Characters D6 / General Zandloss (Mon Calar



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

DEXTERITY: 3D
- Blaster: 6D+2
- Brawling Parry: 5D+2
- Dodge: 6D+1

KNOWLEDGE: 3D+1
- Alien species: 4D
- Bureaucracy: 5D+2
- Business: 4D+1
- Cultures: 5D
- Languages: 5D+1
- Planetary Systems: 5D
- Tactics: 6D

PERCEPTION: 3D
- Bargain: 5D
- Command: 6D
- Persuasion: 5D

STRENGTH: 3D
- Brawling: 5D+1
- Swimming: 5D

MECHANICAL: 3D
- Repulsorlift Operation: 5D

TECHNICAL: 3D
- Computer Programming/Repair: 5D+2
- Security: 5D+1

Force Sensitive: N
Force Points: 3
Dark Side Points: 0
Character Points: 7

SPECIAL ABILITIES

Moist Environment: When in moist environments, Mon Calamari receive a +1D bonus to all Dexterity, Perception and Strength attribute and skill checks.

Dry Environment: When in a very dry environments, Mon Calamari seem depressed and withdrawn. They suffer a -1D penalty to all Dexterity, Perception and Strength attribute and skill checks.

Aquatic: Mon Calamari can breathe both air and water and can withstand extreme pressures

found in ocean depths.

Equipment: 250 Credits
Military Uniform, Blaster Pistol (4D), Blaster Rifle (5D), comlink

Description: Zandloss was a Mon Calamari general in the Remainders, a group of former bounty hunters that ran Moonbender Colony. Between around 40 BBY and 32 BBY, when the Sith apprentice Darth Maul attacked Moonbender, Zandloss and a group of Remainders attempted to ambush him in "the Tunnel," the defensible entryway to the colony. Despite Zandloss and his team's use of the Tunnel's magnetically sealed walls to ricochet their blaster fire, Maul managed to enter unscathed. Although Zandloss realized the Tunnel was lost, he ordered the living quarters to be sealed, remaining behind to buy the others time. The Mon Calamari was slain by Maul, who, despite Zandloss's sacrifice, went on to kill the rest of the Remainders.

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