Characters D6 / Carib Diss (Bounty Hunter)



Name: Carib Diss
Gender: Male
Skin color: Gray
MOVE - 10

DEXTERITY: 3D+1
Blasters: 5D+2
Brawling Parry: 4D
Dodge: 5D
PERCEPTION: 1D+2
Investigation: 2D+1
Search: 3D+2
Sneak: 4D
KNOWLEDGE: 2D
Intimidation: 5D
Languages: 3D+1
Streetwise: 4D+2
Survival: 3D+1
STRENGTH: 3D+2
Brawling: 6D
MECHANICAL: 2D+2
Repulsorlift Operation: 4D+1
TECHNICAL: 3D
First Aid: 4D+2
Security: 4D+1

SPECIAL ABILITIES
Protected Sensory Organs: Diss's species' odd arrangement of sensory organs. The photosensitive orbs he used to see, the vibrating cilia that he used to hear and his smell receptors all lined a uvula-like bulb that hung from the roof of his large mouth. In order to see he had to grimace and reveal his sharp teeth, which intimidated most humanoids. (-1D to Search, +2D to Intimidate)

EQUIPMENT
CREDITS - 300
Blaster (4D), Body Armour (+2 vs Energy damage, +1D vs Physical damage), Sensory Dome (+1D to search)

FORCE SENSITIVE N
FORCE POINTS 2
DARK SIDE POINTS 2
CHARACTER POINTS 4

Description: Carib Diss was a male bounty hunter. The sensory organs of Diss' species were

situated behind his array of large teeth, meaning that in order to see, he had to grimace. His unsettling appearance intimidated most others, so Diss wore a sensor dome atop his head, helping him to gather data about his surroundings. In 35 ABY, he was in the Spicer Runner's Den in Kijimi City on the planet Kijimi shortly before the world was destroyed by the First Order.

Carib Diss was a male bounty hunter who was an inhabitant of Kijimi City on the planet Kijimi during its occupation by the First Order. In 35 ABY, Diss was sat at a table by the bar of the Spice Runner's Den with another alien and a human patting his back when a group of Resistance agents were led through the room by Spice Runner Zorii Bliss. Shortly after this, the First Order evacuated their personnel from Kijimi and destroyed it.

Personality and traits
Carib Diss was terrifying in appearance due to his species' odd arrangement of sensory organs. The photosensitive orbs he used to see, the vibrating cilia that he used to hear and his smell receptors all lined a uvula-like bulb that hung from the roof of his large mouth. In order to see he had to grimace and reveal his sharp teeth, which intimidated most humanoids. He had gray skin and was aware that he needed to clean his teeth more often.

Equipment
In order to reduce the amount of time he needed to spend with his mouth agape, Diss wore a sensor dome on top of his head that could gather data about his surroundings. He wore gray and orange armor over a brown jacket and gray pants as well as brown gloves and boots. On his right arm he wore a Mandalorian rocket gauntlet loaded with whistling birds.

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