Characters D6 / Hennet Kayn (Gotal Mechanic



Name: Hennet Kayn
Species: Gotal
Hair color: Brown
Eye color: Orange
Skin color: Brown
Move: 10

DEXTERITY: 2D
- Blaster: 4D
- Brawling Parry: 4D
- Dodge: 5D
- Vehicle Blasters: 6D

PERCEPTION: 2D
- Bargain: 5D

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

STRENGTH: 3D
- Brawling: 4D
- Stamina: 4D+1

MECHANICAL: 2D
- Repulsorlift Operation: 4D

TECHNICAL: 3D
- Computer Programming/Repair: 5D
- Repulsorlift Repair: 5D+2

Special Abilities:

Energy Sensitivity: Because Gotals are unusually sensitive to radiation emissions, they receive a +3D to their Search skill when hunting such targest that are within 10 kilometers in open areas (such as deserts and open plains). When in crowded areas (such as cities and dense jungles) the bonus drops to +1D and the range drops to less than one kilometers. However, in areas with intense radiation, Gotals suffer a -1D penalty to Search because their senses are overwhelmed by radiation static.

Mood Detection: Because of their skills at reading the electromagnetic auras of other, Gotals receive bonuses (or penalties) when engaging in interactive skills with other characters. The Gotal makes a Moderate Perception roll and adds the following bonus to all Perception skills when making opposed rolls for the rest of that encounter.

Roll Misses Difficulty By: ---------- Penalty:
- 6 or more ---------- -3D
- 2-5 ---------- -2D
- 1 ---------- -1D

Roll Beats Difficulty By: ---------- Bonus:
0-7 ---------- +1D
8-14 ---------- +2D
15 or more ---------- +3D

Fast Initiative: Gotals who are not suffering from radiation static receive a +1D when rolling initiative against non-Gotal opponents. This is due to their ability to read the emotions and intentions of others.

Story Factors:
Droid Hate: Gotals dislike droids because the emissions produced by droids overwhelm their special senses. They receive a-1 D to all
Perception-based skill rolls when within three meters of a droid.
Reputation: Because of the Gotal's reputation as being overly sensitive to moods and feelings, other species are uncomfortable dealing with them.. Assign modifiers as appropriate.

Equipment: 500 Credits, Blaster Pistol (4D), Street Clothes, Toolkit, Comlink, Datapad

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

Description: Hennet Kayn was a Gotal who spent time on the planet Tatooine during the Galactic Civil War. In the year 0 BBY, Kayn was in Chalmun's Spaceport Cantina in the Mos Eisley spaceport when the bounty hunter Greedo confronted the smuggler Han Solo in one of the establishment's booths. Kayn moved into one of the other booths just before Solo shot and killed Greedo.

Biography
The Gotal Hennet Kayn was present in the spaceport of Mos Eisley on the planet Tatooine in the year 0 BBY, during the Galactic Civil War between the Galactic Empire and the Alliance to Restore the Republic. Shortly before the Battle of Yavin, the Gotal was in Chalmun's Spaceport Cantina in Mos Eisley when the smuggler Han Solo attempted to leave the establishment, only to be forced back into his seat by the bounty hunter Greedo.

As Solo and Greedo discussed the bounty on the smuggler's head, Kayn walked from the direction of the cantina's main bar into a booth, where the Abyssin Myo and the Talz Muftak were seated. Solo and Greedo then exchanged blasterfire, with Solo killing the bounty hunter, which briefly drew the attention of many patrons in the cantina.

Personality and traits
Kayn had orange eyes, and brown fur and skin.

Equipment
While at the Mos Eisley Cantina, Kayn wore a dark-brown shirt over light-brown robes and brown shoes.

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