Characters D6 / Bane Malar (Telepathic Boun



Name: Bane Malar
Gender: Male
Move: 10

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

PERCEPTION: 3D
- Bargain: 4D
- Hide: 3D+2
- Investigation: 4D+2
- Persuasion: 4D+1
- Search: 4D+2
- Sneak: 4D

KNOWLEDGE: 2D
- Intimidation: 5D
- Languages: 2D+2
- Planetary Systems: 4D+1
- Streetwise: 4D+2
- Survival: 3D

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

MECHANICAL: 2D+2
- Astrogation: 3D+1
- Repulsorlift Operation: 4D+2
- Space Transports: 5D
- Starship Gunnery: 4D+2

TECHNICAL: 2D
- Blaster Repair: 3D+2
- Security: 4D
- Starship Repair: 3D+1

Special Abilities:

Natural Telepath: Bane Malar was a natural telepath, which aided his hunting, although his natural talents were weak. However when under the influence of Glitterstim, he could add +1D to all attempts to detect deception or track intelligence creatures. He could also invade targets minds which requires an action, reducing their skills by 2D. However, the Glitterstim would reduce all of his skills by 2D for 2D hours afterwards as he came down from the effects of the stimulant.

FORCE SENSITIVE - N
FORCE POINTS 1

DARK SIDE POINTS 0
CHARACTER POINTS 3

Equipment: Custom Armour (+2D vs Physical, +1D vs Energy, -1 to Dexterity), Blaster Rifle (5D), Comlink, Glitterstim

Description: Bane Malar was a male bounty hunter who specialized in tracking those who escaped the Spice Mines of Kessel. A natural telepath, Malar would use glitterstim to enhance his abilities, which allowed him to invade the minds of those he was hunting down.

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