

Characters D6 / Cleland Cudds (Bedlam)

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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