Characters D6 / Chipp (Lannik Thief)



Name: Chipp
Species: Lannik
Gender: Male
Hair color: Yellow
Eye color: Brown
Skin color: Light
Move: 10

DEXTERITY 3D
- Brawling Parry: 5D
- Dodge: 5D
- Running: 5D
- Melee Weapons: 6D
- Melee Parry: 5D+2

KNOWLEDGE 2D
- Law Enforcement: 2D+2
- Streetwise: 4D+1
- Survival: 3D+1

PERCEPTION 3D
- Con 4D

STRENGTH 3D+1
- Brawling: 5D+1
- Climbing/Jumping: 4D+2

MECHANICAL 2D
- Beast Riding: 5D
- Repulsorlift Operation: 4D+2

TECHNICAL 2D
- Repulsorlift Repair: 3D+1
- Security: 4D

Equipment:
20 Credits, Street Clothes, Stun Baton: (STR+1D (max: 5D), Stunning Shock 5D), Commlink

Special Abilities:
Fearless: Lannik are not easily frightened. They get a +2 pip bonus to Willpower rolls when resisting Intimidation skill rolls against them.

FORCE SENSITIVE - N
FORCE POINTS 2
DARK SIDE POINTS 1
CHARACTER POINTS 3

Description: Chipp was a male Lannik individual who was a member of a group of thieves on the

planet Tenoo during the High Republic Era alongside Emmett and Z-3OR. Chipp was part of the group's effort to steal credits from a hovertrain after stealing a group of Dunnels. Later, they were a part of an attempt to take the droid MB-4 for the locations of mines in the droid's memory bank.

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