Characters D6 / Tep Tep (Alcedian Jedi Initiat



Name: Tep Tep
Homeworld: Valo
Born: c. 241 BBY
Species: Alcedian
Gender: Female
Height: 1.5 meters
Hair color: Pale
Feather color: White-and-fawn
Eye color: Orange irises with yellow sclera
Affiliation(s): Jedi Order, Scarlet Skulls
Masters: Aebal, Imri Cantaros
Move: 10

DEXTERITY: 2D+2
- Blaster: 3D
- Dodge: 5D+2
- Lightsaber: 5D+1

PERCEPTION: 2D
- Search: 4D

KNOWLEDGE: 3D
- Languages: 4D+1
- Scholar (Jedi Lore): 5D

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

MECHANICAL: 2D
- Space Transports: 2D+2

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

SPECIAL ABILITIES

Excellent Sense of Balance: The avian heritage of the Alcedians means that they are excellent on balancing, giving them a bonus +2D against being pushed over and on balancing in general.

Force Skills:
- Control: 4D
- Sense: 4D+1
- Alter: 4D

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

Story Factors:

Natural Pilots: Their avian heritage makes Alcedians natural at keeping track of movement

within 3 dimensional space, which gives them no advantage but makes them comfortable at piloting both aircraft and spaceships.

EQUIPMENT
CREDITS - 50
Green Lightsaber (5D), Jedi Robes, Utility Belt, Comlink

FORCE SENSITIVE Y
FORCE POINTS 2
DARK SIDE POINTS 0
CHARACTER POINTS 4

Description: Tep Tep was a Alcedian trans female Jedi Initiate trapped on the planet Valo behind the Nihil Stormwall. She was shy and had a powerful connection with animals. Tep Tep wielded a green-bladed lightsaber. She was friends with Gavi Takitaken and Kildo, two other Jedi younglings from the Valo Temple.

Biography
After escaping Valo in 228 BBY, Tep Tep travelled on the Innovator with Ram Jomaram and Kildo delivering medical supplies to those in need. Once the ship's stocks were empty, they returned to the Jedi Temple on Coruscant. She settled in to the temple and befriended Jamil Sollis. She was napping in a crate in the cargo hold of the Innovator when he came to talk to her. She was inadvertently included in the Mission to Mynos Three after being locked into the cargo bay by Zenny Greylark. Tep Tep was present when Welga received a distress signal from Palagosal and joined the others on a mission to investigate it. After crashlanding on the planet, she left the Redemption and found Churo hiding behind a rock. Tep Tep intervened when Welga became suspicious of the Hutt and tried to place binders on him. The group decided to proceed to Tortle Cove Outpost and Tep Tep assured Churo that he could join them. When Greylark admonished the Hutt for staying in his camp and not exploring, Tep Tep reassured Churo that he had survived by himself and did what he thought was right. When the group reached the edge of a cliff, Tep Tep suggested a skimboard would work to get them to the bottom. This prompted Kildo to cut a slice out of a boulder with his lightsaber and use it as a stone skimboard and descend to the bottom of the slope. Tep Tep then used her lightsaber to carve out more pieces for the rest of the group to use. They continued to travel across Palagosal but were attacked by a pair of Nameless and Tep Tep was incapacitated. The non-Jedi were able to fight the Nameless until they were driven off by a stampeding herd of tortles. Tep Tep used her affinity with animals to convince the herd to let them mount the beasts and ride them to safety. One of the Nameless attacked her tortle and the youngling lost consciousness. She was rescued by Master Ada-Li Carro who used the Force to levitate her to Greylark's steed. After escaping, Tep Tep and Jamil went scavenging for food while the rest set up camp. When Churo revealed he was injured, she helped extract the thorns imbedded in his tail and cleaned the wounds. Awakening in the morning, Tep Tep fed the tortle she had been riding and named it Banzo. Upon reaching Tortle Cove Outpost, Tep Tep and the rest of the crew explored and she helped rescue Haze Delik in Marl's Good Enough Eats. She was taken hostage when Haze sprung her trap. Tep Tep tried to empathize with the Nihil and was freed when the rest of the crew managed to subdue Delik. They released Lexi Greylark, Marl, Darl, Guho, and Raa-lyn Las from the bunker where they were trapped. During the discussion about the Nihil attack on Palagasol, Tep Tep expressed regret that she couldn't communicate with the Nameless like she did with other animals. She was delighted when she heard Churo's open channel distress call, but realized the call could draw more Nihil to the planet. The Nameless began to approach the building and Tep Tep along with the rest of the Jedi took refuge in the underground bunker. After the Nameless were captured by the non-Force users, Tep Tep and the rest returned to the Innovator

and travelled back to Coruscant. During the trip, Delik was able to free herself and the captured Nameless from the containment pods they were locked in. Tep Tep confronted the Nameless in an attempt to communicate with them but was unsuccessful. She was rescued by members of the Republic Defense Coalition. The ship returned to Coruscant and Tep Tep was transferred to the recovery wing of the Jedi Temple where she was watched over by her friends until she awakened. Later that day, she and her friends appeared before the Jedi High Council to brief them on the mission to Palagasol.

Personality and traits

When feeling homesick, she would nap in a small crate in the cargo hold of the Innovator. She often felt overwhelmed by the hustle and bustle of Coruscant.

Powers and abilities

Tep Tep was able to use the Force and wield a lightsaber. She was skilled at communicating with animals through the Force.

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