

Characters D6 / Chilla Zin (Insectoid Master A

Name: Chilla Zin
Species: Insectoid
Gender: Male
Eye color: Red
Skin color: Dark gray
Move: 10

DEXTERITY: 3D+1

Blaster: 7D
Brawling Parry: 7D+2
Dodge: 6D+1
Melee Combat: 6D
Melee Parry: 5D+2

PERCEPTION: 3D

Bargain: 5D+2
Command: 3D+1
Hide: 6D
Persuasion: 6D+2
Search: 5D+1
Sneak: 6D+1

KNOWLEDGE: 2D

Alien Species: 4D
Cultures: 4D
Intimidation: 5D+2
Languages: 4D
Streetwise: 6D
Tactics: 4D
Value: 5D

STRENGTH: 3D

Brawling: 6D+2
Climbing/Jumping: 5D+1
Stamina: 5D

MECHANICAL: 2D

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

TECHNICAL: 2D

Blaster Repair: 5D+1
Security: 5D

Special Abilities:

Multiple Arms: Chilla Zin has four arms, but standard action penalties still apply - as he can only concentrate on one task at a time.



EQUIPMENT

CREDITS - 800

Blaster Rifle (5D), Utility Belt, Comlink

FORCE SENSITIVE : Y

FORCE POINTS 2

DARK SIDE POINTS 3

CHARACTER POINTS 7

Description: Chilla Zin was a four-armed insectoid male who wielded four blades and was a member of the Assassins Guild during the Imperial Era. Alongside the droid Gee-Ninety and the sniper Loriach, Zin was hired by the Sith assassin Ochi of Bestoon to assassinate a Crimson Dawnâ€œallied pontiff on Vincorba. Unknown to Zin and his associates, the job was a test from Ochi's master, the Sith Lord Darth Vader, who recruited them in his quest to destroy Crimson Dawn.

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