Characters D6 / Gibbs (Duro Civilian)



Name: Gibbs
Species: Duros
Eye color: Red
Skin color: Steel blue
Move: 10

DEXTERITY: 2D
Blaster: 3D+1
Dodge: 4D
Brawling Parry: 4D+1
PERCEPTION: 3D
Search: 5D
Sneak: 4D+2
KNOWLEDGE: 2D+2
Planetary Systems: 4D+2
Streetwise: 3D+1
STRENGTH: 2D
Brawling: 3D+2
MECHANICAL: 2D
Astrogation: 5D
Space Transports: 5D+1
TECHNICAL: 2D
First Aid 4D+1
Space Transport Repair: 5D

Special Abilities:
Starship Intuition: Duros are, by their nature, extremely skilled starship pilots and navigators. When a Duros character is generated, 1D (no more) may be placed in the following skills, for which the character receives 2D of ability: archaic starship piloting, astrogation, capital ship gunnery, capital ship shields, sensors, space transports, starfighter piloting, starship gunnery, and starship shields. This bonus also applies to any specializations. If the character wishes to have more than 2D in the skill listed, then the skill costs are normal from there on.

EQUIPMENT:
Street Clothes, Commlink, Datapad

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

Description: Gibbs was a Duros individual who resided in the galaxy. At some point, they acknowledged that an issue was occurring.

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