Characters D6 / Cid (Trandoshan Informant/F



Name: Cid
Homeworld: Ord Mantell
Species: Trandoshan
Gender: Female
Eye color: Yellow
Skin color: Green
Move: 10

DEXTERITY: 2D
- Archaic Guns: 4D
- Blaster: 4D+2
- Brawling Parry: 5D
- Bow: 5D
- Bowcaster: 4D+1
- Dodge: 6D
- Grenade: 3D+2
- Pick Pocket: 5D+1
- Thrown Weapons: 4D+2

PERCEPTION: 4D
- Bargain: 7D
- Command: 6D
- Gambling: 6D+1
- Hide: 5D
- Persuasion: 6D+2
- Search: 6D
- Sneak: 5D+2

KNOWLEDGE: 3D+2
- Alien Races: 5D+2
- Bureaucracy: 6D
- Business: 5D+2
- Intimidation: 4D+1
- Languages: 4D
- Planetary Systems: 5D
- Streetwise: 6D+1
- Tactics: 5D
- Willpower: 6D+1

STRENGTH: 3D
- Brawling: 4D
- Climbing/Jumping: 4D+2

MECHANICAL: 2D+1
- Astrogation: 4D+1
- Beast Riding: 5D
- Repulsorlift Operation: 5D+1

TECHNICAL: 3D

Computer Programming/Repair: 4D+2
Droid Programming/Repair: 4D+1
First Aid: 4D+2
Security: 6D

SPECIAL ABILITIES:

Vision: Trandoshans' vision includes the ability to see in the infrared spectrum. They can see in darkness with no penalty, provided there are heat sources.

Clumsy: Trandoshans have poor manual dexterity. They have considerable difficulty performing actions which require precise finger movement and they suffer a penalty of ?2D whenever they attempt an action of this kind. In addition, they also have some difficulty using weaponry that requires a substantially smaller finger such as blasters and blaster rifles; most weapons used by Trandoshans have had their finger guards removed or redesigned to allow for the Trandoshan's use.

Regeneration: Younger Trandoshans can regenerate lost limbs (fingers, arms, legs and feet). This ability disappears as the Trandoshan ages. Once per day, the Trandoshan must make a Moderate Strength or stamina roll. Success means that the limb regenerates by ten percent. Failure indicates that the regeneration does not occur.

FORCE SENSITIVE N
FORCE POINTS 3
DARK SIDE POINTS 1
CHARACTER POINTS 6

Equipment:

Extensive Resources, Cid's Parlor, Heavy Blaster Pistol (5D), Comlink, Jewelleru

Description: Cid was a Trandoshan female residing on Ord Mantell, where she ran a cantina called Cid's Parlor. Before Order 66, she served as an informant for the Jedi, and it was in that capacity that the ARC trooper Echo learned her name and where to find her. After Clone Force 99 defected from the Galactic Empire, they visited Cid to learn the identity of Fennec Shand, a bounty hunter who had accosted them on Pantora and attempted to kidnap the child clone Omega. In order to pay for the information, Cid had the Bad Batch rescue Muchi, a young rancor stolen by Zygerrian slavers. After the successful job, Cid paid Hunter thirty percent of the profits and revealed that Shand was an up-and-coming bounty hunter, whom Cid's sources in the Bounty Hunters' Guild stated had been hired for the job on direct commission.

Biography

During the Clone Wars

Cid, a Trandoshan female, worked as an information broker in the last years of the Republic Era. She operated out of Cid's Parlor, a cantina and gambling den in Ord Mantell City which she owned. Cid developed a working relationship with the Jedi during this time, occasionally passing them information. During the Clone Wars, the ARC trooper Echo learned of Cid and where to find her from his Jedi commanding officers, although he was unaware of her species or gender.

After the war

In 19 BBY, the Clone Wars ended with the near-eradication of the Jedi Order, as a result losing Cid an important portion of her business. In order to protect herself amidst the rise of the new Galactic Empire, Cid concealed her past connections to the Jedi.

Shortly after the formation of the Empire, a group of clone commandos known as the Bad Batch,

who had recently defected from the new government, had a run-in with a bounty hunter who was targeting Omega, a member of their group. Echo, who had joined the squad's ranks, suggested that they track down Cid, who he assumed to be male, as she was the only one of the Jedi informants he knew of that he also knew how to find. Believing Cid could identify the bounty hunter and possibly her employer, the Batch duly travelled to Ord Mantell, heading through the streets of Ord Mantell City to Cid's cantina. Cid had recently been approached by Bib Fortuna, the majordomo of Jabba Desilijic Tiure, about locating and retrieving Muchi, a young female rancor stolen from Jabba by Zygerrian slavers. The thieves, led by Raney, had holed up in the ruins of Old Ord Mantell City.

When the Batch arrived at Cid's Parlor, Echo admitted that he did not actually know who Cid was as he had never met her. Cid was working on one of the slot machines in her establishment, and Hunter approached her and asked her if she knew who Cid was. She denied it, before moving to the bar and sitting down. The Batch discussed amongst themselves what to do next, while Cid watched, as the only other people present were a Weequay and Ithorian arguing over a dejarik game. Tech, remarking on the state of the bar, suggested that "he" might have been arrested for violating health code regulations. Omega watched Cid while poking at a holotable, before approaching her and suggesting that she was Cid. The Trandoshan wryly remarked on Omega being more observant than her friends. Omega used her comlink to get the others' attention, telling them who Cid was.

The mission on Corellia

The Batch continued working for Cid, pulling a job on Corellia, which ended in the failure to retrieve a tactical droid head. After successfully bringing Cid a creature named Ruby, the group would undertake a mission of their own before returning to Cid, aware of their debt to her. Cid offered the group a job to rescue Senator Avi Singh from Imperial prison on Raxus Secundus. Hunter initially refused the mission, and when Cid reminded him of their debt to her, Hunter told her he would not bring Omega to an Imperial-occupied planet, to which Cid responded that he should leave the child in her care. Hunter said that he did not exactly trust Cid, to which Cid laughed and agreed. In the end, the group left Omega behind with Cid while they went on the mission, and Cid set Omega to work cleaning.

As Omega sulked throughout the parlor, disappointed she had been left behind, Cid eventually approached to ask what was troubling her. When Omega complained, Cid scoffed and told her that life was not fair. Later, Cid played a dejarik game against two of her frequent patrons, Ketch and Bolo. Omega offered her advice on a move, but Cid rolled her eyes and ignored her. However, when her move got her into trouble, she asked Omega what she would do, and when she played that move, she quickly won the game. Surprised that the youngster was skilled at dejarik, she asked if she was good enough to make her any money. Offering her thirty percent, Cid was surprised to see Omega negotiate her way to sixty percent. The pair won enough games to make up the Bad Batch's debt, and although Hunter was not pleased upon returning from their mission that Omega had drawn so much attention to herself, Cid was delighted and told the clone to lighten up.

The fight for Cid's Parlor

After finishing a mission, the Bad Batch returned to Cid's Parlor, and they found it packed with customers. Among the customers were several armored figures. They were promptly escorted to Cid´s office. They met a Devaronian named Roland Durand, who had seized Cid's Parlor. Cid met them at the Havoc Marauder and devised a plan to take the Parlor back. It involved stealing a shipment of spice from Durand to agitate the Pyke Syndicate. Cid led the Bad Batch to a manhole that led to Ord Mantell's old mining tunnels. Cid warned that the caverns had an infestation problem

and that they should keep quiet. While passing through the tunnel, Wrecker stirred the mysterious creatures, prompting a disapproving glance from Cid. Meanwhile, Ketch and Bolo distracted Durand by stealing his prized lizard Ruby. Cid and Omega loaded the spice onto the mining transports as Wrecker brought them down. Just as Durand entered the office, the crew ducked into the tunnels to make their escape. As they fled through the tunnels, Durand's goons pursued them. Their blaster fight aroused the Irlings, who swarmed the carts. Cid was upset when the Irlings destroyed the spice on the second cart. They made it safely on the other side of the cavern, and Wrecker sealed the door behind them.

The crew returned to the Parlor, where they witnessed the Pykes arresting Durand. However, the Pykes demanded that Cid return the stolen spice and held Omega captive while the Bad Batch retrieved the spice shipment. Cid promised she would do everything she could to rescue Omega. The Havoc Marauder hovered over the chasm and Wrecker and Cid rappelled beneath the surface to locate the missing spice. Cid began securing crates of spice for Hunter to tow up. With the final two crates secure, Cid and Wrecker rode them as Hunter pulled them to the surface. Ascending past the mining rail, Cid and her crate bumped a lonely cart, sending it tumbling into the depths of the hive. Once again, the Irlings swarmed the cavern. Tech dropped a flash grenade down the chasm and frightened the swarm. Cid and Wrecker continued their journey safely to the ship. Cid and the Bad Batch delivered the shipment to the Pykes, who returned Omega, according to their word. Durand faced death, but was spared when Omega and Cid reasoned with the Pykes, warning them against a potential war with Isa Durand. One of Durand's horns was sliced and the Pykes exited the hangar. In return for saving his life, Durand restored the Parlor to Cid's ownership. Thankful for the Bad Batch's assistance, Cid bought the crew a treat on the house.

Gregor
After the Bad Batch rescued clone trooper Gregor from an Imperial base on Daro, Cid reluctantly agreed to care for him.

Personality and traits
Cid was a female Trandoshan with green skin and golden eyes. Short and portly in stature, Cid was shrewd at her job. Unlike most Trandoshans (who are often viscous, bloodthirsty and even somewhat animalistic), Cid often a relaxed, calm and professional, yet somewhat temperamental and abrasive. She had a wide array of contacts, ranging from Jedi to powerful crime lords, and did not act intimidated by any of them. She was willing to be deceptive to get what she wanted, such as telling the Bad Batch that the juvenile rancor Muchi was a child in danger.

Cid had a no-nonsense attitude. She quickly formed nicknames for the members of the Bad Batch, referring to Tech as "Goggles," Hunter as "Bandana," Omega as "Tiny," and Wrecker as "Muscles." Cid had a soft spot for Omega. She was always opportunistic, and upon realizing she was very skilled at dejarik, partnered with her to make some money and gained a newfound respect for her.

Cid was a strong and skilled individual, displaying mastery of a Zygerrian energy bow when she fired three very accurate shots to demonstrate to Omega how to operate the weapon.

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