Characters D6 / Loriach (Alazmec Sniper/Ass



Name: Loriach
Species: Alazmec
Gender: Female
Move: 10

Dexterity: 2D+1
- Brawling Parry: 5D
- Dodge: 5D+1
- Blaster: 6D+2
- Melee Combat: 5D
- Melee Parry: 5D+1

Perception: 3D
- Bargain: 4D
- Hide: 5D
- Search: 4D+1
- Sneak: 6D

Knowledge: 2D
- Languages: 4D
- Planetary Systems: 4D+1
- Survival: 5D
- Intimidate: 5D

Strength: 3D
- Climbing/Jumping: 5D
- Brawling: 4D
- Stamina: 4D+2

Mechanical: 2D
- Repulsorlift Operation: 4D+1

Technical: 2D
- Blaster Repair: 5D+1
- Repulsorlift Repair: 5D

Special Abilities:

Heat Resistance: Alazmec due to their natural environment are more resistant to heat, adding 2D to their Stamina to avoid the effects of heat exposure, and +1D to their Strength to resist heat damage.

Equipment: Blaster Rifle (5D damage), Rugged Clothing, Macrobinocular Goggles (-1 range penalty), Comlink, Helmet (+2 vs Energy Damage, +1D vs Physical Damage)

Force Sensitive: No
Force Points: 2
Dark Side Points: 2
Character Points: 5

Description: Loriach was a Alazmec female sniper who was a member in the Assassins Guild. Loriach and fellow assassins Chilla Zin and Gee-Ninety were hired to kill a pontiff on Vincorba who had allied with the Crimson Dawn criminal syndicate as part of a test by the Sith Lord Darth Vader in his quest to destroy Crimson Dawn, with Loriach firing the shot that killed the pontiff.

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