

Name: Chilla Zin
 Species: Insectoid
 Gender: Male
 Eye color: Red
 Skin color: Dark gray
 Move: 10

DEXTERITY: 3D+1

Blaster: 7D
 Brawling Parry: 7D+2
 Dodge: 6D+1
 Melee Combat: 6D
 Melee Parry: 5D+2

PERCEPTION: 3D

Bargain: 5D+2
 Command: 3D+1
 Hide: 6D
 Persuasion: 6D+2
 Search: 5D+1
 Sneak: 6D+1

KNOWLEDGE: 2D

Alien Species: 4D
 Cultures: 4D
 Intimidation: 5D+2
 Languages: 4D
 Streetwise: 6D
 Tactics: 4D
 Value: 5D

STRENGTH: 3D

Brawling: 6D+2
 Climbing/Jumping: 5D+1
 Stamina: 5D

MECHANICAL: 2D

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

TECHNICAL: 2D

Blaster Repair: 5D+1
 Security: 5D



Special Abilities:

Multiple Arms: Chilla Zin has four arms, but standard action penalties still apply - as he can only concentrate on one task at a time.

EQUIPMENT

CREDITS - 800

Blaster Rifle (5D), Utility Belt, Comlink

FORCE SENSITIVE : Y

FORCE POINTS 2

DARK SIDE POINTS 3

CHARACTER POINTS 7

Description: Chilla Zin was a four-armed insectoid male who wielded four blades and was a member of the Assassins Guild during the Imperial Era. Alongside the droid Gee-Ninety and the sniper Loriach, Zin was hired by the Sith assassin Ochi of Bestoon to assassinate a Crimson Dawnâ€‘allied pontiff on Vincorba. Unknown to Zin and his associates, the job was a test from Ochi's master, the Sith Lord Darth Vader, who recruited them in his quest to destroy Crimson Dawn.

Stats by FreddyB, Descriptive Text from WookieePedia.

Image copyright LucasArts.

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