

Characters D6 / Rheena Sul (Padlom ex-Bour

Name: Rheena Sul
Species: Padlom
Gender: Female
Eye color: Purple
Skin color: Blue and purple
Move: 10

DEXTERITY: 3D+2

Blaster: 5D+2
Brawling Parry: 5D+1
Dodge: 5D+2
Grenade: 4D+2
Melee Combat: 4D+2
Melee Parry: 4D+1
Vehicle Blasters: 5D+1

PERCEPTION: 4D

Bargain: 6D
Con: 4D+2
Gambling: 7D
Hide: 4D+2
Investigation: 5D+1
Persuasion: 4D+2
Search: 5D+2
Sneak: 5D

KNOWLEDGE: 2D

Alien Species: 3D
Intimidation: 5D
Languages: 4D
Planetary Systems: 4D+1
Streetwise: 5D+2
Survival: 4D+2

STRENGTH: 3D

Brawling: 5D
Climbing/Jumping: 4D

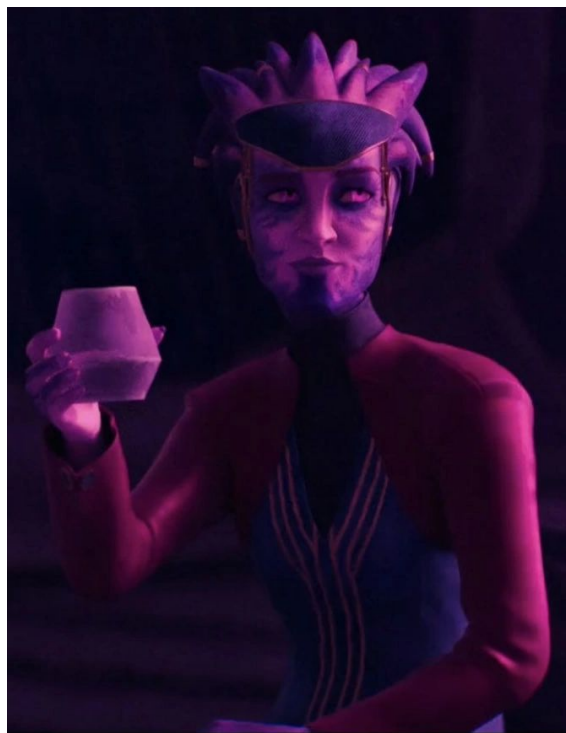
MECHANICAL: 2D+1

Astrogation: 3D+1
Repulsorlift Operation: 4D+2
Space Transports: 4D
Starship Gunnery: 3D+2

TECHNICAL: 2D

Blaster Repair: 3D+2
Security: 4D

Special Abilities:



Head Tentacles: Padlom have sensitive tentacles on their heads which can detect movement around them, this gives them a bonus +1D to detect anyone sneaking, or any movement in the dark or behind them.

FORCE SENSITIVE - N

FORCE POINTS 3

DARK SIDE POINTS 0

CHARACTER POINTS 5

Equipment: Heavy Blaster Pistol (5D). Street Clothes, Comlink, 800 Credits, Casino (The Mark and Claim)

Description: Rheena Sul was a Padlom female, who, after a career as a bounty hunter, resided on the planet Janix as the owner of the casino The Mark and Claim and became one of Lawson's informants during the early Imperial Era. Captain Brander Lawson was acquainted with Sul and visited her between 17 BBY and around 13 BBY, for information on the Shadow Collective. Sul and Lawson undertook a mission on Catalor and ended up saving each other's life on Catalor.

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