Characters D6 / Unidentified Snivvian Barten



Name: Unidentified Snivvian Bartender
Species: Snivvian
Hair color: Gray
Eye color: Black
Skin color: Brown

DEXTERITY: 2D
- Blaster: 5D+1
- Brawling Parry: 4D+1
- Dodge: 4D+2

KNOWLEDGE: 2D
- Alien Species: 5D+2
- Bureaucracy: 4D+2
- Business: 4D
- Cultures: 5D
- Languages: 5D+2
- Scholar (Drinks): 6D

PERCEPTION: 2D
- Bargain: 4D+2
- Drink Mixing: 5D
- Persuasion: 4D+2

STRENGTH: 2D
- Brawling: 4D+2

MECHANICAL: 2D
- Communications: 3D+2
- Repulsorlift Operation 4D

TECHNICAL: 2D
- First Aid: 3D+2
- Security: 4D

Special Abilities:

Adaptive Skin: Snivvian can survive in temperature extremes of minus 30 degrees standard, to temperatures up to 45 degrees standard without harm or protective gear. They do wear clothing for cultural reasons. The Snivvian's tough skin give them +1D armor bonus to resist physical damage.

Story Factors:

Strife-Torn History: The Snivvians never seem to get a break. From the genetic problems with the Blood Code, to the period of slavery by the Thalassians, the Snivvians have undergone hardship after hardship. Now that the Blood Code may have returned, the Snivvians are bracing themselves for more troubles. Despite such adversity (or perhaps because of it), the Snivvians are respected artists and writers.

Blood Code: The genetic flaw that has led to much violence in Snivvian history has also caused the Snivvians to be very distrustful of twins of any species. As families, Snivvian brothers

tend to be very distant.

Move: 10
Force Points: 1
Dark Side Points: 0
Character Points: 2

Equipment:
250 Credits
Street Clothes, Comlink, Blaster Pistol (4D)

Description: A Snivvian bartender operated in a louge in Adelphi Base during the New Republic Era.

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