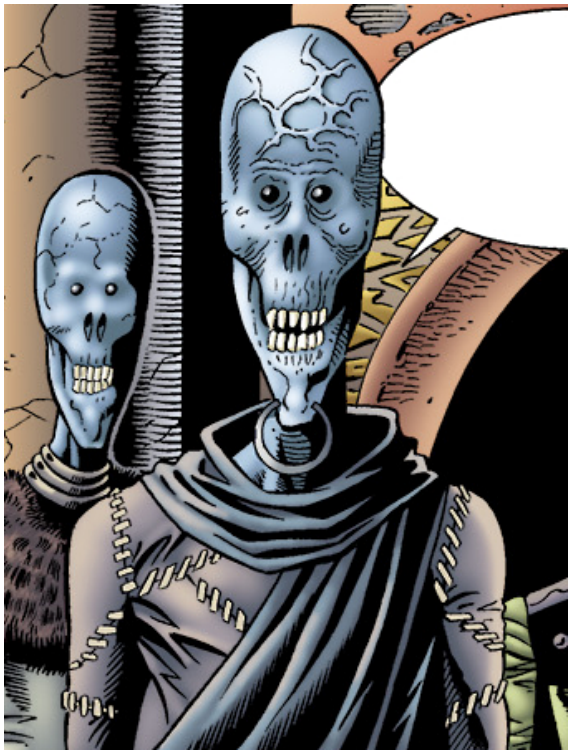
Characters D6 / Zzzanmxl (Zanibar Mercenary



ame: Zzzanmxl
Homeworld: Xo
Species: Zanibar
Gender: Male
Hair color: None
Eye color: Black
Move: 10

DEXTERITY: 4D+1
- Blaster: 5D+2
- Brawling Parry: 5D+1
- Dodge: 6D+1
- Melee Combat: 6D
- Melee Parry: 5D+2

PERCEPTION: 4D+1
- Bargain: 5D+2
- Command; Zanibar: 5D+2
- Hide: 5D
- Persuasion: 5D+2
- Search: 5D+1
- Sneak: 6D+1

KNOWLEDGE: 3D+1
- Alien Species: 4D+1
- Intimidation: 7D
- Languages: 4D+1
- Planetary Systems: 4D+2
- Streetwise: 6D
- Tactics: 4D+1
- Value: 6D+1
- Willpower: 5D

STRENGTH: 3D
- Brawling: 5D+2
- Climbing/Jumping: 5D+1
- Stamina: 4D

MECHANICAL: 2D
- Astrogation: 4D+1
- Repulsorlift Operation: 5D+1
- Space Transports: 4D+2
- Starship Gunnery: 5D

TECHNICAL: 2D
- Blaster Repair: 4D+1
- Security: 4D

Special Abilities:

Skull Like Appearance: Zanibar's precise movement and death like appearance causes other species to find them disturbing, giving Zanibar a +2D to Intimidation rolls.

EQUIPMENT

CREDITS - 100

Blaster Carbine (5D damage), Knife (Str+1D damage), Patchwork Clothing, Starship, Stun Grenades

FORCE SENSITIVE : Y
FORCE POINTS 2
DARK SIDE POINTS 5
CHARACTER POINTS 7

Description: Zzzanmxl was the leader of a band of Zanibar mercenaries and bounty hunters.

Biography

He and his troops worked for Grappa the Hutt during the time of the New Republic. Zzzanmxl had made a deal with Grappa that they would work for him and in return, he would provide them with sentients that they could sacrifice in their religious rituals.

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