

Characters D6 / Adriphar (Mon Calamari Ranger)

Name: Adriphar
Homeworld: Dac
Died: 137 ABY, Dac
Species: Mon Calamari
Gender: Male
Eye color: Yellow
Affiliation(s): Mon Calamari Rangers
Move: 10

DEXTERITY: 3D

Blaster: 5D
Dodge: 4D
Melee Combat: 4D+2
Vehicle Blasters: 5D

PERCEPTION: 3D

Persuasion: 4D

KNOWLEDGE: 2D

Bureaucracy: 4D+1
Survival: 3D
Survival; Ocean/Underseas: 5D

STRENGTH: 2D+2

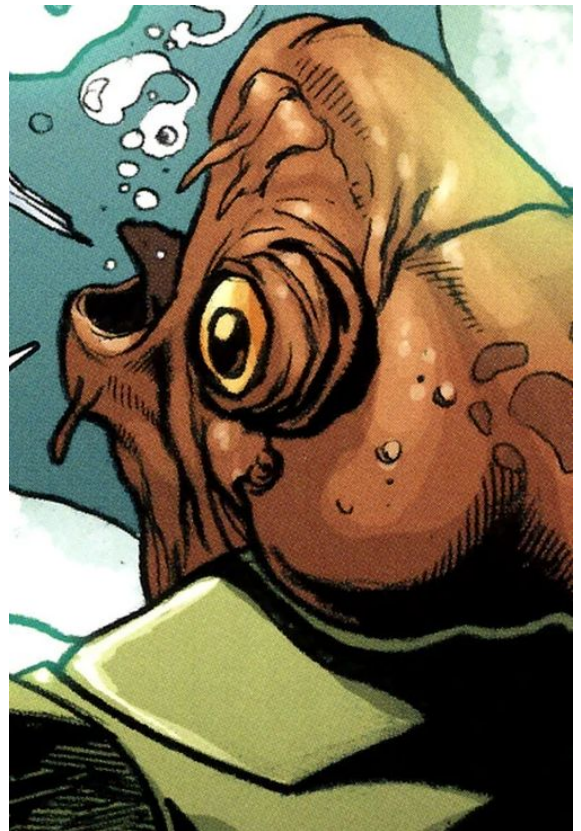
Brawling: 5D
Swimming: 5D+1

MECHANICAL: 2D+2

Aquatic Vehicle Operation: 5D
Repulsorlift Operation: 4D+2

TECHNICAL: 2D

Aquatic Vehicle Repair: 3D+1



SPECIAL ABILITIES

Moist Environment: When in moist environments, Mon Calamari receive a +1D bonus to all Dexterity, Perception and Strength attribute and skill checks.

Dry Environment: When in a very dry environments, Mon Calamari seem depressed and withdrawn. They suffer a -1D penalty to all Dexterity, Perception and Strength attribute and skill checks.

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

Force Sensitive: N

Character Points: 3

Dark Side Points: 0

Force Points: 1

Equipment: Mon Calamari Ranger Uniform, Blaster Pistol (4D), Comlink

Description: Adriphar was a Mon Calamari and one of the Mon Calamari Rangers who protected their people during the Genocide on Dac in 137 ABY. He disagreed with a decision advised by the Imperial Knight Treis Sinde to send refugees away rather than shelter them. Adriphar and his fellow ranger Shonmai were scouting the area near the Devil's Crevasse when they spotted the Sea Leviathan, created by the Sith Scientist Vul Isen. They decided to return to their base in Ranger Grotto to inform Sinde of the creature, but the nearby Aquatic Terrain Armored Transport shot down Adriphar's Krakana, which crashed onto the massive Leviathan near one of its life-draining blisters. Adriphar called for Shonmai to return to the Grotto, before his life energy was sucked out by the Leviathan.

Stats by FreddyB, Descriptive Text from WookieePedia.

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