Characters D6 / Zinska (Human Prisoner)



Name: Zinska
Species: Human
Gender: Male
Hair color: Graying (stubble)
Skin color: Dark
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
- Languages: 4D
- Law Enforcement: 3D+2
- Streetwise: 4D+1
- Survival: 5D

STRENGTH: 3D+1
- Brawling: 4D+1
- Lifting: 5D+1
- Stamina: 5D

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

TECHNICAL: 2D
- Machinery Repair: 4D+2

EQUIPMENT:
- Prison Clothes

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

Description: Zinska was a human male prisoner who served as the floor manager for Level 5, Room 2's night shift at the Imperial facility on Narkina 5. Zinska would regularly pass Kino Loy, the day shift floor manager for Level 5, in the facility's bridge-corridors during shift change, which the two used as an opportunity to briefly discuss goings-on within the facility. When rumors began to spread about the deaths of 100 prisoners on Level 2, Loy did not believe they were true until Zinska confirmed them. During the uprising against the prison's staff, Zinska listened as Kino Loy

made a facility-wide call to arms from a hijacked comms station, and subsequently led the men under his charge to join Loy and the prisoner Cassian Andor's desperate battle for freedom.

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