# Characters D6 / Barquin D-an (Bith Musician)



Name: Barquin D'an
Homeworld: Clak'dor VII
Species: Bith
Gender: Male
Height: 1.55 meters
Eye color: Black
Skin color: Pink
Move: 10

DEXTERITY 2D
- Blaster: 3D
- Brawling Parry: 4D+2
- Dodge: 5D+1

KNOWLEDGE 3D
- Bureaucracy: 5D+2
- Business: 5D
- Scholar; Music: 5D
- Streetwise: 4D+2

PERCEPTION 4D
- Bargain: 6D+1
- Gambling: 5D+2
- Performance;  Kloo Horn: 5D
- Persuasion: 5D+2
- Search: 4D+1

STRENGTH 2D
- Brawling: 2D+2

MECHANICAL 2D
- Communications: 3D+2
- Repulsorlift Operation: 3D

TECHNICAL 2D
- Musical Instrument Repair: 4D
- Security: 3D+2

Special Abilities:

Vision: Bith have the ability to focus on microscopic objects, giving them a +1D to Perception skills involving objects less than 30 centimetres away. However, as a consequence of this, the Bith have become extremely myopic. The suffer a penalty of -1D for any visual based action more than 20 meters away and cannot see more than 40 meters under any circumstances.

Scent: Bith have well-developed senses of smell, giving them +1D to Perception skills when pertaining to actions and people within three meters.

Manual Dexterity: Although the Bith have low overall Dexterity scores, they do gain +1D to the performance of fine motor skills - picking pockets, surgery, fine tool operation, etc. - but not to gross motor skills such as blaster and dodge.

Equipment:
Commlink,  Kloo Horn, Smart Clothes, 150 Credits

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

Description: Barquin D'an was a Bith member of the Max Rebo Band who played the kloo horn. He was the older brother of Figrin D'an, leader of the Modal Nodes. He was also a gambler.

*Biography*
Barquin did not have the potential of his younger brother and was jealous of Figrin's success. After having finally earned enough credits to leave the swamps of his homeworld, Barquin traveled to Tatooine. When he arrived at Chalmun's Spaceport Cantina, the Modal Nodes had already left the desert world, leaving him behind. He needed money to leave the planet, so Barquin had to look for a new job and found one—in Jabba's Palace. The atmosphere wasn't his taste at all and instead of earning money for performing with the Max Rebo Band, he was enslaved by the Hutt crimelord. Without any possibility to escape, he tried to find a way to kill himself. His opportunity came, when Jabba left his palace with the Khetanna to feed Luke Skywalker and his companions to the Great Pit of Carkoon. Barquin waited for an opportunity to jump into the sarlacc's maw, but when the skirmish broke out, he escaped into the Dune Sea. He headed towards Mos Eisley and hid on a cargo barge to Stenos. There, he built up an import/export business and became quite successful with it.

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