



Characters D6 / Nic Whoma (Gran Gar

Name: Nic Whoma
Homeworld: Coruscant
Species: Gran
Gender: Male
Hair color: None
Eye color: Black
Move: 10

DEXTERITY: 2D

Blaster: 4D+1

Brawling Parry: 3D+1

Dodge: 4D+1

PERCEPTION: 2D

Bargain: 3D+2

Gambling: 5D+1

Persuasion: 4D+2

Search: 4D

KNOWLEDGE: 2D+1

Languages: 4D+1

Planetary Systems: 3D

Streetwise: 4D+1

STRENGTH: 2D

Brawling: 3D+2

MECHANICAL: 2D+2

Repulsorlift Operation: 3D+2

TECHNICAL: 2D

Repulsorlift Repair: 4D

SPECIAL ABILITIES

Vision: Gransâ€™™ unique combination of eyestalks gives them a larger spectrum of vision than other species. They can see well into the infrared range (no penalties in darkness), and gain a bonus of +1D to notice sudden movements.

EQUIPMENT

CREDITS 1,200

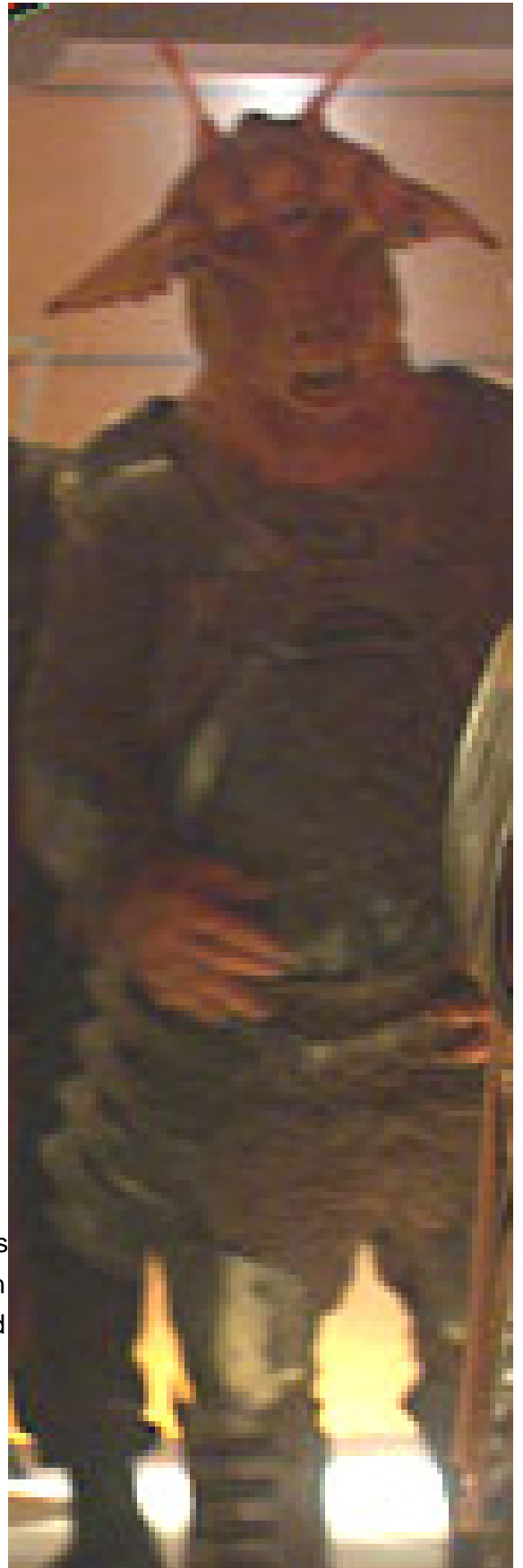
Street Clothes, Comlink, Sabaac Cards

FORCE SENSITIVE N

FORCE POINTS 1

DARK SIDE POINTS 0

CHARACTER POINTS 2



Description: Nic Whoma was a male Gran gambler. He was present at the Outlander Club on Coruscant in 22 BBY when Obi-Wan Kenobi and Anakin Skywalker entered chasing Zam Wesell.

Stats by FreddyB, Descriptive Text from WookieePedia.

Image copyright LucasArts.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).