Characters D6 / Meeka (Hutt Grand Council M



Name: Meeka
Died: Between 3 ABY and 4 ABY, Jekara system
Species: Hutt
Move: 5

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

KNOWLEDGE 3D
- Alien Species: 4D
- Bureaucracy: 6D+2
- Business: 6D+1
- Intimidation: 5D
- Planetary Systems: 4D+1
- Streetwise: 5D+2
- Value: 4D

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

STRENGTH 4D *
- Brawling: 5D+1
- Stamina: 5D

MECHANICAL 1D
- Communications: 2D+1
- Repulsorlift Operation: 2D

TECHNICAL 1D
- Computer Programming/Repair: 1D+2
- Security: 4D+1

Special Abilities:

Force Resistance: Hutts have an innate defense against Force-based mind manipulation techniques and roll double their Perception dice to resist such attacks. However, because of this, Hutts are not believed to be able to learn Force skills.

Equipment:

Vast Personal Riches, Droids & Servants

FORCE SENSITIVE - N

FORCE POINTS 2
DARK SIDE POINTS 2
CHARACTER POINTS 3

Description: Meeka was a Hutt who was a member of the Grand Hutt Council during the reign of the Galactic Empire. Between 3 ABY and 4 ABY the Hutt Council was invited to the planet by the resurgent criminal syndicate Crimson Dawn, now under the leadership of Lady Qi'ra, to attend a auction for the carbonite encased body of Han Solo. During the journey to Jekara, Meeka expressed concern about the potential return of Crimson Dawn, stating that if it was indeed really Crimson Dawn, it could have a destabilizing effect on the criminal underworld. Fellow council member, Lord Bokku, responded to Meeka's concerns noting that the Hutts were powerful, and that if Crimson Dawn intended to threaten them, they would regret it.

Stats by FreddyB, Descriptive Text from WookieePedia.
Image copyright LucasArts.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.