Characters D6 / Amnesty Officer M34 (Human



Name: Amnesty Officer M34
Species: Human
Gender: Male
Hair color: Brown
Eye color: Blue
Skin color: Light

DEXTERITY: 2D+2
- Blaster: 5D
- Dodge: 4D+2
- Vehicle Blasters: 5D+1

KNOWLEDGE: 3D
- Bureaucracy: 4D+2
- Planetary systems: 4D
- Tactics: 5D+2
- Intimidation: 4D+2

PERCEPTION: 3D
- Bargain: 4D+2
- Command: 3D+2
- Persuasion: 4D+2

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

MECHANICAL: 3D
- Communications: 4D+2
- Capital Ship Piloting: 5D+1
- Capital Ship Weapons 5D+2
- Repulsorlift Operation: 4D+2
- Walker Operation: 3D+2

TECHNICAL: 3D
- Capital Ship Repair: 4D
- Computer Programming: 3D+2
- First aid: 3D+2
- Security: 4D+2

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

Equipment:
- Amnesty Uniform, Credits 100

Description: Amnesty Officer M34 was the designation of a human individual who was part of the

New Republic Amnesty Program, a program for former members of the Galactic Empire who were given amnesty following re-integration initiatives so that they could loyally serve the New Republic. M34 previously served as an Imperial officer. Officer M34 chatted with Amnesty Officer M40 and Amnesty Officer G27 about what they missed from the Empire, such as the light of hyperspace, the uniforms, and the food, though M34 was glad the Empire was gone like the others.

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