

Characters D6 / Captain Verrack

Name: Captain Verrack Homeworld: Mon Calamari Species: Mon Calamari

Gender: Male Hair color: None

DEXTERITY: 2D

Blaster: 4D Dodge: 4D

KNOWLEDGE: 3D+2

Alien species: 4D Bureaucracy: 5D Languages: 5D

Planetary Systems: 4D

Tactics: 6D Willpower: 4D+1

PERCEPTION: 4D

Command: 6D

Con: 5D

Persuasion: 5D

STRENGTH: 2D

Swimming: 5D

MECHANICAL: 3D+1

Astrogation: 4D

Capital ship piloting: 6D Capital Ship Shields: 5D Capital ship gunnery: 5D

TECHNICAL: 3D

Capital Ship Repair: 4D

Computer Programming/Repair: 5D+2

Security: 4D+1

Move: 10

Force Points: 2
Dark Side Points: 0
Character Points: 3

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Dry Environment: When in a very dry environments, Mon Calamari seem depressed and withdrawn.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

Rebel Captains uniform, blaster pistol (4D), comlink

Description: Verrack was a Mon Calamari computer technician and specialist who held the rank of captain.

Verrack's expertise in power systems was greatly appreciated as well as needed by the Alliance to Restore the Republic's fleet. In addition to his technical skills, Verrack also had experience as a gunner. He served aboard Home One during the Battle of Endor, sitting behind Admiral Ackbar at one of the bridge consoles.

Following the Battle of Endor, Verrack was promoted captain of the Maria, in the New Republic Third Fleet. He destroyed Grand Admiral Syn's Silooth during the Liberation of Kashyyyk.

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