Characters D6 / Proach



CHARACTER NAME - Proach
Species: Trandoshan
Gender: Male
Eye color: Orange
Skin color: Green
MOVE -10

DEXTERITY: 3D+1
- Blaster: 4D+2
- Brawling Parry: 5D+2
- Dodge: 5D+2
- Melee Weapons: 6D+1
- Melee Parry: 6D
- Vehicle Blasters: 3D+1

PERCEPTION: 2D+2
- Command: 3D+1
  - Command; Mining Guild: 4D+2
- Search: 3D+2

KNOWLEDGE: 2D
- Bureaucracy: 3D
- Streetwise: 5D
- Value: 5D
- Willpower: 4D

STRENGTH: 5D
- Brawling: 6D
- Climbing/Jumping: 6D

MECHANICAL: 2D
- Repulsorlift Operation: 4D

TECHNICAL: 2D
- Security: 4D

EQUIPMENT
- Yellow and Blue Mining Guild uniform including a helmet, Electro-Whip (5D Stun damage)

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

Description: Proach was a male Trandoshan who served as a foreman in the Mining Guild on the planet Lothal in 1 BBY. When the Spectres hijacked crawler 413-24, the foreman fought briefly against the Lasat Garazeb Orrelios before falling to his death.

Personality and traits

Proach was a ruthless and agile individual who was both an imposing presence and a deadly warrior. He had green skin, orange eyes and stood taller than Garazeb Orrelios, who was 2.1 meters tall. The Trandoshan appeared greatly afraid while hanging from just his whip, and cried out in terror as he fell.

Equipment

Proach wore a yellow and blue Mining Guild uniform including a helmet. He used an electro-whip.

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