Characters D6 / The Time Grappler (Human M



Name: Time Grappler
Species: Human
Gender: Male
Hair color: Grey
Skin color: Light
Move: 10

DEXTERITY 2D
- Blaster: 3D
- Brawling Parry: 4D+1
- Dodge: 4D+2
- Melee Weapons: 5D+2
- Melee Parry: 5D+1

KNOWLEDGE 3D
- Bureaucracy: 3D+1
- Scholar; Music: 4D
- Streetwise: 4D+2

PERCEPTION 3D
- Bargain: 4D+1
- Gambling: 3D+2
- Performance; Music: 5D+1
- Persuasion: 4D+2
- Search: 3D+1
- Sneak: 4D

STRENGTH 4D
- Brawling: 5D+2
- Stamina: 5D

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

TECHNICAL 2D
- Musical Instrument Repair: 4D

Equipment:
- Commlink, Performance Clothing, Beskar Hammer and Anvil (Str+2D)

FORCE SENSITIVE - N
FORCE POINTS 1
DARK SIDE POINTS 0
CHARACTER POINTS 2

Description: The Time Grappler was a human male who resided on Ferrix. It was his duty to ring in the beginning and end of each day by striking a beskar anvil atop a bell tower on Rix Road. The Time Grappler handled this task with reverence, adopting rhythmic poses before each hammer

strike. He wore a set of earmuffs to protect his hearing from the anvil's clangs.

In 5 BBY, like any other day, the Time Grappler woke the people of Ferrix on the morning that a number of Pre-Mor Enforcement Corpos came to the planet in search of Cassian Andor. The off-worlders found themselves unwelcome; their arrival sent the locals off on ringing a series of metal fixtures throughout the population center, much like the Time Grappler would strike his own anvil. These tensions culminated in an explosive encounter on Rix Road that saw Andor escape the planet.

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