Characters D6 / Unidentified Mon Calamari Te



Name: Unidentified Mon Calamari Technician
Species: Mon Calamari
Eye color: Brown
Skin color: Green
Move: 10

DEXTERITY: 2D
- Blaster: 4D
- Brawling Parry: 4D
- Dodge: 5D

PERCEPTION: 2D
- Bargain: 4D+2
- Command: 3D
- Investigation: 4D+2
- Persuasion: 5D
- Search: 4D

KNOWLEDGE: 2D
- Bureaucracy: 4D
- Interrogation: 6D
- Value: 4D+1

STRENGTH: 3D
- Brawling: 4D
- Swimming: 5D

MECHANICAL: 2D
- Aquatic Vehicle Operation: 5D
- Repulsorlift Operation: 4D

TECHNICAL: 3D
- Computer Programming/Repair: 4D+1
- Machinery Repair: 4D
- Security: 4D

Special Abilities:

Moist Environment: When in moist environments, Mon Calamari receive a +1D bonus to all Dexterity, Perception and Strength attribute and skill checks.

Dry Environment: When in a very dry environments, Mon Calamari seem depressed and withdrawn. They suffer a -1D penalty to all Dexterity, Perception and Strength attribute and skill checks.

Aquatic: Mon Calamari can breathe both air and water and can withstand extreme pressures found in ocean depths.

EQUIPMENT

New Republic Technicians Uniform, Comlink, Datapad, 300 Credits

FORCE SENSITIVE - N

FORCE POINTS: 1
DARK SIDE POINTS: 0
CHARACTER POINTS 2

Description: A Mon Calamari technician worked on the planet Coruscant. They were part of the team that strapped Doctor Penn Pershing to a Six-O-Two Mitigator. The technician tried to comfort Pershing, visibly distraught due to the devices similarity to a Mind Flayer, claiming the device had also been used on them earlier. The technician and the rest of the staff left the room while Pershing underwent the treatment, allowing Elia Kane to raise the intensity without the staff's knowledge.

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