

Griim

Attribute dice: 12D

Dexterity: 2D+2/5D

Knowledge: 1D+1/3D

Mechanical: 2D/3D+2

Perception: 2D+1/5D

Strength: 2D/3D+1

Technical: 2D/4D

Move: 10/13

Size: 1.8 meters

Average Griim: Dexterity 3D, Knowledge 1D+2, Mechanical 2D+1, Perception 3D, Strength 1D+2, Technical 2D+2.

Special Abilities:

Prehensile Tail: +1D to Climbing/Jumping and other related skills.

Skin: Their skin is dark blue, almost navy blue, and they receive +1D to sneak and hide in shadows or dark rooms.

Griim battle armor:

Gives +1D+2 to physical attacks.

Griim double-bladed rapier:

Strength+2D-2D+2

Griim throwing stars:

Strength+2 when thrown, Strength+1D when used as a melee weapon.

Templates:

Character Name:

Type: Griim Jedi-in-training

Gender/ species: / Griim

Age: Height: Weight:

Physical description:

Dexterity 4D Perception 3D

Dodge Bargain

Lightsaber Con
Melee Combat Hide
Melee Parry Investigation
Running Search
 Sneak

Knowledge 2D Strength 2D
Alien species Brawling
Intimidation Climbing/ jumping
Languages
Survival
Willpower

Mechanical 2D Technical 2D
Beast Riding Armor repair
Communications First aid
Space Transports Melee weapon repair
Starship gunnery
Walker Operation

Special abilities:

Control 1D

Sense 1D

Alter 1D

May select three force powers.

Prehensile Tail: +1D to climbing/ jumping, and related skills.

Skin: Dark skin adds +1D to sneak in darkness.

Equipment: Lightsaber(5D), Griim double-bladed rapier(Str.+2D), Griim battle-vest(+1D+2 to physical, torso only).

Quote: "Well, looks like we'll have to fight our way out...again!"

Move: 10

Force Sensitive? Yes

Force points: 2

Dark Side points:0

Character points: 5

Character Name:

Type: Griim bounty hunter

Gender/ species: / Griim

Age: Height: Weight:

Physical description:

Dexterity 4D Perception 4D

Blaster Bargain

Brawling Parry Con

Dodge Hide

Melee Combat Investigation

Melee Parry Search

Thrown Weapons Sneak

Knowledge 2D Strength 3D

Alien species Brawling

Languages Climbing/ jumping

Planetary systems Swimming

Streetwise

Value

Willpower

Mechanical 3D Technical 2D

Astrogation Armor repair

Beast Riding Blaster repair

Space Transports Computer Programming/ repair

Starship shields First aid

Swoop Operation Space Transports Repair

Special abilities:

Prehensile Tail: +1D to climbing/ jumping and related skills.

Skin: Dark skin adds +1D to sneak in darkness.

Equipment: Griim double-bladed rapier (Str.+2D), Griim battle-vest (+1D+2 to physical, torso only), blaster rifle (5D), 2 Griim throwing stars(Str.+2 when thrown, Str.+1D when used as a melee weapon), 500 credits standard, binders, 2 medpacks

Quote: "Resistance is futile."

Move: 10

Force Sensitive? no

Force points: 1

Dark side points: 0

Character points: 5

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