

Name: Chilla Zin
 Species: Insectoid
 Gender: Male
 Eye color: Red
 Skin color: Dark gray
 Move: 10

DEXTERITY: 3D+1

Blaster: 7D
 Brawling Parry: 7D+2
 Dodge: 6D+1
 Melee Combat: 6D
 Melee Parry: 5D+2

PERCEPTION: 3D

Bargain: 5D+2
 Command: 3D+1
 Hide: 6D
 Persuasion: 6D+2
 Search: 5D+1
 Sneak: 6D+1

KNOWLEDGE: 2D

Alien Species: 4D
 Cultures: 4D
 Intimidation: 5D+2
 Languages: 4D
 Streetwise: 6D
 Tactics: 4D
 Value: 5D

STRENGTH: 3D

Brawling: 6D+2
 Climbing/Jumping: 5D+1
 Stamina: 5D

MECHANICAL: 2D

Astrogation: 4D+1
 Repulsorlift Operation: 4D+1
 Space Transports: 4D+2
 Starship Gunnery: 4D

TECHNICAL: 2D

Blaster Repair: 5D+1
 Security: 5D



Special Abilities:

Multiple Arms: Chilla Zin has four arms, but standard action penalties still apply - as he can only concentrate on one task at a time.

EQUIPMENT

CREDITS - 800

Blaster Rifle (5D), Utility Belt, Comlink

FORCE SENSITIVE : Y

FORCE POINTS 2

DARK SIDE POINTS 3

CHARACTER POINTS 7

Description: Chilla Zin was a four-armed insectoid male who wielded four blades and was a member of the Assassins Guild during the Imperial Era. Alongside the droid Gee-Ninety and the sniper Loriach, Zin was hired by the Sith assassin Ochi of Bestoon to assassinate a Crimson Dawnâ€œallied pontiff on Vincorba. Unknown to Zin and his associates, the job was a test from Ochi's master, the Sith Lord Darth Vader, who recruited them in his quest to destroy Crimson Dawn.

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