Characters D6 / Cleland Cudds (Bedlam Raid



Name: Cleland Cudds
Died: 9 BBY,[1] Koboh
Affiliation(s): Bedlam Raiders
Move: 10

DEXTERITY: 2D+2
- Blaster: 6D
- Brawling Parry 6D
- Dodge 7D+2
- Grenade 6D
- Lightsaber 8D
- Melee Parry 7D
- Melee Combat 8D

PERCEPTION: 4D
- Command: 5D+2
- Persuasion: 4D+2
- Search: 5D+2
- Sneak: 5D

KNOWLEDGE: 2D+2
- Intimidation: 5D+2
- Languages: 5D+2
- Streetwise: 5D

STRENGTH: 4D
- Brawling: 6D
- Climbing/Jumping: 5D+1

MECHANICAL: 2D+2
- Repulsorlift Operation: 4D+1

TECHNICAL: 2D
- Lightsaber Repair: 4D+2
- Demolitions: 4D

EQUIPMENT:
- Credits: 500

Grey Tunic, Armor (+1D vs Energy Damage, +2D vs Physical Damage, -1D to Dexterity), Wrist Blaster (5D damage), Grenades (5D damage), Double Bladed Lightsaber (Magenta) (5D, +1D to lightsaber parry)

FORCE SENSITIVE - N
CHARACTER POINTS: 8
FORCE POINTS: 3
DARK SIDE POINTS: 5

Description: Cleland Cudds was a Bedlam Raiders lieutenant wielding a magenta double-bladed lightsaber who fought Cal Kestis. Cal found and killed them in the Flooded Bunker on Koboh.

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