Characters D6 / Moloch (Grindalid Gang Mem



CHARACTER NAME - Moloch
SPECIES - Grindalid
GENDER - Male
Homeworld: Corellia
MOVE - 10

DEXTERITY: 3D
- Brawling Parry: 4D
- Dodge: 4D+2
- Blaster: 5D
- Melee Combat: 4D+2
- Melee Parry: 4D+2

PERCEPTION: 3D
- Search: 4D
- Sneak: 4D
- Command: 3D+2
- Persuasion: 3D+1

KNOWLEDGE: 3D
- Intimidation: 5D+1
- Streetwise: 4D+2
- Survival: 4D+1

STRENGTH: 4D
- Brawling: 5D+2
- Climbing/Jumping: 4D+1

MECHANICAL: 2D
- Repulsorlift Piloting: 5D+1

TECHNICAL: 2D
- Repulsorlift Transports Repair: 3D
- Security: 4D
- Beast Riding: 5D

Special Abilities:

Aquatic: Grindalids can breathe both air and water. In addition, fertile females must lay, hatch, and care for their hatchlings underwater.

Dark Vision: Grindalids Have extremely photosensitive eyes, meaning that without eye protection, they suffer a -2D penalty to vision based skills.

Photosensitivity: Grindalids were native to Persis IX, a homeworld with a dense atmosphere that rendered them light-adverse. Because of this, their squinting, sensitive eyes were easily damaged on lighter worlds, and their photosensitive skin burned and blistered when exposed to direct sunlight. Prolonged exposure to sunlight caused a Grindalid to disintegrate into dust upon death. In game terms, Grindalids take damage in direct sunlight equal to the number of rounds they have been exposed, so 1D the first round, 2D the second, etc, they may roll their Strength to resist this damage as per any normal damage, but it will rapidly increase to levels which will prove fatal.

Story Factors:

Matriarchal Society: Grindalids are a matriarchal society usually ruled by female leaders. Males are subordinate to fertile females in particular, even if a given Grindalid woman is not their biological mother.

Photosensitivity: Due to their sensitivity to sunlight, Grindalids will tend to wear protective clothing when outside, consisting of articulated faceplates, flexible cowl armor, long coats, gloves, and full-seal armored coverings.

FORCE SENSITIVE : N
FORCE POINTS 3
DARK SIDE POINTS 1
CHARACTER POINTS 5

Equipment: Clothing, Body Armour (+1D to resist damage), Blaster Pistol 4D, Pack of Corellian Hounds, Land Speeder,

Description: Moloch was a male Grindalid who lived in the galaxy during the reign of the Galactic Empire as member of the White Worms gang. He was one of few members of the gang willing to leave the sewers, but when out of the sewers he had to wear white armor.

Moloch was present in the White Worm's den when Han Solo was brought to Lady Proxima after his failed mission. Lady Proxima was angered by Han's failure and ordered Rebolt to hit Han with a staff. Han got angered by this, grabbed the staff from Rebolt, and said that he will hit back. Moloch then pulled out a blaster and pointed it at Han. Frightened for Han, Qi'ra ran in front of Moloch and pleaded with him to not shoot Han. Han then grabbed a rock and broke a window with it, exploiting the Grindalid weakness of sunlight. This caused Proxima to burn it up and retreat into the water. Han then took Qi'ra, pushed through the scumrats, and ran outside the den. Moloch quickly covered his face with armor so he wouldn't burn, and started to pursue Han and Qi'ra. As Han and Qi'ra were escaping in a land speeder, Moloch opened fire on them, but was not able to hit them or the speeder.

Moloch then took Rebolt, Syke, and a pack of Corellian hounds with him in his A-A4B landspeeder to pursue the White Worm deserters with. Moloch quickly caught up to Qi'ra and Han in his speeder, and started to knock their speeder with his much more sizable speeder. Moloch proceeded to chase the deserters through the streets of Coronet City. Han eventually took the chase into an industrial manufacturing plant. Han then slanted his speeder to try and fit through a small crevice so Moloch would not catch him. At the end of the crevice Han's speeder became wedged in the crevice, so him and Qi'ra were forced to continue running on foot. Moloch's speeder was way to big to go after them, so like Han and Qi'ra, him and his pary were forced to chase the deserters on foot.

Moloch tracked Han and Qi'ra down to the Coronet Spaceport, but was momentarily stopped by a stormtrooper. Moloch informed the Stormtrooper of the runaways, and the Stormtroopers began to look for Han and Qi'ra as well. Han and Qi'ra were able to get to the gate to leave Corellia, but as they were walking out, one of Moloch's thugs grabbed Qi'ra, and brought her to Moloch. The gate then closed so they couldn't get Han. Thus, allowing Han to escape Corellia.

Stats by FreddyB, descriptive text from WookiePedia
Image copyright LucasArts.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.