Races D6 / Griim

Griim

Attribute dice: 12D
Dexterity: 2D+2/5D
Knowledge: 1D+1/3D
Mechanical: 2D/3D+2
Perception: 2D+1/5D
Strength: 2D/3D+1
Technical: 2D/4D
Move: 10/13
Size: 1.8 meters

Average Griim: Dexterity 3D, Knowledge 1D+2, Mechanical 2D+1, Perception 3D, Strength 1D+2, Technical 2D+2.

Special Abilities:
Prehensile Tail: +1D to Climbing/Jumping and other related skills.
Skin: Their skin is dark blue, almost navy blue, and they recieve +1D to sneak and hide in shadows or dark rooms.

Griim battle armor:
Gives +1D+2 to physical attacks.

Griim double-bladed rapier:
Strength+2D-2D+2

Griim throwing stars:
Strength+2 when thrown, Strength+1D when used as a melee weapon.

Templates:

Character Name:
Type: Griim Jedi-in-training
Gender/ species: / Griim
Age: Height: Weight:
Physical description:

Dexterity 4D
Dodge
Lightsaber
Melee Combat
Melee Parry
Running

Perception 3D
Bargain
Con
Hide
Investigation
Search

Sneak

Knowledge 2D
Alien species
Intimidation
Languages
Survival
Willpower

Strength 2D
Brawling
Climbing/ jumping

Mechanical 2D
Beast Riding
Communications
Space Transports
Starship gunnery
Walker Operation

Technical 2D
Armor repair
First aid
Melee weapon repair

Special abilities:
Control 1D
Sense 1D
Alter 1D
May select three force powers.
Prehensile Tail: +1D to climbing/ jumping, and related skills.
Skin: Dark skin adds +1D to sneak in darkness.

Equipment: Lightsaber(5D), Griim double-bladed rapier(Str.+2D), Griim battle-vest(+1D+2 to physical, torso only).

Quote: "Well, looks like we'll have to fight our way out...again!"

Move: 10
Force Sensitive? Yes
Force points: 2
Dark Side points:0
Character points: 5

Character Name:
Type: Griim bounty hunter
Gender/ species: / Griim
Age: Height: Weight:
Physical description:

Dexterity 4D
Blaster
Brawling Parry
Dodge
Melee Combat
Melee Parry
Thrown Weapons

Perception 4D
Bargain
Con
Hide
Investigation
Search
Sneak

Knowledge 2D Strength 3D
Alien species Brawling
Languages Climbing/ jumping
Planetary systems Swimming
Streetwise
Value
Willpower

Mechanical 3D Technical 2D
Astrogation Armor repair
Beast Riding Blaster repair
Space Transports Computer Programming/ repair
Starship shields First aid
Swoop Operation Space Transports Repair

Special abilities:
Prehensile Tail: +1D to climing/ jumping and related skills.
Skin: Dark skin adds +1D to sneak in darkness.

Equipment: Griim double-bladed rapier (Str.+2D), Griim battle-vest (+1D+2 to physical, torso only), blaster rifle (5D), 2 Griim throwing stars(Str.+2 when thrown, Str.+1D when used as a melee weapon), 500 credits standard, binders, 2 medpacks

Quote: "Resistance is futile."

Move: 10
Force Sensitive? no
Force points: 1
Dark side points: 0
Character points: 5

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