Characters D6 / Chilla Zin (Insectoid Master A



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 Dawn–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.

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