

CHARACTER NAME - Lady Proxima

SPECIES - Grindalid

GENDER - Female

HEIGHT - 4.88 meters

MOVE - 6

DEXTERITY: 2D

Blaster: 3D

Brawling Parry: 6D

Dodge: 5D

PERCEPTION: 4D

Bargain: 6D

Command: 6D

Con: 6D+1

Gambling: 6D+1

Persuasion: 6D+1

KNOWLEDGE: 4D

Streetwise: 8D

Tactics: 5D

Willpower: 6D

STRENGTH: 5D

Brawling: 7D

MECHANICAL: 2D

TECHNICAL: 2D

Security: 5D

EQUIPMENT

CREDITS - 12,500

FORCE SENSITIVE - N

FORCE POINTS 1

DARK SIDE POINTS 4

CHARACTER POINTS 12



Description: Lady Proxima was a Grindalid female crime boss who operated out of a lair on Corellia

during the Imperial Era. She was the leader of the White Worms, a group that took in young Corellians and gave them food and shelter in exchange for their participation in criminal activities on Lady Proxima's behalf. Han Solo and Qi'ra were two of those children.

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