# Characters D6 / Sol Mon (Human Pirate Capta



Name: Sol Mon
Species: Human
Gender: Male
Hair color: Black
Eye color: Black
Move: 10

DEXTERITY: 3D
- Blaster: 5D+1
- Brawling Parry: 5D+1
- Dodge: 5D
- Grenade: 4D
- Melee Combat: 5D+2
- Melee Parry: 4D+2

PERCEPTION: 3D
- Bargain: 5D
- Command: 5D+1
- Gambling: 4D+1
- Search: 5D+2
- Con: 5D
- Hide: 4D+2
- Sneak: 5D

KNOWLEDGE: 2D
- Languages: 4D
- Planetary Systems: 4D+2
- Tactics: 5D+1

STRENGTH: 3D
- Brawling: 5D+2

MECHANICAL: 2D+2
- Sensors: 4D+2
- Capital Ship Piloting 5D
- Capital Ship Gunnery: 5D+2
- Astrogation: 5D+1
- Communications: 3D+1

TECHNICAL: 2D+1
- Computer Programming/Repair: 3D
- Capital Ship Repair: 4D+2
- Security: 5D

EQUIPMENT
- CREDITS - 350
  - Heavy Blaster Pistol (5D), Pirates Clothing, Comlink, Dagger (Str+1D), Marauder Corbe

FORCE SENSITIVE – N

FORCE POINTS 2
DARK SIDE POINTS 4
CHARACTER POINTS 7

Description: Sol Mon was a Human male and the leader of a pirate gang that rose to power during the Galactic Empire's fragmentation following the Battle of Endor. He engaged in several trips across the galaxy, acquiring a fleet of small, black-market-modified starfighters and the pirates to crew them.

He was hired by Grappa the Hutt to raid various cargo transports, both those of the New Republic and the Empire. Sol Mon fled from Grappa after Black Sun uncovered Grappa's treachery.

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