

Characters D6 / Joopi She (Nikto Jedi Master)

Name: J'oopi Shã©
Homeworld: Kintan
Species: Nikto (Kadas'sa'Nikto)
Gender: Male
Height: 2 meters
Eye color: Blue
Skin color: Gray-green
Move: 10

DEXTERITY: 3D

Brawling Parry: 5D+2
Dodge: 6D+2
Lightsaber: 7D
Melee Combat: 5D+1
Melee Parry: 5D+2

PERCEPTION: 3D

Bargain: 4D+2
Command: 5D
Con: 5D+1
Investigation: 5D+1
Persuasion: 5D+2

KNOWLEDGE: 2D+1

Intimidation: 4D+2
Languages: 3D
Scholar (Jedi Lore): 5D+2
Tactics: 5D

STRENGTH: 3D

Brawling: 4D+2
Climbing/Jumping: 4D+1

MECHANICAL: 3D

Starfighter Piloting: 4D+1
Starship Gunnery: 4D
Space Transports: 4D

TECHNICAL: 2D+1

Lightsaber Repair: 4D
Space Transport Repair: 4D+1
Security: 4D+2

SPECIAL ABILITIES

Control: 8D
Sense: 9D
Alter: 8D+2

Force Powers: Absorb/Dissipate Energy, Accelerate Healing, Concentration, Contort/Escape, Control Pain, Emptiness, Enhance Attribute, Hibernation Trance, Rage, Resist Stun, Combat



Sense, Danger Sense, Life Detection, Life Sense, Magnify Senses, Sense Force, Telekinesis, Lightsaber Combat, Affect Mind, Projected Fighting, Lesser Force Shield,

EQUIPMENT

CREDITS - 100

Blue Lightsaber (5D), Jedi Robes, Comlink, Utility Belt

FORCE SENSITIVE Y

FORCE POINTS 6

DARK SIDE POINTS 0

CHARACTER POINTS 10

Description: J'oopi ShÃ© was a male Kadas'sa'Nikto Jedi Master allied with the Republic Group, a secret organization within the Galactic Senate; Master ShÃ© was also a member of the Order's technical division.

Biography

A Force-sensitive Kadas'sa'Nikto, J'oopi ShÃ© was trained in the ways of the Force by the Jedi Order. Raised at the Coruscant Jedi Temple, ShÃ© trained as a Jedi Sentinel, crafting a green-bladed lightsaber before attaining the rank of Jedi Master. Earning a place in the Order's technical division, Master ShÃ© was stationed on Coruscant throughout the Separatist Crisis when he came to be associated with the secret organization calling itself the Republic Group.

When the Clone Wars erupted between the Republic and the Confederacy of Independent Systems, Master ShÃ© took up the mantle of General in the Grand Army of the Republic, largely serving on Coruscant throughout the war. As part of his work with the Republic Group, Master ShÃ© associated himself with Senators Des'sein and Largetto and began to take part in their efforts to restore the Republic.

When the war came to Coruscant, Master ShÃ© aided the Republic thwart the Separatist forces on the planet, later attending a briefing given by Master Obi-Wan Kenobi at the Temple. Immediately before that briefing, Master ShÃ© accompanied Senators Des'sein and Largetto as they met with the captain of the Stellar Envoy which was docked at the Republic Executive Building.

As the ship's cargo was unloaded, Master ShÃ© installed a transponder of unusual design in the ship's holds; Captain Tobb Jadak was told an Antarian Ranger named Folee would know what to do with the transponder when it arrived at its destination. During the meeting, the Senators and the Jedi were unaware they were being watched by members of the Senate Bureau of Intelligence. When Director Armand Isard made the decision to arrest all members of the Republic Group, Master ShÃ© was forced to take the Senators to a safer place as Captain Jadak and the Stellar Envoy were pursued by clone shock troopers. After escorting the Senators to safety, Master ShÃ© returned to hear Kenobi's report at the Temple.

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