Characters D6 / Birnok (Human Prison

Name: Birnok
Died: 5 BBY, Narkina 5
Species: Human
Gender: Male
Hair color: Black
Skin color: Black
Move: 10

DEXTERITY: 2D+1
- Blaster: 3D
- Brawling Parry: 5D
- Dodge: 4D+1
- Pick Pocket: 4D+2
- Running: 3D+2

PERCEPTION: 2D+2
- Bargain: 3D+2
- Con: 4D
- Gambling: 3D+2
- Hide: 3D+1
- Search: 4D
- Sneak: 4D+1

KNOWLEDGE: 2D
- Business: 2D+2
- Intimidation: 4D+2
- Law Enforcement: 3D
- Streetwise: 4D
- Value: 3D+2

STRENGTH: 3D
- Brawling: 5D+2
- Climbing/Jumping: 4D+2

MECHANICAL: 2D
- Repulsorlift Operation: 3D+1

TECHNICAL: 2D+2
- Computer Programming/Repair: 3D+2
- Machinery Repair: 4D

EQUIPMENT

Prison Uniform,

FORCE SENSITIVE - N
FORCE POINTS 1
DARK SIDE POINTS 0
CHARACTER POINTS 3

Description: Birnok was a human male prisoner in the Narkina 5 Imperial Prison Complex. He perished after he was shot for attempting to climb onto the Unit Five-Two-D walkway during the prison uprising.

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