Characters D6 / Snarl (Hassk Pirate)

Name: Snarl Species: Hassk Gender: Male Hair color: Gray Eye color: Orange

Skin color: Cornflower blue

MOVE - 10

DEXTERITY: 3D

Blaster: 5D+1

Brawling Parry: 5D

Dodge: 4D+1

Vehicle Blasters: 4D+2

PERCEPTION: 2D+2

Gambling: 4D+1 Search: 4D+2 Hide: 3D+2 Sneak: 4D+1

KNOWLEDGE: 2D

Alien Species: 3D

STRENGTH: 4D

Brawling: 5D+1
MECHANICAL: 2D+2

Starfighter Piloting: 3D+1

Starship Gunnery: 4D+2

TECHNICAL: 2D

First Aid: 4D Security: 3D+2

Special Abilities:

Sensitive ears: Hassk have large sensitive ears, which give them a +1D bonus to sound based Search checks.

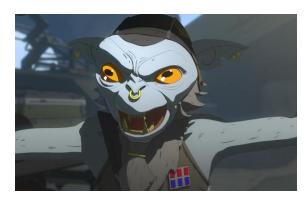
Keen night vision: Hassk have two large forward-facing eyes that could be orange in hue and gave them a keen night vision, giving them a bonus +2D to search in near darkness situations.

Flesh-tearing fangs: Hassk have a mouth fully of flesh tearing fangs, which do Str+1D damage when used in combat.

EQUIPMENT

CREDITS - 80

Clothing Made from Imperial Uniform, Blaster Rifle (5D), Commlink



FORCE SENSITIVE " N FORCE POINTS 1 DARK SIDE POINTS 2 CHARACTER POINTS 4

Description: Snarl was a male Hassk pirate who served as a member of Kragan Gorr's pirate gang during the era of the New Republic.

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