Characters D6 / Jerrol Blendin (Human Bespi



Name: Jerrol Blendin
Homeworld: Bespin
Species: Human
Gender: Male
Height: 1.6 meters
Hair color: Brown

DEXTERITY: 2D+2
- Blaster: 5D+1
- Brawling Parry: 5D
- Dodge: 5D+2

KNOWLEDGE: 2D
- Bureaucracy: 3D+2
- Law Enforcement: 4D+1
- Streetwise: 4D+1
- Tactics: 3D

PERCEPTION: 3D
- Investigation: 4D
- Search: 4D+2
- Sneak: 4D+1

STRENGTH: 3D
- Brawling: 4D+1

MECHANICAL: 2D+1
- Communications: 4D+1
- Repulsorlift Operation: 5D
- Sensors: 3D

TECHNICAL: 2D
- First aid: 3D+1
- Computer Programming/Repair: 2D+2
- Security: 5D

Move: 10
Force Points: 1
Dark Side Points: 0
Character Points: 3

Equipment:
- Blaster Pistol (4D), Comlink, Wing Guard Uniform

Description: Jerrol Blendin was a Wing Guard on Bespin.

Blendin began his work in the Wing Guard while Dominic Raynor ran Cloud City. He was assigned to level 120, just above the wild and raucous Port Town. By the time Lando Calrissian had won the rights to the title of Baron Administrator, Blendin gained the rank of captain and had become a

corrupt Guard known for his use of intimidation to secure peace. He readily accepted bribes and was on the payroll of several minor criminals. He commanded his men to never go too far or take too much and draw attention to themselves. In 3 ABY, Jerrol Blendin was one of the two Wing Guards who accompanied Lando when he went to visit several prisoners such as Han Solo.

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