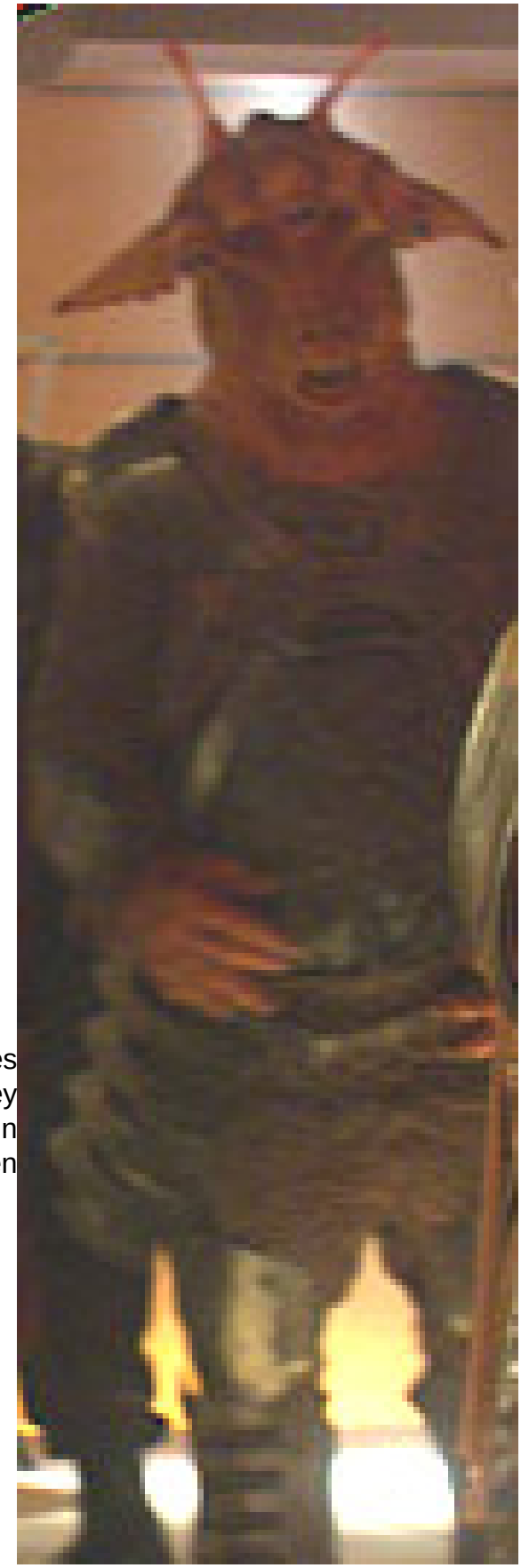
Characters D6 / Nic Whoma (Gran Gambler)



Name: Nic Whoma
Homeworld: Coruscant
Species: Gran
Gender: Male
Hair color: None
Eye color: Black
Move: 10

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

PERCEPTION: 2D
- Bargain: 3D+2
- Gambling: 5D+1
- Persuasion: 4D+2
- Search: 4D

KNOWLEDGE: 2D+1
- Languages: 4D+1
- Planetary Systems: 3D
- Streetwise: 4D+1

STRENGTH: 2D
- Brawling: 3D+2

MECHANICAL: 2D+2
- Repulsorlift Operation: 3D+2

TECHNICAL: 2D
- Repulsorlift Repair: 4D

SPECIAL ABILITIES

Vision: Grans' unique combination of eyestalks gives them a larger spectrum of vision than other species. They can see well into the infrared range (no penalties in darkness), and gain a bonus of +1D to notice sudden movements.

EQUIPMENT

CREDITS 1,200

Street Clothes, Comlink, Sabaac Cards

FORCE SENSITIVE N
FORCE POINTS 1
DARK SIDE POINTS 0
CHARACTER POINTS 2

Description: Nic Whoma was a male Gran gambler. He was present at the Outlander Club on Coruscant in 22 BBY when Obi-Wan Kenobi and Anakin Skywalker entered chasing Zam Wesell.

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