Characters D6 / Mads Gresh (Humanoid Bedl



Name: Mads Gresh
Died: 9 BBY, Shattered Moon
Species: Humanoid
Affiliation(s): Bedlam Raiders
Move: 10

DEXTERITY: 2D+2
- Blaster: 6D+1
- Brawling Parry 6D
- Dodge 6D+2
- Lightsaber 7D
- Melee Parry 4D
- Melee Combat 5D

PERCEPTION: 2D+2
- Command: 3D+2
- Search: 4D+2
- Sneak: 5D

KNOWLEDGE: 2D+2
- Intimidation: 5D+2
- Languages: 4D+2

STRENGTH: 3D
- Brawling: 6D
- Climbing/Jumping: 5D+1

MECHANICAL: 2D+2
- Repulsorlift Operation: 4D+1

TECHNICAL: 2D
- Blaster Repair: 4D+2
- Lightsaber Repair: 4D

EQUIPMENT:
- Credits: 200

Blue Tunic, Armor (+1D vs Energy Damage, +2D vs Physical Damage, -1D to Dexterity), Wrist Blaster (5D damage), Grenades (5D damage), Crossguard Lightsaber (cyan) (5D, +1D to lightsaber parry)

FORCE SENSITIVE - N
CHARACTER POINTS: 4
FORCE POINTS: 2
DARK SIDE POINTS: 3

Description: Mads Gresh was a lieutenant of the Bedlam Raiders, who wielded a cyan crossguard lightsaber. After Urgost's death, she was one of two last lieutenants of Bedlam Raiders to protect Dagan Gera. She fought against Cal Kestis and Bode Akuna with her fellow lieutenant San Dersen aboard Santari Khri's Observatory on the planet Koboh, leading to both of their deaths.

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