

Characters D6 / Zil Topur (Quarren Aide)

Name: Zil Topur
Homeworld: Mon Cala
Species: Quarren
Eye color: Blue
Skin color: Orange
Move: 10

DEXTERITY: 2D

Blaster: 4D
Brawling Parry: 3D
Dodge: 5D

PERCEPTION: 2D

Bargain: 4D+2
Command: 3D
Hide: 4D+2
Investigation 5D+2
Persuasion: 4D+1
Search: 4D

KNOWLEDGE: 2D+1

Cultures: 3D+2
Languages: 4D
Streetwise: 4D+1
Survival: 3D+2

STRENGTH: 2D

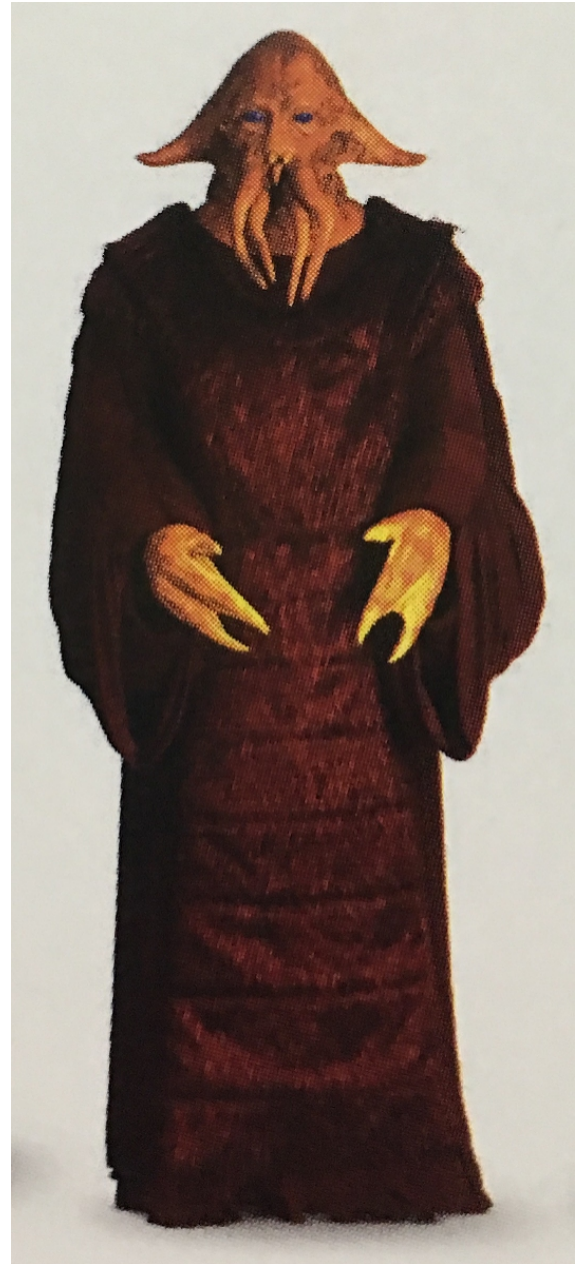
Brawling: 4D
Swimming: 4D+2

MECHANICAL: 2D

Aquatic Vehicle Operation: 3D+2
Communications: 3D+1
Repulsorlift Operation: 4D+1

TECHNICAL: 2D

Computer Programming/Repair: 2D+2
First Aid: 3D
Security: 3D+2



Special Abilities:

Aquatic Survival: At the time of character creation only, characters may place 1D of skill dice in swimming and survival: aquatic and receive 2D in the skill.

Aquatic: Quarren can breathe both air and water and can withstand extreme pressures found in ocean depths.

EQUIPMENT

CREDITS - Vast Personal Wealth

Expensive Robes, Comlink, Concealed Hold Out Blaster (3D)

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

Description: Zil Topur was a Quarren official who represented the planet Mon Cala in the Galactic Senate.

In 22 BBY, Topur served as one of the aides to Senator Tundra Dowmeia. When Supreme Chancellor Sheev Palpatine proposed a number of emergency powers and the formation of the Grand Army, Zil, along with the rest of the delegation agreed to the proposal which led to the start of the Clone Wars.

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