

Name: Tham

Eye color: Dark red

Skin color: Green

#### DEXTERITY 2D

Blaster 4D+1

Brawling Parry 3D+2

Dodge 4D

Melee Combat 3D+2

Melee Parry 3D+1

#### KNOWLEDGE 2D

Bureaucracy 4D

Business 4D+1

Languages 4D

Planetary Systems 4D+2

Streetwise 4D+1

Survival 3D+2

Value 2D+2

#### PERCEPTION 2D

Bargain 4D

Hide 5D

Persuasion 4D+1

Sneak 5D

#### STRENGTH 3D+1

Brawling 4D+1

Climbing/Jumping 5D

Lifting 4D+2

#### MECHANICAL 2D+1

Astrogation 3D+2

Repulsorlift Operation 4D

Sensors 3D+2

Space Transports 4D

Starship Gunnery 3D+2

Starship Shields 3D

#### TECHNICAL 2D+2

Blaster Repair 5D

Computer Programming/Repair 3D

Droid Programming/Repair 4D

Repulsorlift Repair 5D

Security 4D+2



## Space transports Repair 5D

Force Sensitive: N

Force Points: 3

Dark Side Points: 0

Character Points: 6

Move: 10

Equipment: Blaster Pistol (4D), Comlink, Credits (200), Toolkit

Description: Tham was an individual who worked as a scavenger for a living along with a Human partner. In 138 ABY, it was Tham's idea for the pair to bring their recent haul to Ania Solo's junkyard. Tham's partner asked for ten thousand credits in exchange for their shipment but Solo stood firm in her offer of two hundred. Tham and the Human then threatened to take whatever valuables Solo had in her junkyard but were surprised from behind by SD, Solo's droid. In the end, the scavengers were escorted back to their ship and forced to leave their shipment behind without receiving any payment.

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