Characters D6 / Dar (Trandoshan Big Game H



Name: Dar
Died: 20 BBY, Wasskah
Species: Trandoshan
Gender: Male
Eye color: Yellow
Skin color: Brownish-orange
Move: 10

DEXTERITY: 3D+1
- Blaster: 5D
- Brawling Parry: 4D+2
- Dodge: 5D+1
- Melee Weapons: 4D
- Melee Parry: 4D+1
- Throwing Weapons: 4D
- Vehicle Blasters: 3D+2

PERCEPTION: 2D+2
- Hide: 3D+2
- Search: 4D+2
- Sneak: 4D+1

KNOWLEDGE: 3D
- Alien Species: 4D
- Intimidation: 3D+2
- Planetary Systems: 3D+1
- Streetwise: 4D
- Survival: 4D+2

STRENGTH: 3D+2
- Brawling: 4D+2
- Stamina: 4D
- Swimming: 4D+1

MECHANICAL: 2D
- Space Transports: 3D+1
- Starship Gunnery: 4D

TECHNICAL: 2D
- First Aid: 3D+2
- Security: 3D

SPECIAL ABILITIES:

Vision: Trandoshans' vision includes the ability to see in the infrared spectrum. They can see in darkness with no penalty, provided there are heat sources.

Clumsy: Trandoshans have poor manual dexterity. They have considerable difficulty performing actions which require precise finger movement and they suffer a penalty of ?2D whenever they attempt an action of this kind. In addition, they also have some difficulty using weaponry that requires a substantially smaller finger such as blasters and blaster rifles; most

weapons used by Trandoshans have had their finger guards removed or redesigned to allow for the Trandoshan's use.

Regeneration: Younger Trandoshans can regenerate lost limbs (fingers, arms, legs and feet). This ability disappears as the Trandoshan ages. Once per day, the Trandoshan must make a Moderate Strength or stamina roll. Success means that the limb regenerates by ten percent. Failure indicates that the regeneration does not occur.

EQUIPMENT

CREDITS - 100

Blaster Sniper Rifle (5D), Rugged Clothing, Comlink, Spare Ammunition

FORCE SENSITIVE - N
FORCE POINTS 1
DARK SIDE POINTS 1
CHARACTER POINTS 6

Description: Dar was a Trandoshan male who was the son of Garnac, the leader of a hunting guild that hunted both sentient and non-sentient prey on the moon of Wasskah. During the year 20 BBY, Dar was on the verge of becoming an official member of the guild. When the guild hunter Lo-Taren captured the Jedi Padawan Ahsoka Tano, Garnac believed that Dar's first trophy had been acquired.

Two days after Tano's capture, Dar was inducted into the guild by his father and led the following day's hunting expedition. Dar quickly caught onto Tano and the young Trandoshan chased the Padawan and her Jedi youngling companion Kalifa through the jungles of one of Wasskah's islands. However, the inexperienced Dar was foiled by a mixture of his targets' agility and the jungle's terrain. After a failed offense against Tano, Dar tumbled into a gully and was impaled on a stone spike.

Believing the Jedi to be solely responsible, Garnac executed Kalifa and swore vengeance on Tano. Garnac's campaign to avenge his son ended when Garnac himself was killed by Tano days later during a conflict that destroyed almost the entire hunting guild.

Personality and traits

Raised as an ambitious hunter, Dar was eager for the hunt. Garnac cherished his son, and in turn Dar looked to please his father, boldly stating his desire to personally kill a Jedi target when Garnac brought up the topic. Openly optimistic, Dar would often celebrate declarations regarding the guild's hunting activities, such as when Garnac expressed interest in making Tano Dar's first trophy or when Garnac announced the beginning of a new hunt. During his guild induction ceremony, Dar played the part of a triumphant warrior, roaring and cheering alongside his comrades. Dar even traded several chest bumps with his peers as he stepped forward to be inducted by his father.[2]

For Dar's first and final hunt, he was entrusted with leading the charge,[3] and the young hunter appeared to enjoy the hover pod chase. Dar was confident in his abilities to fight the Jedi—which he referred to as "whelps"—on foot, but after failing to kill Kalifa with his hands, he resorted to using his rifle. Upon cornering Kalifa he found her to be less than impressive, but hoped to maker her the first of many Jedi trophies nevertheless. He considered the idea of turning Kalifa into a trophy to be an honor on her part. Dar proved to be fast—if inaccurate—shooter, as after being knocked down by Tano he quickly popped back up to continue the fight.[2]

However, Dar's inability to kill the Jedi frustrated him, causing him to forgo his weapons and fight

Tano in personal combat. Dar's subsequent attacks proved to be unfocused, as he wildly swung at the Jedi, landing only a few blows. After being tackled by Tano, Dar attempted a similar maneuver, but he put more force into the move than he needed which led to his demise.[2]

Physically, Dar featured a lean build comparable to his father. Dar's scales were a brownish-orange color, and the young Trandoshan exhibited yellow eyes.[2]

Equipment
During his first and final hunt, Dar's weapon of choice was a black, long-barreled sniper rifle with a vertical foregrip, a sling, and a scope. After failing to shoot his quarry with the rifle, Dar attempted to use the rifle as a club and subsequently lost hold of the weapon. Dar was also had access to and was capable of piloting the guild's hover pods.[2]

Dar's fatigues consisted of a reddish-brown t-shirt, a gray vest with yellow shoulders, gray shorts and anklets, and gauntlets on both wrists. Dar also wore a cartridge carrier on his left arm along with a red armband on his right arm.[2]

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