Characters D6 / Jeq (Human Remainder Marti



Name: Jeq
Died: Between c. 40 BBY and 32 BBY, a moon
Species: Human
Gender: Male
Affiliation(s): Remainders, Council
Move: 10

DEXTERITY 3D+2
- Blaster 5D+1
- Brawling Parry 8D+2
- Dodge 8D+1
- Melee Weapons 7D+2
- Melee Parry 7D+1
- Throwing Weapons 7D

KNOWLEDGE 3D
- Intimidation 6D
- Law Enforcement 5D
- Streetwise 5D+1
- Survival 4D+2
- Tactics 5D

PERCEPTION 3D+2
- Bargain 4D
- Persuasion 4D
- Search 4D+2
- Sneak: 6D

STRENGTH 4D
- Brawling 8D+1
- Climbing/Jumping: 7D

MECHANICAL 2D+1
- Repulsorlift Operation 3D+2

TECHNICAL 2D+2
- First Aid 4D+2

Force Sensitive: N
Force Points: 5
Dark Side Points: 0
Character Points: 8

Equipment: Street Clothes, 2 x Knives (Str+1D damage), 50 Credits, Comlink

Description: Jeq was a member of the Remainders, former bounty hunters who managed Moonbender Colony. Rumored to have once been an acrobat, he was the oldest of the Remainders and was skilled in close combat. Between around 40 BBY to 32 BBY, when the Sith apprentice Darth Maul attacked the colony, Jeq and the other Remainders attempted to defend the

colony. While Jeq fought Maul, Barva-Zul forced the Sith to retreat by using a blaster cannon. The two Remainders split up to search for him, and Jeq was eventually killed by Maul. The Sith dressed Jeq's body in his cloak, fooling Barva-Zul into thinking Maul had been incapacitated. Inspecting the body, Barva-Zul realized it was Jeq's and was defeated by Maul shortly afterward.

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