Characters D6 / Lady Proxima (Grindalid Crin



CHARACTER NAME - Lady Proxima
SPECIES - Grindalid
GENDER - Female
HEIGHT - 4.88 meters
MOVE - 6

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

PERCEPTION: 4D
- Bargain: 6D
- Command: 6D
- Con: 6D+1
- Gambling: 6D+1
- Persuasion: 6D+1

KNOWLEDGE: 4D
- Streetwise: 8D
- Tactics: 5D
- Willpower: 6D

STRENGTH: 5D
- Brawling: 7D

MECHANICAL: 2D

TECHNICAL: 2D
- Security: 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.

EQUIPMENT
CREDITS - 12,500

FORCE SENSITIVE - N
FORCE POINTS 1
DARK SIDE POINTS 4
CHARACTER POINTS 12

Description: Lady Proxima was a Grindalid female crime boss who operated out of a lair on Corellia during the Imperial Era. She was the leader of the White Worms, a group that took in young Corellians and gave them food and shelter in exchange for their participation in criminal activities on Lady Proxima's behalf. Han Solo and Qi'ra were two of those children.

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