Characters D6 / Kid Malmash (Shungbeek Pil



Name: Kid Malmash
Species: Shungbeek
Gender: Male
Eye color: Red
Skin color: White

DEXTERITY 2D+2
- Blaster 5D+2,
- Dodge 5D
- Melee Combat 4D

KNOWLEDGE 2D
- Alien Species 3D
- Bureaucracy 5D
- Languages 4D
- Planetary Systems 5D
- Streetwise 5D+2
- Value 5D+1

MECHANICAL 3D+1
- Astrogation 5D+1
- Capital Ship Piloting: 5D+2
- Communications 4D
- Repulsorlift Operation 4D
- Sensors 3D+2
- Space Transports 4D
- Starfighter Piloting 6D
- Starship Gunnery 5D
- Capital Ship Shields 5D

PERCEPTION 2D
- Bargain 4D
- Command 3D
- Con 5D+2
- Forgery 4D+1
- Gambling 3D+2
- Hide 5D
- Persuasion 5D+1
- Sneak 3D

STRENGTH 2D+2
- Brawling 4D+1

TECHNICAL 2D+2
- Capital Ship Repair 3D+2

Special Abilities:

Argon breather: Kid Malmash is a Shungbeek, who requires an Argon Rich Atmosphere to breath, taking 2D damage for each round he is denied this atmosphere.

Force Sensitive: N
Force Points: 1
Dark Side Points: 1
Character Points: 4
Move: 10

Equipment:
Blaster Pistol (4D), Comlink, Lancer-class pursuit craft, the Nebular Kelpie, Black Suit with a Perspex Dome that retained an argon-rich atmosphere

Description: Kid Malmash was a young Shungbeek male who transported fugitives to safe zones in his Lancer-class pursuit craft Nebular Kelpie. In 35 ABY, he was one of the many unaffiliated pilots who answered the call of the Resistance when they asked for aid in fighting the First Order and Sith Eternal at the planet Exegol. After they triumphed, he joined in the celebrations on the moon Ajan Kloss.

Kid Malmash transported fugitives to safe zones aboard his Lancer-class pursuit craft, the Nebular Kelpie, for a steep price. This included wanted criminals and political refugees. By the time of the war between the First Order and the Resistance, Malmash was beginning to run out of safe destinations to take his passengers to. This cut into his profits.

In 35 ABY, Kid Malmash was one of many unaffiliated pilots who heard a plea for aid from Resistance agents Chewbacca and Lando Calrissian. Malmash and many others followed them through the hyperspace anomalies of the Unknown Regions in order to reinforce the Resistance as they fought against the First Order and Sith Eternal above the planet Exegol.

After the Sith Eternal fleet of Xyston-class Star Destroyers was destroyed, Kid Malmash was amongst the many participants of the battle who returned to the Resistance base on the jungle moon Ajan Kloss to celebrate the victory. As the droids BB-8 and D-O reunited, Malmash danced next to a GNK-series power droid before moving to stand with the pilot AL1-L3 and the bounty hunter Seleno Chandro as the pirate Maz Kanata spoke with Chewbacca.

Personality and traits
Kid Malmash was a male Shungbeek with white skin and red eyes. He required an argon-rich atmosphere to breath.

Equipment
Kid Malmash wore a black suit with a perspex dome that retained an argon-rich atmosphere. He flew a Lancer-class pursuit craft named the Nebular Kelpie, which he modified with stealth technology.

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