Characters D6 / Tham (Alien Scavenger)



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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