

Name: Faraz

Homeworld: Unidentified planet

Species: Houk

Gender: Male

Eye color: Blue

Skin color: Blue and orange

Move: 10

DEXTERITY: 2D

Blaster: 3D

Brawling Parry: 5D

Dodge: 4D

Vehicle Blasters: 3D+1

PERCEPTION: 3D

Bargain: 5D+2

Persuasion: 5D

Search: 4D

KNOWLEDGE: 2D

Business: 3D

Willpower: 3D

Value: 4D

STRENGTH: 4D

Brawling: 5D

Lifting: 5D

MECHANICAL: 2D

Repulsorlift Operation: 4D

TECHNICAL: 3D

Blaster Repair: 4D

Computer Programming/Repair: 5D

Droid Programming/Repair: 5D

Machinery Repair: 6D

Repulsorlift Repair: 5D

Security: 4D

Starfighter Repair: 4D+2

Space Transport Repair: 5D

Special Abilities:

Large Forearms: Hork have large forearms well suited to lifting and carrying, this gives them a bonus +1D to their Lifting skill.



Story Factors:

Prized Prisoners: Houk are prized for their strength and many are taken as slaves and prisoners. They are often found in gladiatorial arenas and in mines and other physical professions.

EQUIPMENT

500 Credits, Street Clothes, Toolkit, Comlink, Speeder Bike, Stall, Various Parts for trade on Stall

FORCE SENSITIVE - N

FORCE POINTS: 1

DARK SIDE POINTS: 0

CHARACTER POINTS 3

Description: Faraz was a Houk male technician and an old friend of Zia Zaldor Zanna who lived during the High Republic Era.

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