

## 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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