Characters D6 / Lok Durd (Seperatist General



Name: Lok Durd
Homeworld: Neimoidia
Species: Neimoidian
Gender: Male
Height: 2.11 meters
Eye color: Yellow
Skin color: Gray
Move: 10

DEXTERITY: 2D+2
- Blaster: 4D+2
- Dodge: 5D

PERCEPTION: 3D
- Bargain: 4D
- Command: 6D
- Hide: 4D+1
- Investigation: 4D+2
- Persuasion: 4D
- Sneak: 4D+2

KNOWLEDGE 3D+1
- Alien Species: 4D+1
- Bureaucracy: 5D+2
- Cultures: 5D
- Languages: 5D
- Streetwise: 4D+1
- Tactics: 5D+1
- Value: 4D+2

STRENGTH: 2D+2
- Brawling: 4D

MECHANICAL: 3D
- Capital Ship Piloting: 4D+1
- Capital Ship Weapons: 4D
- Communications 5D
- Repulsorlift Operation 4D+1

TECHNICAL: 4D
- Blaster Repair 5D+2
- Capital Ship Weapons Repair: 6D+1
- Computer Programming/Repair: 5D+2
- Security: 4D
- Starship Weapons Repair: 6D

SPECIAL ABILITIES:

Born-Traders: The Neimoidians are born to make and break deals and organise trades virtually from when they are grubs, operating in business as if they were born with the skills. This is

virtually true and they receive a bonus 2D to Bureaucracy, Business, Bargain and Con skills.

Force Sensitive: N
Force Points: 2
Dark Side Points: 2
Character Points: 5

Equipment:
Vast Riches, Blaster Pistol (4D), Comlink

Description: Lok Durd was a male Neimoidian arms developer who served as a general in the Separatist Droid Army during the Clone Wars. He was defeated by Republic forces and was taken into Republic custody. Durd, along with Nuvo Vindi, was part of Lieutenant Commander Orson Krennic's original plans for a prisoner exchange with the Confederacy of Independent Systems to secure the release of Galen Erso, Lyra Erso, and the baby Jyn Erso from imprisonment on Vallt. However, Durd eventually managed to escape custody and went on to cause havoc beyond the Western Reaches.

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