Characters D6 / Fantes Merdarro (Human Bes



Name: Fantes Mer'darro
Homeworld: Balosar
Species: Balosar
Gender: Male
Hair color: Dark
Skin color: Fair

DEXTERITY: 2D
- Blaster: 4D
- Brawling Parry: 3D
- Dodge: 4D+1
- Melee Combat: 4D+2
- Melee Parry: 4D+1

KNOWLEDGE: 2D
- Law Enforcement: 3D
- Streetwise: 4D

PERCEPTION: 2D
- Investigation: 4D
- Search: 5D+1
- Sneak: 3D+1

STRENGTH: 2D+2
- Brawling: 4D+2
- Climbing/Jumping: 4D+1
- Stamina: 4D

MECHANICAL: 2D
- Communications: 3D+1
- Repulsorlift Operation: 4D

TECHNICAL: 2D
- First aid: 3D+1
- Security 3D

Special Abilities:

Antennapalps: Retractable, the atennapalps allowed them to listen into the subsonic range and gave the species a physical intuition, this gives them a bonus +1D to all skill checks involving sound, and +2D to skill checks involving detecting danger (traps, ambushes, etc)

Poison Resistance: Another attribute possessed by Balosars due to their toxic environments was their resistance to toxins and most poisons. This gives them a bonus +1D to stamina to resist poisons and toxins

Story Factors:

Moral Ambiguity: Con and bargain rolls made against a Balosar gain a +1D+1 bonus, if promising profit or power.

Move: 10

Force Points: 1
Dark Side Points: 0
Character Points: 2

Equipment:
Blaster Pistol (4D), Comlink, Wing Guard Uniform, Baton (Str+1D)

Description: Fantes Mer'darro was a native of Balosar, a planet which was homeworld to the eponymous species of which Mer'darro was a fair-skinned male with dark hair. By 3 ABY, Mer'darro joined the Bespin Wing Guard, the main security force of Cloud City on the planet Bespin. In his service to the Wing Guard, Mer'darro wore the standard uniform of the organization, and the antennapalps hidden under his cap helped Mer'darro sense suspicious people in Cloud City's many casinos.

In 3 ABY, the Galactic Empire occupied Bespin with intent to capture the Rebel Alliance's light freighter Millennium Falcon. When the Millennium Falcon landed on Cloud City's Platform 327, Mer'darro and other Wing Guard troopers accompanied the city's Baron Administrator, Lando Calrissian and his chief administrative aide, Lobot, in greeting the freighter's occupants. Upon Lobot's command, the Wing Guard troopers left Calrissian and his aide alone with the Falcon's occupants, who were unaware Calrissian was in truth leading them into an Imperial trap.

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