

Characters D6 / Nevar Yalnal (Ranat Scavenger)

Name: Nevar Yalnal
Homeworld: Aralia
Species: Ranat
Gender: Male
Hair color: Brown
Move: 5

DEXTERITY: 2D+1

Blaster: 4D
Brawling Parry: 3D
Dodge: 4D+1

PERCEPTION: 3D

Bargain: 4D+1
Persuasion: 3D+2
Search: 4D+2
Sneak: 4D+1

KNOWLEDGE: 2D

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

STRENGTH: 3D

Brawling: 3D+2
Lifting: 4D+2
Stamina: 4D
Tunneling: 4D+1

MECHANICAL: 1D

Repulsorlift Operation: 3D

TECHNICAL: 1D

Security: 3D+1



Special Strength Skills:

Tunneling: Time to use: three rounds. This ability allows the Ranats to use their teeth and claws to dig through one meter of solid rock (adjust the distance accordingly for softer or denser materials).

Special Abilities:

Teeth: Ranat teeth can cause damage equal to the Ranat's Strength +1D.

Story Factors:

Annoying: Most sentient species consider the Ranats to be little more than vermin, and are annoyed by the Ranats' insistence that they are a superior species. In addition, on many planets, semi-intelligent species such as the Ranats may be killed almost with impunity.

Underestimated: No one thinks of Ranats as sapient, so those that can use technology and intelligence have the advantage of surprise, which gives them a bonus +2D to their Con when attempting to play dumb.

Learning Curve: Ranats learn primitive skills (non-tool using, non-interactive skills) at 2D for every 1D spent (and one Character Point buys twice as much skill), but when they try to learn other skills, they only progress half as fast and they should not be allowed to learn really high-tech skills (any space skill, for example) at all.

EQUIPMENT

Ragged Clothing

FORCE SENSITIVE - N

FORCE POINTS: 1

DARK SIDE POINTS: 0

CHARACTER POINTS: 2

Description: Nevar Yalnal was a Ranat scavenger from Aralia. He spied for the people with the most credits. Nevar was an outcast, but worked on the side as a laborer for Hrchek Kal Fas.

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