

Griim

Attribute dice: 12D

Dexterity: 2D+2/5D

Knowledge: 1D+1/3D

Mechanical: 2D/3D+2

Perception: 2D+1/5D

Strength: 2D/3D+1

Technical: 2D/4D

Move: 10/13

Size: 1.8 meters

Average Griim: Dexterity 3D, Knowledge 1D+2, Mechanical 2D+1, Perception 3D, Strength 1D+2, Technical 2D+2.

Special Abilities:

Prehensile Tail: +1D to Climbing/Jumping and other related skills.

Skin: Their skin is dark blue, almost navy blue, and they receive +1D to sneak and hide in shadows or dark rooms.

Griim battle armor:

Gives +1D+2 to physical attacks.

Griim double-bladed rapier:

Strength+2D-2D+2

Griim throwing stars:

Strength+2 when thrown, Strength+1D when used as a melee weapon.

Templates:

Character Name:

Type: Griim Jedi-in-training

Gender/ species: / Griim

Age: Height: Weight:

Physical description:

Dexterity 4D Perception 3D

Dodge Bargain

Lightsaber Con
Melee Combat Hide
Melee Parry Investigation
Running Search
 Sneak

Knowledge 2D Strength 2D
Alien species Brawling
Intimidation Climbing/ jumping
Languages
Survival
Willpower

Mechanical 2D Technical 2D
Beast Riding Armor repair
Communications First aid
Space Transports Melee weapon repair
Starship gunnery
Walker Operation

Special abilities:

Control 1D

Sense 1D

Alter 1D

May select three force powers.

Prehensile Tail: +1D to climbing/ jumping, and related skills.

Skin: Dark skin adds +1D to sneak in darkness.

Equipment: Lightsaber(5D), Griim double-bladed rapier(Str.+2D), Griim battle-vest(+1D+2 to physical, torso only).

Quote: "Well, looks like we'll have to fight our way out...again!"

Move: 10

Force Sensitive? Yes

Force points: 2

Dark Side points:0

Character points: 5

Character Name:

Type: Griim bounty hunter

Gender/ species: / Griim

Age: Height: Weight:

Physical description:

Dexterity 4D Perception 4D
Blaster Bargain
Brawling Parry Con
Dodge Hide
Melee Combat Investigation
Melee Parry Search
Thrown Weapons Sneak

Knowledge 2D Strength 3D
Alien species Brawling
Languages Climbing/ jumping
Planetary systems Swimming
Streetwise
Value
Willpower

Mechanical 3D Technical 2D
Astrogation Armor repair
Beast Riding Blaster repair
Space Transports Computer Programming/ repair
Starship shields First aid
Swoop Operation Space Transports Repair

Special abilities:

Prehensile Tail: +1D to climbing/ jumping and related skills.

Skin: Dark skin adds +1D to sneak in darkness.

Equipment: Griim double-bladed rapier (Str.+2D), Griim battle-vest (+1D+2 to physical, torso only), blaster rifle (5D), 2 Griim throwing stars(Str.+2 when thrown, Str.+1D when used as a melee weapon), 500 credits standard, binders, 2 medpacks

Quote: "Resistance is futile."

Move: 10

Force Sensitive? no

Force points: 1

Dark side points: 0

Character points: 5

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Robert Erin Leftwich, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).