Characters D6 / Maz Kanata (As of The Last J



CHARACTER NAME: Maz Kanata (As of The Last Jedi)
SPECIES - Unknown
GENDER - Female
HEIGHT - 1.24 meters
MOVE - 8

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

PERCEPTION: 5D
- Bargain: 7D+2
- Command: 6D+2
- Hide: 6D
- Persuasion: 8D+2
- Search: 7D
- Sneak: 6D+1

KNOWLEDGE: 4D+2
- Alien Species: 9D+1
- Cultures: 5D
- Intimidation: 6D+1
- Languages: 7D+1
- Planetary Systems: 9D+2
- Scholar (Jedi Lore): 6D
- Scholar (Sith Lore): 6D
- Streetwise: 8D+2
- Tactics: 6D+2
- Value: 8D+1
- Willpower: 9D
- Business: 5D+1

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

MECHANICAL: 3D
- Astrogation: 6D+1

Repulsorlift Operation: 5D+1
Space Transports: 7D
Starship Gunnery: 6D
Jet/Rocket Pack Operations: 6D+2

TECHNICAL: 3D+2
Computer Programming/Repair: 5D+2
Droid Progamming/Repair: 5D+1
Space Transport Repair: 5D=2
Starfighter Repair: 4D+2
Capital Ship Repair: 4D
Repulsorlift Repair: 5D+1
Security: 7D

FORCE SENSITIVE : Y
FORCE POINTS : 30
DARK SIDE POINTS 0
CHARACTER POINTS 20

Equipment: Blaster Rifle 5D, Jet Pack (20 charges, 100m/charge), Occular Goggles (+1 to spot details), Starships (The Stranger's Fortune and the Epoch Swift), wroshyr wood curio box (containing Anakin Skywalkers Lightsaber, a four-thousand-year-old hyperspace sextant, a fusioncutter head, and a diatium power cell), a bust of Cherff Maota (a Jedi Master of old), variable lens corrective goggles, silver-buckled belt suspended an assortment of technology (including a compact blaster pistol), a beaded necklace and a large number of rings and bracelets such as the Bracelet of the Sutro

"He's a master codebreaker, an ace pilot, a poet with a blaster."
?Maz Kanata to Finn, Rose Tico and Poe Dameron

Charcter Bio (As of The Last Jedi) - ...After the destruction of her castle, Maz resumed her life of adventure whilst the Resistance continued their struggle against the First Order. When the Resistance fleet was tracked through hyperspace and picked off one ship at a time, Finn (now an official member of the Resistance and recovered from his injuries) and technician Rose Tico departed the fleet in order to find someone capable of breaking through the clearance codes for an infiltration of the First Order flagship. Finn contacted Maz, who was unable to help them personally as she was involved in what she referred to as a "union dispute", the details of which were something they did not want to know. However, she was able to recommend a Master Codebreaker whom she knew was capable of cracking anything. Pointing the two in the direction of Canto Bight, a luxury city resort on the planet Contonica, Maz told them that the codebreaker could be identified by a red flower lapel pin before cutting off the transmission.

GAME DESIGN NOTES:

During her brief appearance in The Last Jedi, Maz showed she was very adept at using a blaster rifle, and dodging incoming attacks of various kinds. She also had a jet pack strapped to her back which she also used with impressive skill to leave the battle she was in near the end of the communicated conversation. Maz showed the ability to multitask in the middle of combat. While the skill and Attribute dice presented here are meant to properly represent what we've seen of Maz

so far (for instance, adding the Jet?Rocket Pack Operations skill), it is quite possible Maz possesses other skills that have yet to be revealed. GMs should feel free to add skills as desired to represent Maz's experience in their games and campaigns.

Maz's improvements here are meant to show how she has been running things in her personal castle for some time after a long-lived life of adventure, taking a lengthy break from such activity, then returning to the adventurous lifestyle after the destruction of her castle on Takodana. As an adventurer, among other things, Maz has probably stocked up quote a lot of character points, and may have used these to improve her skills once she got back into the swing of things. She has 20 character points listed, but during the short time between her appearance in The Force Awakens to The Last Jedi, Maz seems to have jumped headlong into high-speed adventure, racking up more character points, and then using these to train herself up a bit, having 20 left.

As she was involved in what she described as a "union dispute", it is now hinted that Maz may be part of a larger organization of some kind, be it involving pirates, privateers, smugglers, elements of the general galactic criminal underworld, or perhaps an actual political or labor faction of some kind. Maz could even be the leader of this organization. While the nature of this connection has yet to be detailed, it opens up new potential for using Maz in Star Wars D6 games for GMs/players.

Maz was given Archaic Guns to represent that she is old enough that, due to her adventurous lifestyle, she would probably know how to use older ranged weapons. However, she was not given Firearms/Slugthrowers or Bows because blasters and pther energy weapons have been a common sight in the Star Wars galaxy for much longer than Maz has been alive, and we have yet to see her use such weapons (though as stated previously, she may very well have thse sills, GM discretion on this issue).

She's been given the Business skill because, as long as she has been alive, and due to her lifestyle, she probably would have picked up some business acumen along the way, even if she doesn't much care for it. She has not been given Scholar (History) or other such skills because, while she is old, as also stated, she doesn't seem to care too much for such things (but again, she may, and probably does, know quite a bit of history due to having lived so long).

And finally, Maz has been given Jet/Rocket Pack Operations because she was seen using one in combat during her brief appearance in The Last Jedi.

A note on disagreements with this write-up. On one hand, Maz could be seen as the kind of character who may not change or improve herself very often due to her long-lived nature. If GMs/players wish, they can use the previous write-up for Maz for the sake of consistency with such thinking. Just add the Jet/Rocket Pack Operations skill as a update for The Last Jedi.

Another viewpoint is that some people may think Maz should know a bit of everything due to how long she has been around. GMs/players who believe this could give Maz +1 or +2 pips in any and eveyr relevant skill to represent this. This is up to GM discretion, and also advised against as the write-up give is fairly balanced for the kind of character Maz is. These bonuses would be in pips and not dice, as this would represent Maz picking up skill along the way during her travels, instead of devoting actual training time to it which would require +1D to these skills (which would make her much more powerful than she should be, IMO).

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