Characters D6 / Tuck Hybecks (Human Prison



Name: Tuck Hybecks
Homeworld: Galdi
Species: Human
Hair color: Black
Skin color: Light
Move: 10

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

PERCEPTION:2D
- Command: 3D
- Investigation: 4D
- Search: 3D+2

KNOWLEDGE: 2D+2
- Bureaucracy: 4D+2
- Business: 5D+1
- Languages: 5D
- Law Enforcement: 3D+2
- Streetwise: 4D+1

STRENGTH: 2D
- Brawling: 3D+2

MECHANICAL: 2D
- Communications: 3D
- Repulsorlift Operations: 4D

TECHNICAL: 2D
- Computer Programming/Repair: 4D+2
- Security 3D+2

EQUIPMENT:
- Credits: 400, Comlink, Street Clothing, Datapad

FORCE SENSITIVE: N
FORCE POINTS: 1
DARK SIDE POINTS: 0
CHARACTER POINTS: 3

Description: Tuck Hybecks was a human from the planet Galdi. In 5 BBY, they were charged in court by the Galactic Empire on the planet Niamos. Afterwards, the individual joined a queue of convicts being led to Imperial transports, which would take them to penal facilities. A shoretrooper processing the queue asked for Hybecks' name and home planet. After Hybecks answered accordingly, they were directed to a transport about to take them to Belsavis, a celestial body in the Mid Rim's Senex-Juvex sectors, where they would serve their sentence. The human had light skin

and black hair, sporting a tea green jacket with dark features on the front.

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