Characters D6 / Jake Sirrom (Human Bespin



Name: Jake Sirrom
Homeworld: Dahvil
Species: Human
Gender: Male
Skin color: Fair

DEXTERITY: 2D+2
- Blaster: 5D+1
- Brawling Parry: 5D
- Dodge: 4D+2

KNOWLEDGE: 3D
- Bureaucracy: 3D+2
- Law Enforcement: 4D+1
- Streetwise: 4D+1
- Tactics: 3D

PERCEPTION: 2D
- Investigation: 5D
- Search: 4D+2

STRENGTH: 3D
- Brawling: 5D

MECHANICAL: 2D+1
- Communications: 4D+1
- Repulsorlift Operation: 5D
- Sensors: 3D

TECHNICAL: 2D
- First Aid: 3D+1
- Computer Programming/Repair: 2D+2
- Security: 5D

Move: 10
Force Points: 1
Dark Side Points: 0
Character Points: 3

Equipment:
- Relby-k23 Blaster Pistol (4D), Comlink, Wing Guard Uniform

Description: Jake Sirrom was a fair-skinned Human male from Dahvil, and the son of Gem Sirrom, who worked in the Senate of the Republic prior to the Republic's dissolution and the Galactic Empire forming in 19 BBY. Following the Galactic Senate's dissolution, Gem took her son to Bespin to start a new life, and Jake joined the Wing Guard protecting the planet's Cloud City by 3 ABY. In that year, after the Galactic Empire occupied Bespin, Sirrom was in one of Cloud City's buildings, walking along a corridor, when the city's Baron Administrator, Lando Calrissian, warned the citizens via intercom about the Imperial takeover and advised them to leave before the Imperial presence

increased. During his service in the Bespin Wing Guard, Jake Sirrom wore the standard uniform and wielded a Relby-k23 blaster pistol.

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