Characters D6 / Zeik (Humanoid Bedlam Raid



Name: Zeik
Died: 9 BBY, Koboh
Affiliation(s): Bedlam Raiders
Master: Rayvis

Dexterity: 3D
- Brawling Parry: 6D
- Dodge: 5D+2
- Grenades: 5D+1
- Melee Combat: 7D+2
- Melee Parry: 7D

Knowledge: 2D
- Intimidation: 5D

Perception: 2D
- Search: 3D+2

Strength: 4D
- Brawling: 8D
- Lifting 5D

Mechanical: 2D
- Jetpack Operation: 5D
- Repulsorlift Operation: 3D+2

Technical: 2D
- Armour Repair 3D

Equipment:
Brown Armour (+1D vs Energy, +2D vs Physical, -1D to Dexterity), Electroshock Baton (5D Energy, or Str+2D Physical Damage), Jetpack (Move: 25), Grenades (6D,4D,2D)

Move: 10
Force Sensitive: N
Force Points: 2
Dark Side Points: 2
Character Points: 4

Description: Zeik was a high-ranking Bedlam Raider during the Imperial Era. On the planet Koboh, his leader Rayvis ordered him to kill the individual Turgle, who had sold to Rayvis a fake version of a relic that the Gen'Dai required to awaken fallen Jedi Dagan Gera. However, Jedi Knight Cal Kestis intervened, defending Turgle, and killed Zeik outside of Pyloon's Saloon.
Zeik was a Bedlam Raider veteran, easily identifiable by their pronged electroshock weapons and their jetpacks. Though Kestis defeated him, Zeik managed to redirect and parry several of the Jedi's blows before he was cut down.

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