Characters D6 / Snarl (Hassk Pirate)



Name: Snarl
Species: Hassk
Gender: Male
Hair color: Gray
Eye color: Orange
Skin color: Cornflower blue
MOVE - 10

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

PERCEPTION: 2D+2
- Gambling: 4D+1
- Search: 4D+2
- Hide: 3D+2
- Sneak: 4D+1

KNOWLEDGE: 2D
- Alien Species: 3D

STRENGTH: 4D
- Brawling: 5D+1

MECHANICAL: 2D+2
- Starfighter Piloting: 3D+1
- Starship Gunnery: 4D+2

TECHNICAL: 2D
- First Aid: 4D
- Security: 3D+2

Special Abilities:

Sensitive ears: Hassk have large sensitive ears, which give them a +1D bonus to sound based Search checks.

Keen night vision: Hassk have two large forward-facing eyes that could be orange in hue and gave them a keen night vision, giving them a bonus +2D to search in near darkness situations.

Flesh-tearing fangs: Hassk have a mouth fully of flesh tearing fangs, which do Str+1D damage when used in combat.

EQUIPMENT
- CREDITS - 80
  - Clothing Made from Imperial Uniform, Blaster Rifle (5D), Commlink

FORCE SENSITIVE “ N
FORCE POINTS 1
DARK SIDE POINTS 2

CHARACTER POINTS 4

Description: Snarl was a male Hassk pirate who served as a member of Kragan Gorr's pirate gang during the era of the New Republic.

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