

Name: Chipp  
 Species: Lannik  
 Gender: Male  
 Hair color: Yellow  
 Eye color: Brown  
 Skin color: Light  
 Move: 10

## DEXTERITY 3D

Brawling Parry: 5D  
 Dodge: 5D  
 Running: 5D  
 Melee Weapons: 6D  
 Melee Parry: 5D+2

## KNOWLEDGE 2D

Law Enforcement: 2D+2  
 Streetwise: 4D+1  
 Survival: 3D+1

## PERCEPTION 3D

Con 4D

## STRENGTH 3D+1

Brawling: 5D+1  
 Climbing/Jumping: 4D+2

## MECHANICAL 2D

Beast Riding: 5D  
 Repulsorlift Operation: 4D+2

## TECHNICAL 2D

Repulsorlift Repair: 3D+1  
 Security: 4D

## Equipment:

20 Credits, Street Clothes, Stun Baton: (STR+1D (max: 5D), Stunning Shock 5D), Commlink

## Special Abilities:

Fearless: Lannik are not easily frightened. They get a +2 pip bonus to Willpower rolls when resisting Intimidation skill rolls against them.

FORCE SENSITIVE - N

FORCE POINTS 2

DARK SIDE POINTS 1



## CHARACTER POINTS 3

Description: Chipp was a male Lannik individual who was a member of a group of thieves on the planet Tenoo during the High Republic Era alongside Emmett and Z-3OR. Chipp was part of the group's effort to steal credits from a hovertrain after stealing a group of Dunnels. Later, they were a part of an attempt to take the droid MB-4 for the locations of mines in the droid's memory bank.

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