Characters D6 / Grakks (Hutt Gang)



Name: Grakks (Hutt Gang)
Leader(s): Grakkus Jahibakti Tingi
Headquarters: Fortress of Grakkus the Hutt, Megalox
Location(s): Megalox Beta
Move: 5 (12 on cybernetic legs)

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

KNOWLEDGE 2D
- Intimidation: 5D
- Streetwise: 5D+2
- Value: 5D

PERCEPTION 3D
- Bargain: 4D
- Con 5D+1
- Gambling: 4D+1
- Persuasion: 4D+2

STRENGTH 5D
- Brawling: 6D

MECHANICAL 2D
TECHNICAL 2D

Special Abilities:

Force Resistance: Hutts have an innate defense against Force-based mind manipulation techniques and roll double their Perception dice to resist such attacks. However, because of this, Hutts are not believed to be able to learn Force skills.

Equipment:

500 Credits, Comlink, Power Staff (Str+1D damage)

Cybernetics:

Cybernetic Legs: Additions to their Hutt body which allow faster movement.

Armour Plating/Spikes/Etc: Some of the Grakks have armoured plating and spikes added to their bodies which make them harder to damage in Melee combat, giving them a bonus +2D to Melee Parry.

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

Description:

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