

Characters D6 / Bartender at The Resistor

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

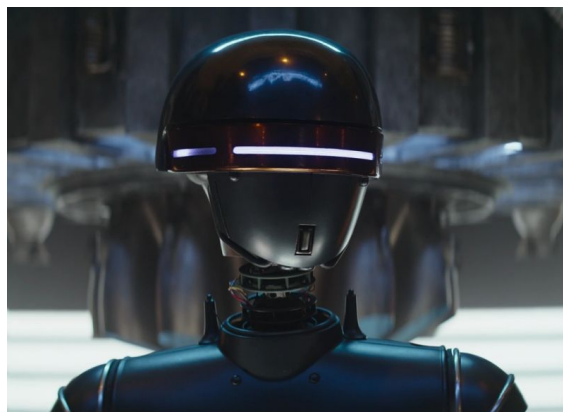
Force Sensitive: N

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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