Characters D6 / Gap Nox (Neimoidian Gunner



Name: Gap Nox
Died: 19 BBY, Mustafar
Species: Neimoidian
Gender: Male
Eye color: Orange
Skin color: Green
Move: 10

DEXTERITY: 2D+2
Blaster: 5D+2
Blaster Artillery: 6D
Dodge: 5D+1
Brawling Parry: 4D
Vehicle Blasters: 4D+1
PERCEPTION: 3D
Search: 5D
Sneak: 4D+1
KNOWLEDGE: 2D
Planetary Systems 3D
Survival: 4D
STRENGTH: 3D
Climbing/Jumping: 4D+1
Brawling: 4D+2
MECHANICAL: 2D
Starship Gunnery: 4D+2
Repulsorlift Operation: 5D
TECHNICAL: 2D
Blaster Repair 5D
First Aid: 4D
Security 3D

SPECIAL ABILITIES:
Born-Traders: The Neimoidians are born to make and break deals and organise trades virtually from when they are grubs, operating in business as if they were born with the skills. This is virtually true and they receive a bonus 2D to Bureaucracy, Business, Bargain and Con skills.

FORCE SENSITIVE: N
FORCE POINTS: 2
DARK SIDE POINTS: 0
CHARACTER POINTS: 4

EQUIPMENT:
Blaster Rifle (5D), Neimoidian Battle Armor (+2D vs Physical, +1D vs Energy, -1D Dexterity), Comlink

Description: Gap Nox was a male Neimoidian captain in the Neimoidian Gunnery Battalion, who served the Confederacy of Independent Systems during the Clone Wars against the Galactic Republic. After the Battle of Moorja, he became a bodyguard of the Trade Federation Viceroy Nute Gunray, and in 19 BBY accompanied Gunray to the planet Mustafar, where the Separatist Council had its stronghold.

Nox was stationed to the left side of the bunker entrance where the CIS leadership was waiting when Darth Vader, the newly-appointed pupil of the Sith Lord Darth Sidious, arrived. Sidious, a secret ally of the Separatists, however, betrayed them and Vader slaughtered all present, including Nox and Gunray. Nox had orange eyes and green skin. He wore Neimoidian guard armor and was armed with a Neimoidian ceremonial blaster rifle.

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