

Characters D6 / Reegesck (Ranat Thief & Trad

Name: Reegesck
Homeworld: Aralia
Species: Ranat
Gender: Male
Height: 1 meter
Hair color: Gray
Eye color: Black
Move: 5

DEXTERITY: 2D+2

Blaster: 4D
Brawling Parry: 3D
Dodge: 4D+1
Pickpocket: 5D+2

PERCEPTION: 3D

Bargain: 5D+1
Persuasion: 4D+2
Search: 4D+2
Sneak: 5D+1

KNOWLEDGE: 2D

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

STRENGTH: 2D

Brawling: 3D+2
Tunneling: 3D+1

MECHANICAL: 1D

Repulsorlift Operation: 3D

TECHNICAL: 1D

Security: 5D+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: 2

DARK SIDE POINTS: 0

CHARACTER POINTS: 4

Description: Reegesck was a Ranat scavenger and experienced thief from Aralia, known as a fair trader. He regularly traded with Jawas such as Het Nkik. Reegesck was not picky, and was willing to steal anything, even trash. His tribe needed power for their bootleg vaporator unit, so he went into Mos Eisley to look for a power source. He attempted to trade a Sand People battle idol to Nkik in Chalmun's Spaceport Cantina, during which he quietly stole the power source of Nkik's BlasTech Industries DL-44 for use with his tribe's vaporator, leading to the death of Nkik, not knowing his gun had no power during a shootout with stormtroopers.

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