Characters D6 / Sira (Weequay Revenger)



Name: S'ira
Species: Weequay
Hair color: Black
Skin color: Orange

DEXTERITY 2D
- Blaster: 5D+2
- Brawling Parry 4D+2
- Dodge 5D
- Melee Combat 4D+2
- Melee Parry 4D
- Thrown Weapons 4D+2

KNOWLEDGE 2D
- Intimidation 4D+2
- Willpower 2D+2

PERCEPTION 2D+2
- Bargain: 4D+2
- Hide: 5D+1
- Search 5D+2
- Sneak: 5D

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

MECHANICAL 2D+1
- Repulsorlift Operation 4D

TECHNICAL 2D
- Blaster Repair 2D+2
- First Aid 4D+2
- Security 3D+1

Special Abilities:

Short-range Communication: Weequays of the same clan can communicate through complex combinations of pheromones. Aside from Jedi sensing abilities, no species is known to be able to detect such communications.

Force Sensitive: N
Force Points: 1
Dark Side Points: 2
Character Points: 5
Move: 10

Equipment: Heavy Blaster Pistol (5D), Concealed Knife (STR+1D), Rugged Clothing, Comlink, Blaster Rifle (5D)

Description: S'ira was a Weequay member of the Revengers, a group opposing the Crimson Dawn criminal syndicate, alongside Ankala Sahm and Tanka. Like the other members of the group, S'ira's village had been destroyed by Crimson Dawn. On Calior, S'ira and the other Revengers were recruited by the Sith Lord Darth Vader as part of his own quest to destroy the syndicate.

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