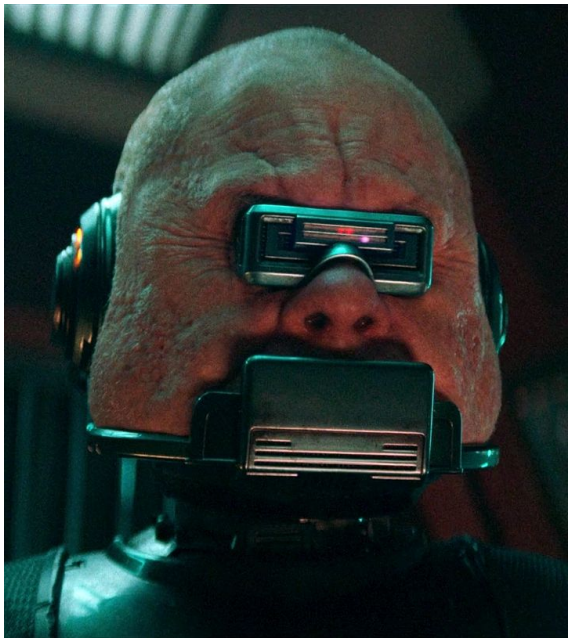
Characters D6 / Cybernetic Convict (Humano



Name: Cybernetic Convict
Species: Humanoid
Skin color: Light
Cybernetics: Most of body
Move: 10

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

PERCEPTION: 3D
- Search: 5D

KNOWLEDGE: 2D
- Streetwise: 3D+1

STRENGTH: 2D
- Brawling: 4D+2

MECHANICAL: 3D
- Repulsorlift Operation: 5D
- Communications: 4D+2

TECHNICAL: 4D
- Computer Programming/Repair: 6D+1
- Droid Programming/Repair: 5D+2
- Security: 6D

Equipment: 250 Credits
- Street Clothes

Cybernetics:
- Remote Computer Link (+1D to Computer Programming, can access Computer technology from up to 10 meters)
- Enhanced Vision (Infrared)
- Vocoder (Can impersonate voices to defeat voice activated locks, +1D to Security/Communications)
- Cybernetics throughout rest of body (+1D vs Damage)

FORCE SENSITIVE - N
FORCE POINTS 1
DARK SIDE POINTS 2
CHARACTER POINTS 3

Description: A cybernetic convict was present on the Palwick, a prison transport, during the High Republic Era. During an escape attempt, the convict managed to disable the pilot droids who controlled the ship.

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