

Name: Sir Mac
Species: Bith
Hair color: None
Eye color: Black
Move: 10

DEXTERITY: 2D+1

Blaster: 3D+2
Brawling Parry: 3D
Dodge: 4D

PERCEPTION: 2D+1

Bargain: 3D
Con: 3D
Gambling: 3D+1
Persuasion: 3D+1

KNOWLEDGE: 2D

Alien Races: 2D+2
Streetwise: 5D
Survival: 4D+1

STRENGTH: 2D

Brawling: 4D
Climbing/Jumping: 3D+2

MECHANICAL: 2D

Repulsorlift Operation: 4D

TECHNICAL: 2D

Repulsorlift Repair: 5D
Security: 4D



Special Abilities:

Vision: Bith have the ability to focus on microscopic objects, giving them a +1D to Perception skills involving objects less than 30 centimetres away. However, as a consequence of this, the Bith have become extremely myopic. They suffer a penalty of -1D for any visual based action more than 20 meters away and cannot see more than 40 meters under any circumstances.

Scent: Bith have well-developed senses of smell, giving them +1D to Perception skills when pertaining to actions and people within three meters.

Manual Dexterity: Although the Bith have low overall Dexterity scores, they do gain +1D to the performance of fine motor skills - picking pockets, surgery, fine tool operation, etc. - but not to gross motor skills such as blaster and dodge.

EQUIPMENT

CREDITS - 50

Concealed Blaster Pistol (4D), Street Clothes, Comlink,

FORCE SENSITIVE - N

FORCE POINTS 1

DARK SIDE POINTS 0

CHARACTER POINTS 2

Description: Sir Mac was a Bith who, in 22 BBY, visited the Outlander Club and the the streets of the Uscru Entertainment District on Coruscant when Jedi Obi-Wan Kenobi and Anakin Skywalker were pursuing the bounty hunter Zam Wesell. He witnessed Anakin's fall from Zam's Koro-2 all-environment exodrive airspeeder and watched as he regained himself and continued pursuing Zam. While so, the Bith stroked his chin, most likely a gesture of confusion. While in the Outlander Club and on the streets of Coruscant, the Bith wore a cheap suit of a greenish tint. The Bith was also one of many Coruscant Citizens that were impoverished.

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