Characters D6 / Jell Spiel (Human Bespin Wi



Name: Jell Spiel
Homeworld: Bespin
Species: Human
Gender: Male

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

KNOWLEDGE: 2D
- Intimidation: 5D+1
- Law Enforcement: 4D
- Streetwise: 4D

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

STRENGTH: 3D
- Brawling: 4D+1
- Climbing/Jumping: 3D+1

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

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

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

Equipment:
- Blaster Pistol (4D), Comlink, Wing Guard Uniform, Storm IV Twin Pod Cloud Car

Description: Jell Spiel was a Human male from Bespin who served the Bespin Wing Guard as a cloud car pilot during the Galactic Civil War. He co-piloted one of two Storm IV Twin-Pod cloud cars near Cloud City in 3 ABY when the Millennium Falcon arrived there. One Cloud Car fired warning shots at the freighter before escorting it to a landing platform. Spiel's experience as a pilot of cloud car prototypes proved very useful during the evacuation of Bespin.

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