Characters D6 / Guch Ydroma (Human Water



Name: Guch Ydroma
Species: Human
Gender: Male
Move: 10

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

PERCEPTION: 3D+1
- Bargain: 5D+1
- Con: 6D
- Hide: 5D
- Persuasion: 4D+2
- Search: 3D+2

KNOWLEDGE: 2D+2
- Bureaucracy: 4D+2
- Streetwise: 5D+1
- Scholar; Phirmist Beliefs: 3D+2
- Survival: 5D
- Value: 4D+1

STRENGTH: 3D
- Brawling: 4D
- Lifting: 2D+2

MECHANICAL: 2D
- Beast Riding: 3D
- Repulsorlift Operation: 4D

TECHNICAL: 2D
- First Aid: 3D
- Machinery Repair; Vaporator: 4D+2

Special Abilities:

Water Summoning: Guch Ydroma seemingly has the ability to summon up water from the very air around him, and uses this in various holy places to fill bottles of mystical water. However given his skill with Vaporators, high Con skill, and the various devices he conceals in his pack, it is possible this is done through technilogical means.

EQUIPMENT

CREDITS 450

Street Clothes, Comlink, Bottles of Water, Concealed Blaster Pistol (4D), Concealed Devices

FORCE SENSITIVE - N
FORCE POINTS - 2

DARK SIDE POINTS - 0
CHARACTER POINTS - 5

Description: Guch Ydroma was a male human inhabitant of Jedha who claimed to have been touched by the god of his Phirmist beliefs during a desert pilgrimage, and to have been granted the mystical ability to conjure water "as if from the air itself." He visited the many temples of the Holy City, summoning water and sealing the liquid into bottles marked with the temple's name, including Roalj temple. Ydroma then traveled Jedha selling these bottles to both believers and the thirsty alike. Ydroma was selling his wares in a square in Jedha City when the rebel agent Jyn Erso first met the Guardian of the Whills Chirrut Îmwe across the square.

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