

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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