Characters D6 / Kumpa (Aqualish Trader)



Name: Kumpa
Homeworld: Yarrum
Species: Aqualish
Gender: Male
Hair color: Dark brown
Eye color: Black
Skin color: Yellow-green
Move: 10

DEXTERITY: 2D+1
- Blaster: 4D+1
- Brawling Parry: 4D
- Dodge: 5D+2

PERCEPTION: 4D
- Bargain: 5D+2
- Command: 5D
- Con: 6D
- Persuasion: 5D+2
- Search: 4D

KNOWLEDGE: 2D+2
- Bureaucracy: 5D+1
- Business: 4D+2
- Languages: 4D+1
- Streetwise: 4D+2
- Value: 5D

STRENGTH: 2D+2
- Brawling: 4D
- Lifting: 3D+2

MECHANICAL: 2D+1
- Communications: 5D
- Repulsorlift Operation: 4D+2

TECHNICAL: 2D
- Computer Programming/Repair: 4D
- Security: 4D+1

Force Sensitive: No
Force Points: 2
Dark Side Points: 0
Character Points: 3

Special Abilities:

Non Cauterising Blood: Aqualish blood does not cauterise although it does clot normally, this leads to them taking +1 damage from energy weapons as the wound bleed longer than most species.

Perceptive: Aqualish have preternatural senses, gaining a +1D on all perception checks.

Story Factors:

Galactic Citizens: Aqualish are seen across the galaxy, and can commonly be found in most trades and environments, from shopkeepers to criminals, where-ever humans are found so are Aqualish.

Belligerence: Aqualish tend to be pushy and obnoxious, always looking for the opportunity to bully weaker beings. More intelligent Aqualish turn this belligerence into cunning and become manipulators.

Equipment:

800 Credits, Street Clothes, Comlink, Concealed Blaster Pistol (4D)

Description: Kumpa was an Aqualish male who operated in a settlement on the planet Yarrum during the High Republic Era.

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