Characters D6 / Sergeant Bruckman (Human



Name: Sergeant Bruckman
Homeworld: Corellia
Species: Human
Gender: Male
Eye color: Blue

Dexterity: 3D
- Blaster: 5D+2
- Dodge: 5D
- Brawling Parry: 5D
- Grenade: 5D+1
- Vehicle Blasters: 4D

Knowledge: 2D
- Bureaucracy: 4D
- Intimidation: 3D+2
- Streetwise: 4D+2
- Survival: 5D+1
- Tactics: 4D

Perception: 3D
- Bargain: 3D+2
- Command: 4D+1
- Hide: 4D+2
- Search: 5D+1
- Sneak: 5D+2

Strength: 3D+1
- Brawling: 5D+2
- Climbing/Jumping: 5D

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

Technical: 2D
- Blaster Repair: 3D+1
- Demolitions: 5D
- Security: 4D+2
- First Aid: 3D

Move: 10
Force Sensitive: No
Force Points: 2
Dark Side Points: 0
Character Points: 5

Equipment:

Flak Helmet(+1D Physical, +2 Energy,), Blaster Rifle (5D), Grenades, Timed Detonators., Comlink, Binoculars, Camouflage Rebel Uniform (+1D to Sneak in Forest)

Description: Bruckman was a Corellian male who served the Rebellion as a sergeant during the Galactic Civil War. He was assigned to be point man for General Han Solo's strike team during the Battle of Endor.

He was recruited by General Crix Madine for the Alliance. Bruckman was among the Rebel commandos who entered the Endor shield generator bunker before being captured by the Imperial Tempest Force. However, the intervention of Ewoks—the Alliance's newfound allies—helped turn the tide of the battle to the advantage of the Rebel strike team.

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