Characters D6 / Magaloof (Leffingite Criminal



Name: Magaloof
Homeworld: Almak
Species: Leffingite
Gender: Male
Height: 1.4 meters
Move: 10

DEXTERITY: 2D
- Blaster: 4D
- Brawling Parry: 3D+2
- Dodge: 4D+2

PERCEPTION: 2D
- Bargain: 4D+1
- Con: 4D
- Gambling: 4D+2

KNOWLEDGE: 1D
- Languages: 2D
- Streetwise: 5D

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

MECHANICAL: 2D+2
- Repulsorlift Operation: 5D+1

TECHNICAL: 2D
- Repulsorlift Repair: 4D+2

Special Abilities:
Four Eyes: Leffingites have four eyes, and therefore a wider range of vision than humans, this makes them more observant and gives them a bonus +1D to search.

EQUIPMENT
- CREDITS 200
  - Stolen Airspeeder, Commlink, Street Clothes

FORCE SENSITIVE: N
FORCE POINTS 1
DARK SIDE POINTS 0
CHARACTER POINTS 2

Description: Magaloof was a male Leffingite from the planet Almak who journeyed to Coruscant to pursue a career in the line of theft. Stealing an airspeeder to get his break, he soon joined the gang of crime lord Hat Lo. While in Lo's company, however, he sought to fall in with more significant syndicates, such as Black Sun, or the Baath brothers. In time, he entered into what he thought was a partnership with the con man Achk Med-Beq. Together, they participated in several successful

heists. However, Med-Beq and his partner Dannl Faytonni set up Magaloof while the Leffingite robbed a CoCo Town jewelry store of its flame gems.

Magaloof was conned out of his take on the job, and became disillusioned as a result. He went to jail for the offense, and thought upon his folly. After completing his three-year sentence, he returned to Almak to rethink his life. Magaloof had been eager to rise in the ranks of the underworld, and certainly hoped to make his mark amongst the criminals of the galaxy. He was ignorant of Med-Beq's con, and thought of him as a mentor, but, in retrospect, was disgusted by what had transpired, and had no qualms about dropping his intended lifestyle in favor of a more honest living.

Biography

Early life and working for Hat Lo

A male Leffingite, Magaloof was raised on the homeworld of his species, Almak. At some stage, he journeyed to the galactic capital Coruscant, where he hoped to pursue a criminal career. Magaloof made his start by stealing an airspeeder, although this first theft nearly went awry when the droid ASN-121, with the Jedi Knight Obi-Wan Kenobi in tow, shot past in close proximity. Offering only a loudly uttered desire for edification, Magaloof emerged unscathed, but shaken. He offered the speeder to an associate of Hat Lo, a local crime boss, who in turn offered him a position in his gang. But Magaloof sought to reach loftier heights, seeking positions in better known syndicates, such as that of the Baath brothers, or even Black Sun, an organization that spanned the known galaxy.

Partnership with Achk Med-Beq

Soon enough, Magaloof found himself in partnership with Achk Med-Beq, a Coruscanti con man. Eventually, due to his greater experience, Med-Beq became a mentor to Magaloof, teaching him the ways of the industry. The partnership proved to be successful, and a variety of heists were pulled off without a hitch. However, Med-Beq saw an opportunity to set Magaloof up, and took it. Convincing the young Leffingite to burgle a CoCo Town jewelry store and steal some precious flame gems, Med-Beq enlisted his friend, Dannl Faytonni, to masquerade as a Republic Security Force officer and confiscate Magaloof's flame gems following the robbery. Sure enough, Magaloof was "arrested" but let off with a "strong warning."

Seeking to tell Med-Beq of the botched operation, Magaloof failed to find his mentor, and soon after, was arrested by the legitimate authorities for the robbery. Protesting his arrest, Magaloof informed the RSF officers that he had already been apprehended on the same charge, and that the missing flame gems had already been retrieved. The Leffingite was told that there was no "Lieutenant Faytonni" in the RSF ranks, and was sentenced to three years in the Moderate Security Ward of the CoCo Penitentiary.

Redeemed

Over the three years of his sentence, Magaloof pondered his situation, and came to the realization that Med-Beq had been setting him up from the very start. Disenchanted with the idea of being a criminal, and disgusted with himself for being conned so easily, Magaloof returned to his native Almak when released, in order to restart his life and pursue a new career.

Personality and traits

Magaloof was eager to please and excel as a criminal—his first robbery was a successful one, and he was able to pull off heists with Med-Beq for some time until he was betrayed. He lacked the experience required to recognize a con while in the middle of one, and in turn, suffered the consequences. He repented in prison, and was not totally sold on the idea of being a criminal,

which in turn led to his pursuit of a new life back home on Almak.

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