

Characters D6 / Sauk (Mon Calamari Engineer)

Name: Sauk
Homeworld: Dac
Species: Mon Calamari
Eye color: Orange
Skin color: Brown
Move: 10

DEXTERITY: 3D

Brawling Parry: 4D+2
Dodge: 6D
Melee Weapons: 4D
Melee Defence: 5D
Throwing Weapons: 5D

KNOWLEDGE: 2D+1

Business: 5D+1
Languages: 5D+1
Planetary Systems: 5D
Tactics: 5D+1

PERCEPTION: 3D

Bargain: 5D
Command: 4D+2
Persuasion: 5D

STRENGTH: 2D+2

Brawling: 4D+2
Climbing/Jumping: 5D
Swimming: 5D+2

MECHANICAL: 2D

Astrogation: 7D
Communications: 5D+2
Sensors: 5D+1
Space Transports: 4D
Starship Weapons: 5D
Repulsorlift Operation: 5D+1

TECHNICAL: 4D

Capital Ship Repair: 5D+2
Capital Ship Weapon Repair: 5D
Computer Programming/Repair: 6D+2
Droid Programming/Repair: 7D
First Aid: 4D+2
Security: 6D+1
Space Transport Repair: 5D
Starship Weapons Repair: 5D+1
Repulsorlift Repair: 5D+2



Force Sensitive: N
Force Points: 5
Dark Side Points: 0
Character Points: 15

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Dry Environment: When in a very dry environments, Mon Calamari seem depressed and withdrawn.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.

Equipment:

Street Clothes, Comlink, Datapad, Toolkit, Knife (Str+1D)

Description: Sauk was a Mon Calamari engineer and later a combatant during an insurgency initiated by the Sith Lord Darth Wredd. Born on Dac, Sauk wished to become an engineer, but his need of adventure made him leave the place and apprentice offworld. When the One Sith committed a genocide on Dac during the Second Imperial Civil War, Sauk ended up as a refugee in the Outer Rim. He found himself homeless in the Carreras system, when Ania Solo met him and helped him to get a shelter and a job as a worker in the ice mining facility of Carreras Minor.

In 138 ABY, Sauk and his new friend Ania discovered a lightsaber inside a salvaged Imperial communications droid. The two attempted to sell the lightsaber in a city on Carreras Major, but ran afoul of local security instead. This skirmish drew attention of Darth Wredd, impersonating the Imperial Knight Yalta Val. Wredd tracked them to Ania's junkyard, seized the lightsaber and ordered the guards to kill both Ania and Sauk. However, they were saved by Ania's friend AG-37, who offered them a transport off the Carreras system.

Their flight ended when a blockade of the Carreras system, ordered by Wredd, forced them to land on Carreras Minor. After meeting another Imperial Knight Jao Assam and discovering Wredd's ruse, the group decided to search for Yalta Val. They traveled to the Surd Nebula, but were trapped by a Shifalan patrol ship and transported to the Carreras G51 communications array. There the group was briefly imprisoned, until governor Biala finally saw through Wredd's deception and set the group free. A short battle with Wredd followed, leaving Sauk injured and unconscious. He and the others were later saved by Ania Solo, just before the array met its end in a collision with the rogue planet Mala.

Their freighter was then found by the Imperial Star Destroyer Animus. Out of gratitude for repairing his damaged droid body, AG-37 offered Sauk a job aboard his freighter. With Ania remaining aboard the Animus after receiving a job offer from the Imperials, Sauk and AG-37 departed into space. Their separation, however, did not last long. When Sauk and AG-37 were heading to Iego, they picked up a distress signal from Dac, broadcast by the familiar communications droid. Sauk and AG-37 arrived in time to rescue Ania and Jao, who decided to pursue Darth Wredd, from an escape pod launched to Dac's poisoned ocean. The reunited group then played an important part in the liberation of Mon Calamari Orbital Shipyards, when Jao and the Imperial Knights defeated a gang of pirates led by the Sith Lord Darth Luft. Sauk and AG-37 then decided to join Ania and Jao in their pursuit of Darth Wredd.

In 139 ABY, Ania became wanted for the murder of an Imperial Knight. While Jao had his doubts, Sauk believed in Ania's innocence. Before Ania could explain herself, she was kidnapped by a group of bounty hunters. Hunters's ship was, however, damaged, and Sauk and his companions found Ania, stranded on a wild planet and fighting for her life with another bounty hunter, who was trying to frame Ania for the murder she did not commit. With Val's help, they were able to prove Ania's innocence, but Jao was arrested for desertion from the Imperial Knights.

When Jao was suddenly abducted from the prison, Empress Marasiah Fel offered to recall the death penalty, if Jao would be brought back. Ania agreed and when they received the coordinates from Jao, she, Sauk, AG-37 and the group of Trandosha stormtroopers traveled to the coordinates. To their surprise, they arrived to the planet Mala, where Jao was being held by Wredd. Right after Jao was freed, the group ended up in the sudden battle between a legion of the One Sith and Darth Wredd. They reluctantly joined Wredd, but were heavily outnumbered and their situation was becoming critical. Sauk was nearly struck down by a Sith, but incoming Triumvirate starfighter saved him, blasting the Sith. During the ensuing fighting between the One Sith and the Imperial Knights, Sauk and Ania assisted the Imperial forces by blowing up a Chadra-Fan Lander, killing several Sith. Following the defeat of Darth Wredd and the One Sith, Sauk would join Ania, Jao, AG-37, and their Imperial comm droid on their travels throughout the galaxy.

Personality and traits

In his youth, Sauk was adventurous and wanted to go and explore the wider galaxy. This led him to apprentice himself offworld as a trainee engineer; a decision which he later lived to regret since he lost contact with his family following the Sith Genocide on Dac. Due to the loss of his family during the Sith Genocide on Dac, Sauk became a pessimist who at times was consumed by moments of grief and guilt. Consequently, Sauk harbored the desire in his heart to return to Dac in order to make peace with his past. In 138 ABY, Sauk saw a perfect opportunity to do so after he and his traveling companion AG-37 received a distress transmission from their companions, Ania Solo and Jao Assam. By returning to the ring to rescue his companions and the enslaved Mon Calamari and Quarren there, Sauk was able to regain a sense of purpose to his life and came to treasure his friends. During the fighting, he helped Ania to save countless Mon Calamari and Quarren captives from being exposed by the pirates to the vacuum of space. In the end, Sauk's loyalty to his friends led him to decline an offer by his liberated compatriots to settle down in the flooded interiors of the Mon Calamari Shipyards.

Sauk also had a warm friendship with Ania Solo which dated back to the time when she took him under her wing when he was living on the streets of Carreras Minor. Despite being total strangers, Ania was compassionate enough to vouch for him so that he could get a roof and a meal. Due to this small act of kindness, Sauk always held Ania in high regard and was the first to spring to her defense when she was framed for the murder of the Imperial Knight Teemen Alton. Despite being from separate species, Sauk liked Ania enough to hug her. As a Mon Calamari refugee living in the aftermath of the Second Imperial Civil War, Sauk had to endure constant racial taunts while working with at a Shifala mine in Carreras Minor's ice ring. While Sauk was rightfully skeptical about the success of Ania's "get-rich-quick" scheme after she found the Imperial Knight Yalta Val's lightsaber, he grabbed the opportunity to move offworld with both hands, discontented with his unhappy work environment. When a better opportunity presented itself, Sauk willingly accepted AG-37's offer to serve as his engineer.

Powers and abilities

Sauk was a skilled engineer who was able to repair various objects including starships and droids. The assassin droid AG-37 was sufficiently impressed with his improvised workmanship to offer him a job as an engineer aboard his freighter. Sauk accepted the offer despite its low pay because AG-

37 was a good friend whom he found preferable to working in a Shifala ice mine. While Sauk was a poor combatant and was wounded during a skirmish with Darth Wredd, he was a good team player as best shown when he joined forces with Ania to blow up a Sith Chadra-Fan Lander during the Battle of the Floating World.

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