanced age.

Force Sensitve: Y
Force Points: 5
Dark Side Points: 0
Character Points: 21
Move: 10
Equipment: 200 Credits, Street Clothes, Vibro Knife (Str+2D damage), Blaster Pistol (4D), Comlink

Description: Jarael, born Edessa, was a female Arkanian Offshoot. She always was hot-tempered with eyes and hands like Humans and pointed ears, bearing tattoos that were known as the Flames of the Crucible bearing the name "Jarael" in the ancient language of the Crucible, meaning "protector." She was a fierce fighter who demonstrated an extreme loyalty to Camper and her other allies; normally armed with a shockstaff, she was a tough opponent when fending off enemies, whether they be bounty hunters, Mandalorians or Jedi Masters.

Before taking the name Jarael, Edessa was a slave, then slaver after besting the Zeltron Chantique, of the Crucible, where she attempted to help the slaves survive and succeed in their training to prevent them from being sent to far worse conditions. A former scientist of The Adasca BioMechanical Corporation of Arkania, named Gorman Vandrayk, or "Camper," assisted in her escape from the Crucible, for which she dedicated her life to protecting him.

Jarael and Camper eventually settled on Taris in the Lower City, living out of a garbage hauler, The Last Resort. She became a traveling companion to the fugitive Zayne Carrick after he was framed for the Padawan Massacre of Taris. Along with the criminal Marn Hierogryph, the four attempted to evade capture by the Taris Civil Authority and the Jedi until Zayne turned himself in to save them. As the Jedi were about to pass sentence, Jarael rescued Zayne, touched by his sacrifice. The four, including a recovered bulk-lifter droid called "Elbee," escaped Taris, and went into hiding from the Jedi as the Mandalorian Wars erupted and the Republic found itself engaged in a devastating conflict.

However, after Camper fell ill, Jarael took him to Arkania, to the businessman Arkoh Adasca. Adasca, however, had other plans for both Jarael and Camper, and blackmailed Camper into serving him, while Jarael was helpless to stop the mad Arkanian. As Adasca sought more power from both Mandalorians and representatives of the Republic, the timely trap sprung by Zayne Carrick and other individuals stopped his plans. However, the weapon Adasca was bargaining with, creatures known as exogorths, compelled Camper to lead them away from the Republic and known space. With the loss of Camper, Jarael traveled with Zayne Carrick to help him confront his notorious Jedi Masters and to clear his name.

After the Covenant had been uncovered and both Zayne and Marn Hierogryph's names were cleared of the crime, Jarael turned to assisting the Mandalorian scientist "Demagol," her former teacher Antos Wyrick—disguised as the runaway Rohlan Dyre, Hierogryph and Zayne in their money-making schemes in the midst of the Mandalorian Wars. During these adventures, Jarael's previously dormant Force sensitivity appeared to blossom. After Zayne had a confrontation with the Crucible and believed that she was called the "destroyer," Jarael and Wyrick went off on their own to hunt down the Crucible on Osadia.

After a duel with the now more powerful and Force-aware Chantique, Zayne arrived to stop the fight and help Jarael escape. Wyrick was revealed to be the mad scientist Demagol, and Jarael's Force sensitivity was discovered to be minimal. Chantique and Wyrick attacked each other, and both perished in the fight. With her past behind her and the Crucible in disarray with the loss of Chantique, Jarael returned to Coruscant with Zayne to be reunited with her previously lost parents, found by the real Rohlan Dyre. Jarael remained on Coruscant to get to know her new family while beginning an intimate relationship with Zayne.

Powers and abilities

Jarael became an exceptional fighter with both melee weapons and her bare hands as a result of her early training in the Crucible. Using her skills, she challenged and defeated her own minder, Chantique, who was sold off due to the injuries she had sustained. Jarael's fighting skills later enabled her to fend off bounty hunters, multiple law enforcement agents, and extremely dangerous assassin droids. Even when fighting proved useless, such as when she was surrounded by many Mandalorians, Jarael fought viciously and tenaciously. She was also adept at riding beasts through rough terrain, though it was not her strongest ability: she was flung from a tandreed on Wor Tandell.

Jarael demonstrated an advanced mastery of disguises. In the course of her travels with Zayne Carrick, Jarael disguised herself as a Sith Lord, twice as a Jedi, as a wealthy official and as a pureblood Arkanian, only blowing her cover when she desired or when her actions caused suspicion. Her most successful disguise was during her infiltration mission on Odryn, when she disguised herself as Celeste Morne, using face paint and black hair dye. Thus disguised, Jarael slipped in and out of the Sanctum of the Exalted without arousing the suspicions of any of the Sanctum's Feeorin guards. Even after clearing Zayne's name, Jarael disguised herself twice: as Captain Brackel, a space pirate, in order to rip off the Raff Syndicate on Metellos 3; and as a Crucible slaver, to release the slaves found on a mining facility in the Koornact Cluster.

Despite carrying the DNA of the Arkanian Jedi Master Arca Jeth, Jarael possessed only a minimal affinity for the Force. At the urging of Demagol, she believed she had used her natural affinity with the Force to break her chains on Metellos 3, without Jedi training. It was later revealed that in fact Demagol had broken the chain. Jarael had what was either a Force vision or a simple dream when her fears concerning her mysterious past manifested themselves. In this vision, she saw Malak, Rohlan, Demagol and Arkoh Adasca—all of whom wished to reveal her past—and finally Zayne,

beaten and chained, being pulled into the shadows by her old foe, Chantique.

After separating from Zayne's team, Jarael and Demagol left for Osadia to release the former students of the New Generation Academy of Crucible's slavery. On the planet, the sadistic scientist gave her the double-bladed lightsaber of the Sith Lord Exar Kun, a deadly weapon that she had no trouble mastering. Jarael used the saberstaff against Chantique to great effect, slicing the dozens of sharp objects that the Zeltron sent flying at her before they could make contact. Following the revelation that her connection to the Force was only minimal, and that all of her abilities were in fact the result of years of training her body, any prospect of training Jarael as a Force-user seemed to have ended.

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