

Name: Birnok

Died: 5 BBY, Narkina 5

Species: Human

Gender: Male

Hair color: Black

Skin color: Black

Move: 10



DEXTERITY: 2D+1

Blaster: 3D

Brawling Parry: 5D

Dodge: 4D+1

Pick Pocket: 4D+2

Running: 3D+2

PERCEPTION: 2D+2

Bargain: 3D+2

Con: 4D

Gambling: 3D+2

Hide: 3D+1

Search: 4D

Sneak: 4D+1

KNOWLEDGE: 2D

Business: 2D+2

Intimidation: 4D+2

Law Enforcement: 3D

Streetwise: 4D

Value: 3D+2

STRENGTH: 3D

Brawling: 5D+2

Climbing/Jumping: 4D+2

MECHANICAL: 2D

Repulsorlift Operation: 3D+1

TECHNICAL: 2D+2

Computer Programming/Repair: 3D+2

Machinery Repair: 4D

EQUIPMENT

Prison Uniform,

FORCE SENSITIVE - N

FORCE POINTS 1

DARK SIDE POINTS 0

CHARACTER POINTS 3

Description: Birnok was a human male prisoner in the Narkina 5 Imperial Prison Complex. He perished after he was shot for attempting to climb onto the Unit Five-Two-D walkway during the prison uprising.

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