Characters D6 / Bartender at The Resistor (Dr



Name: Bartender at The Resistor
Model: Bartender droid
Sensor color: White/blue
Plating color: Grey

DEXTERITY 1D
Dodge 4D
KNOWLEDGE 2D+2
Alien Species 4D
Bureaucracy 5D
Business 4D+2
Cultures 5D
Languages 4D
Law Enforcement: 3D+2
Streetwise: 5D+1
Planetary Systems 4D
MECHANICAL 1D
PERCEPTION 3D
Bargain 4D
Persuasion 5D
STRENGTH 2D
TECHNICAL 2D
Droid Programming/Repair: 5D

Equipped With:
Humanoid body (two arms, two legs, head)
Two visual and two audial sensors (human range)
Advanced Vocabulator speech/sound

Force Sensitive: N
Force Points: 1
Dark Side Points: 0
Character Points: 1
Move: 8

Description: An unidentified bartender droid managed the droid cantina The Resistor on the planet Plazir-15 in 9 ABY. When Mandalorians Din Djarin and Bo-Katan Kryze arrived at the cantina to investigate a suspicious spark pad carried by one of Plazir's malfunctioning droids, the bartender droid attempted to dissuade them from investigating its patrons. With Djarin turning violent, the bartender ultimately pleaded with the Mandalorians to allow them and their patrons to assist them with their work since they had nothing but the well-being of their organic creators in mind. Djarin accepted the offer and the bartender successfully identified the common factor between all malfunctioning droids; a spiked batch of Nepenthé which had been laced with nano-droids to reprogram the droids.

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