

Characters D6 / Clang (Anzellan Engineer)

Name: Clang
Species: Anzellan
Affiliation(s): Anzellan Droidsmiths
Move: 4

DEXTERITY: 2D

Brawling Parry: 3D

Dodge: 5D

PERCEPTION: 3D

Bargain: 4D+1

Hide: 5D

Search: 4D

Sneak: 5D

KNOWLEDGE: 3D

Bureaucracy: 3D+1

Business: 4D

Streetwise: 3D+2

STRENGTH: 1D

Brawling: 2D

Climbing/Jumping: 4D

Lifting: 3D

MECHANICAL: 2D

Astrogation: 5D

Communications: 3D

Repulsorlift Operation: 3D

Space Transports: 4D

TECHNICAL: 5D

Computer Programming/Repair: 5D

Droid Programming/Repair: 4D+1

Security: 6D

Space Transport Repair: 5D



Special Abilities:

Floating Corneal Micro-Lenses: Anzellans have the ability to focus on microscopic objects, giving them a +2D to all skills involving objects less than 30 centimetres away.

Diminutive: Anzellans are extremely small creatures, the size of most other species infants. This makes many tasks difficult for them due to their size, it also makes getting weapons and equipment more expensive as it needs to be adapted for their physical characteristics. This also which makes them a harder target to hit during combat (+1D to Dodge), but means they cannot lift as much (-1D to Lifting)

Equipment:

Tools, Street Clothes, Comlink, Magnifying Lense (+1D to fine work)

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

Description: Clang was an Anzellan who became the newcomer of the Anzellan Droidsmiths and accompanied the Anzellans Bai and Keeto and the youngling Din Groggu during the New Republic Era.

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